DIGITAL AND DATA LITERACY IN TEACHING LAB



Chair of Statistics with Applications to Business Administration

Chair of Logistics, Traffic and Production

Project results

Teach practical **tools** of data literacy and causal analysis

> Encourage & support DCL participants to start their own learning journey

> > Causal case studies and development of data products

Create an innovative course on causal inference

Teach data literacy in the context of causality

Increase the interest of business students in causal analysis

Get students involved in development of data products

Principles of DCL

1 Teach how to learn



We encourage and assist participants of the DCL in learning and applying important data literacy skills and tools for analyzing and processing data.

The students themselves decide which tools might help them and to what extent they are relevant to their projects.

An innovative course on causality

We created a hybrid course on causal inference, which teaches students theoretical basics of causality and practical skills of data literacy

Causality apps We develop applications that illustrate key concepts and topics of causal inference

Apps help students to Focus: Bridge the gap better between theoretical understand the concepts and data theoretical applications.

The source code is hosted on GitHub and publicly available

serve as examples for the data products that students develop in the course

Causality Apps

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Interactive apps on important

topics in causal inference

Gallery



Check out the data products created by participants of DCL

Case studies aligned with students'

interests

concepts from

the lecture

Entire development process Implemen-Launch Conception tation **o** git R Studio

The Digital Causality Lab

The participants work independently on business-

related case studies and develop data products

Friendly Causal Hairdresser Baseball -> Bad Analysis

Examples

separation haircut?

2. Offering a playground for causality



We communicate important concepts of causality in an interactive way. Participants explore core concepts of causal inference in a playful manner.

This is why we develop interactive apps that enable users to experiment and engage with important causal concepts, just as they would in a playground.

DIGITAL CAUSALITY

Main learnings



- Conception and realization of didactic and technical framework
- Students have fun in learning and active development of data products
- Students benefit from motivation, explanation and structure
- Teachers relinquish control, provide assistance when necessary, allowing ample room for experiments, frustration and learning successes
- Motivation and organization can be more challenging for students than technical aspects of implementation

3. Open Source



We believe that everyone is benefitting from exchange with others. Learning is much easier when resources are publicly available. If code is involved, a lot can be learned from reading the source code.

This is why we publish our teaching materials like our apps and the participants' data products on GitHub.

Outlook

- Integration in regular curriculum
- Phase 2: Fully digital MOOC for Studium Generale
- Maintain an open-source ecosystem on GitHub: Apps, teaching materials, data products
- Continuous development of apps and teaching materials





