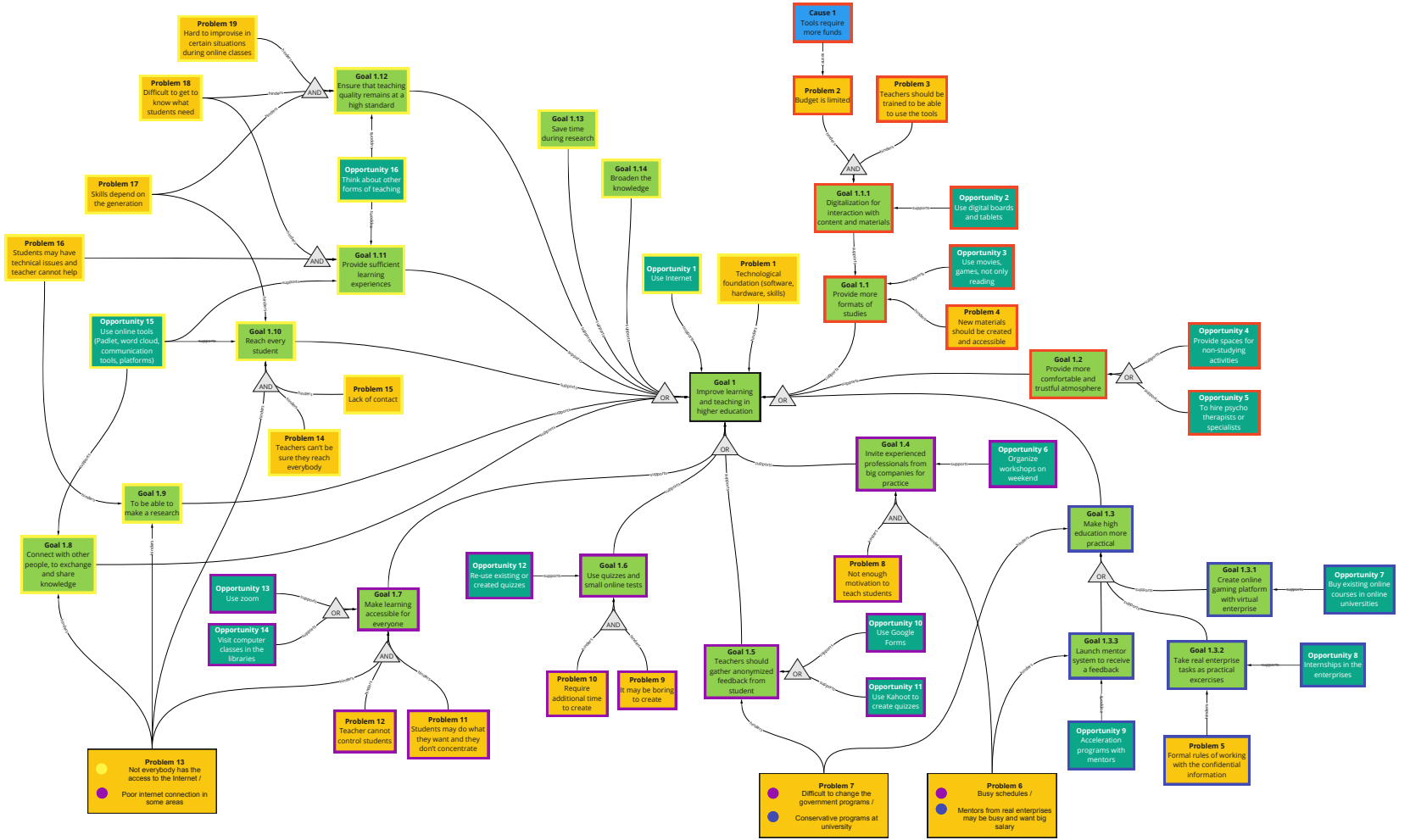
Cause 1
Tools require more funds
Problem 2
Budget is limited
Problem 3
Teachers should be trained to be able to use the tools
AND
Goal 1.1.1
Digitalization for interaction with content and materials
Opportunity 2
Use digital boards and tablets
Goal 1.1
Provide more formats of studies
Opportunity 3
Use movies, games, not only reading
Problem 4
New materials should be created and accessible
Problem 19
Hard to improvise in certain situations during online classes
Problem 18
Difficult to get to know what students need
Goal 1.12
Ensure that teaching quality remains at a high standard
Opportunity 16
Think about other forms of teaching
Problem 17
Skills depend on the generation
Goal 1.11
Provide sufficient learning experiences
Problem 16
Students may have technical issues and teacher cannot help
Goal 1.13
Save time during research
Goal 1.14
Broaden the knowledge
Opportunity 1
Use Internet
Problem 1
Technological foundation (software, hardware, skills)
Opportunity 15
Use online tools (Padlet, word cloud, communication tools, platforms)
Goal 1.10
Reach every student
Problem 15
Lack of contact
Problem 14
Teachers can't be sure they reach everybody
Goal 1
Improve learning and teaching in higher education
OR
Goal 1.2
Provide more comfortable and trustful atmosphere
Opportunity 4
Provide spaces for non-studying activities
Opportunity 5
To hire psycho therapists or specialists
Goal 1.9
To be able to make a research
Goal 1.8
Connect with other people, to exchange and share knowledge
Goal 1.4
Invite experienced professionals from big companies for practice
Opportunity 6
Organize workshops on weekend
Goal 1.3
Make high education more practical
Opportunity 13
Use zoom
Opportunity 14
Visit computer classes in the libraries
Goal 1.7
Make learning accessible for everyone
Opportunity 12
Re-use existing or created quizzes
Goal 1.6
Use quizzes and small online tests
Problem 8
Not enough motivation to teach students
Goal 1.3.1
Create online gaming platform with virtual enterprise
Opportunity 7
Buy existing online courses in online universities
Goal 1.3.3
Launch mentor system to receive a feedback
Goal 1.3.2
Take real enterprise tasks as practical excercises
Opportunity 8
Internships in the enterprises
Opportunity 9
Acceleration programs with mentors
Problem 5
Formal rules of working with the confidential information
Problem 10
Require additional time to create
Problem 9
It may be boring to create
Goal 1.5
Teachers should gather anonymized feedback from student
Opportunity 10
Use Google Forms
Opportunity 11
Use Kahoot to create quizzes
Problem 12
Teacher cannot control students
Problem 11
Students may do what they want and they don't concentrate
Problem 13
Not everybody has the access to the Internet /
Poor internet connection in some areas
Problem 7
Difficult to change the government programs /
Conservative programs at university
Problem 6
Busy schedules /
Mentors from real enterprises may be busy and want big salary