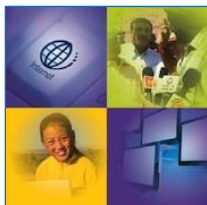


Media & Learning News Survey from new Global Forum for Partnerships on Media and Information Literacy (GFPMIL)

UNESCO will launch the Global Forum for Partnership on Media and Information Literacy (GFPMIL) on 26-28 June 2013 in Nigeria, during the Pan-African MIL and Intercultural Dialogue Conference. The GFPMIL will be a focused, purposeful and permanent mechanism to seek global repositioning of MIL maximising and deepening its impact through more enduring strategic partnerships. UNESCO therefore launched a call for interest in the GFPMIL: the objective is to get organisations involved in MIL related activities to answer [this survey](#) by 15 April 2013. Several activities have already been launched to solidify the notion of MIL, see an overview [here](#).



Audiovisual education for young people: the Videomuseums project

A recently published electronic book entitled "[Students' documentaristic glances through the Videomuseums project](#)" is one of the outcomes of the two-year-long [Videomuseums project](#).

This project, with the full name Youth VideoMuseums partnership: recording traces of our subjective culture, is a Comenius-Regio programme which aims to create VideoMuseums via the production and exchange of audiovisual messages elaborated within the partnership between the Eastern Attica region (Greece) and Frankfurt (Germany) developed and promoted by the project. The publication, easily accessible and available for free, is organised in two parts: the first part describes the partnership and the project; while the second includes 6 articles on issues related to audiovisual education and possible synergies with theatre/drama education.

Free accessible database for academic videos



The [World Lecture Project](#) is an online platform for delivering academic videos from faculties worldwide. The collaborative nature of the project, the open call to add valuable content in any language as well as its aim to generate synergies between other e-learning services and platform ensure the constant expansion of the database which contains a growing number of videos (to date over 6,700) from 203

countries. The use of the archive is free and does not require registration. Videos are organised according to various criteria (theme, country, language, etc.). Users can upload, embed and link content, and they are also allowed to edit the metadata, rate the material and indicate when content is inappropriate. More information on the [website](#) and on the page related to [terms of use](#).

Building capacity amongst LLP project teams on web strategies and social media tools

The Web2LLP [project](#) aims to help Lifelong Learning Programme project teams make better use of the web and social media by improving their skills and competencies. Following a successful face-to-face course in February, the partners are now organising free online courses in April-May

in English, French and Italian. Each course is made up of 5 two-hour webinar sessions. You can find more information about the course and how to register [here](#).

The website also includes a wealth of resources including video [tutorials](#) in English, French and Italian, video [showcases](#), [handbooks](#) and a [helpdesk](#).

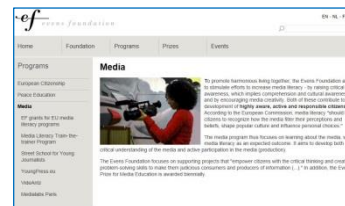


Intergenerational project launches photo competition

The New Transgenerational Visual Literacy - Project (NTVIS) brings together youth and seniors to cooperate and foster new intergenerational learning content. The idea is that older people will provide knowledge on a topic they feel comfortable with, and young people will prepare tasks/presentations on the same topic but using mobile applications and media communities. One of the first initiatives of the project is to run a photo competition in Turkey called the Bolugram contest. Entrants will take photos in the city of Bolu and then share them on Instagram with a small description about the location and the feelings of the photographer about that photo. Find out more from the project [Facebook page](#).

Grants available for EU media literacy programs

The Evens Foundation aims to stimulate efforts to increase media literacy in Europe – mainly by raising critical awareness and by encouraging media creativity. Both of these contribute to the development of highly aware, active and responsible citizens.



As part of their work, the Evens Foundation will support a selection of European projects that contribute to raising the media literacy level of European citizens. This call is open for all European media literacy projects that focus on the general public and is accessible for all media types and educational methodologies. Applications are welcome from registered organisations, associations or institutions based and working in the European Union, or in one of the official candidate countries. Each organisation can submit only one project. The deadline for application is 1 July and you can find out more from the Evens Foundation [website](#).

