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Requirements for the development of learning modules in VET 4.0

Definition: Learning module in VET 4.0 is a didactical learning unit to implement the newly emerging work processes and tasks

General guidelines	+	-
Learning modules have a concrete product or a learning product (theoretical or virtual)		
The competences to be achieved have to be described		
The learning module has phases for planning, implementation, exercise and assessment (feedback about competence increase)		
The learning product has to be achieved through cooperative and interdisciplinary work		
The learning module promotes self-controlled and individual learning processes		
It is ready for open use.		
It can be carried out independently from special software or learning material providers		
It can be implemented in the current curriculum or be offered as add-on for an additional qualification		
Background information for its implementation is provided (e.g. learning arrangements and techniques, cooperation forms, possible assessment, necessary infrastructure, equipment, etc.)		
It has to be assigned to an EQF-level		

Recommendations with regard to VET 4.0	+	-
The learning module promotes e-learning and blended-learning		
It is based on cloud computing		
It promotes collaborative working of different persons/groups and of human beings and machines/robots		
It can apply advanced analytics (e.g. data-mining, big data analytics)		
It prepares for working with automated, responsive and mobile processes		
Its development and implementation is interdisciplinary (T-shaped)		
It promotes self-organization		
It considers data security and data protection		
It considers social implications of VET 4.0		

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