

European BAUHAUS Courses – CALL 2026

COURSE FORMAT Guidelines for academic staff

_OVERVIEW Interdisciplinary Learning Formats

Within European University Alliances initiatives, interdisciplinary courses can be implemented through different innovative learning formats.

European BAUHAUS Courses are **innovative, interdisciplinary, and challenge-based learning formats** developed jointly with BAUHAUS4EU partner universities.

Among the most widely used formats are **Blended Intensive Programmes (BIPs), Collaborative Online International Learning (COIL), and Hackathons.**

Each of these formats supports **collaboration between universities and engagement with real-world challenges**, but they differ in terms of duration, learning environment, and pedagogical approach.

_BIP – Blended Intensive Programme

A Blended Intensive Programme (BIP) is a short-term Erasmus+ learning format that **combines virtual collaboration** (before or after the mobility) **with a short period of physical mobility**. It allows students and staff from different universities to work together on a shared learning experience.

Key characteristics

- must involve at least **three higher education institutions from three different Erasmus+ programme countries**
- **recognised with ECTS credits** and integrated into academic programmes
- designed to support innovative and **interdisciplinary teaching methods**

_BIP – Blended Intensive Programme

Duration

physical mobility often organised as 7–14 days
intensive courses

Typical learning activities

- intensive workshops and seminars
- interdisciplinary and international teamwork
- project-based learning
- field visits and interaction with stakeholders

Learning objectives

- promote **international collaboration and mobility**
- develop **interdisciplinary problem-solving**
- strengthen **intercultural communication** and **teamwork** skills

_BIP – Blended Intensive Programme

Financing

Physical mobility activities are supported through Erasmus+ funding.

Financial arrangements may vary across institutions.

Academic staff are advised to contact their institutional reference point for detailed information.

COIL – Collaborative Online International Learning

COIL (Collaborative Online International Learning) is a teaching methodology that connects students and faculty from universities in different countries **through structured online collaboration embedded in a course.**

It enables **international learning without physical mobility**, often described as “internationalisation at home.”

Key characteristics

- collaboration between **two or more partner universities**
- **jointly designed** by faculty members from the partner institutions
- **students work in international teams using digital platforms**
- usually integrated into existing modules

COIL – Collaborative Online International Learning

Duration

typically, 4–6 weeks, shorter modules are possible

Typical structure

1. introduction of partner institutions and contexts
2. formation of international student teams
3. collaborative research or project work
4. online workshops and discussions
5. final joint presentation or project output

Technologies used

- learning management systems (e.g. Moodle)
- videoconferencing platforms (e.g. Teams)
- shared digital workspaces (e.g. Google Docs)
- **Hybrid Lab** (e.g. Teleporter system)
(if compatible with numbers of students involved)

Learning objectives

- develop intercultural competence
- strengthen digital collaboration skills
- promote interdisciplinary teamwork

COIL – Collaborative Online International Learning

Financing

No specific central funds are allocated; each university defines its own approach.

Assessment

Exams and grading are managed by each home institution.

COIL is typically **integrated into an existing course and does not replace the full course structure.**

Support for Academic Staff

Support **materials and training are being developed to assist academic staff** in designing and implementing COIL activities. These include guidance on:

- intercultural ice-breaking
- online collaborative work
- student engagement and reflection

Resources are expected to be available before the next academic semester.

Hackathon

A Hackathon is an **intensive, short-term collaborative event** where **multidisciplinary teams work together to develop innovative solutions to a specific challenge**.

Hackathons are widely used in higher education as experiential learning and innovation formats.

Hackathons may **involve collaboration with regional partners, companies, or external stakeholders**, especially in challenge-based activities.

Key characteristics

- participants work in **interdisciplinary teams**
- the event is **organised around a defined challenge or problem**
- activities are **highly intensive and time-limited**
- teams are often **supported by mentors** and evaluated by a jury

Hackathon

Duration

Typically, 24–72 hours; organised over 2–3 days.

Typical structure

1. introduction of the challenge and objectives
2. formation of teams
3. brainstorming and idea development
4. prototype development or concept design
5. final presentations (pitch session) to a jury

Learning objectives

- encourage **rapid ideation and creative thinking**
- promote **collaborative problem-solving**
- expose students to **innovation and entrepreneurship processes**

Hackathon

Financing

No specific central funds are allocated; each university defines its own approach.

_COMPARISON Interdisciplinary Learning Formats

	BLENDED INTENSIVE PROGRAMME (BIP)	COLLABORATIVE ONLINE INTERNATIONAL LEARNING (COIL)	HACKATHON
Main Objective	Provide international, immersive and interdisciplinary learning experiences through short mobility and collaborative projects	Enable international collaboration without physical mobility , promoting intercultural learning and global teamwork	Foster rapid problem-solving, creativity and innovation through intensive teamwork and prototyping
Learning Mode	Blended learning: virtual preparation + short in-person mobility period	Fully online collaboration integrated into existing courses	Intensive face-to-face or hybrid event , focused on rapid ideation
Typical Duration	5–30 days physical mobility plus virtual activities	4–6 weeks, combining synchronous and asynchronous activities	24–72 hours, often organised over 2–3 days
Institutional Collaboration	Developed jointly by at least three universities from different Erasmus+ countries	Usually organised between two or more partner universities that jointly design the module	Can involve multiple institutions, industry partners, or community stakeholders
Teaching Approach	Project-based and experiential learning , often linked to real-world challenges and stakeholder engagement	Collaborative online learning , with shared assignments, discussions and team projects	Challenge-based learning , focusing on creativity, experimentation and rapid development of ideas
Role Of Faculty	Faculty jointly design and deliver the programme and facilitate interdisciplinary collaboration	Faculty act as co-instructors, coordinating the course and facilitating international teamwork	Faculty and external experts often act as mentors or judges, guiding teams during the process