Art hopping supported by the Roland Film Collection and ICOM - A new use of technology and art



From 12-31 May the Roland Film Collection and ICOM will be organising an exciting initiative called Art Hopping in which they will be promoting International Museum Day by sharing videos about different artists, artworks and art movements. To do this the organisers have created an interactive poster for online and offline usage with QR codes which take you on a journey to different videos and documentaries on certain well-known artists or their artwork. There is even a customisable poster to which people can add their own language. Find out more from the ICOM [site](#) dedicated to this initiative.

Featured Articles

Do-it-yourself video lectures at KU Leuven (1)

By Roman Verraest, KU Leuven, Belgium

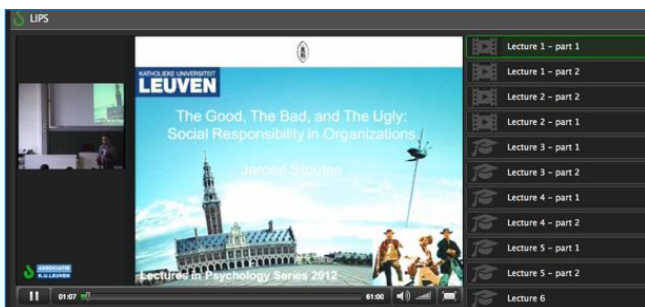


This article is part of our dedicated series on lecture capture provided by the Lifelong Learning project REC:all. In last month's issue [Roman Verraest](#), Educational Technologist at the Catholic University in Leuven ([KU Leuven](#)) in Belgium described how he and his colleagues developed the multimedia service [Videolab](#), in this issue he further explains the design and future developments they envisage.

The Teaching and Learning Department wants its technology and services to be as unobtrusive as possible so the teacher can focus on his or her teaching and so neither equipment nor support staff distract students in any way. With the subtle integration of high-quality videoconference equipment, lecture capture systems and automation controllers, auditoria have been opened up to the world; giving learners from all over the world the chance to discover new knowledge and interact with fellow students, either live or in asynchronous mode. In selected auditoria, a teacher walks in, adjusts the lighting, audio and projection in the room with one click on a touch screen and presses the record button to start the web lecture. As of 2010, Videolab provides teachers with the opportunity to record a web lecture and have it online within 10 minutes at no cost. Thanks to Videolab's integrated user approach, a teacher can combine web lectures and user-generated content and have it published on the learning platform or on a web page of their choice, without the need for any HTML or programming knowledge.



Roman Verraest



While other commercial solutions also provide media rich experiences, they often lack the integration Videolab provides and rely heavily on additional support. The Teaching and Learning Department firmly believes that the success of its streaming services not only lies in the rich media nature of the end product but also in the user-friendly workflow from the lecture hall to the student's laptop or mobile device. Putting the entire optimised workflow in the hands of the teacher not only creates a sustainable and attractive do-it-yourself solution but also improves the overall quality of the content. Since 2011, the Teaching and Learning Department has been consolidating Videolab's role in media content generation and distribution within the association by expanding the interactive possibilities teachers can add to their media and by assisting associated university colleges over the whole country with the integration of their lecture capture systems in Videolab. Apart from fixed installations in lecture halls, the Teaching and Learning Department KU Leuven is

cooperating with its partners to create mobile lecture capturing solutions, giving partners a very affordable and integrated solution to create Videolab web lectures anywhere they want.

The Teaching and Learning Department KU Leuven's decision to create an in-house developed solution has resulted in a flexible platform that allows extensive end-user customisation and provides all the tools necessary to create accessible content for all student profiles. At this moment, Videolab is not only a front-end web application but also the power horse behind many other online applications as diverse as interactive language learning projects, teacher video portals and intercultural competence training courses. Its current popularity within the university community as the go-to choice for anything video is not only a confirmation of the right development strategy; it is also the driving force to keep Videolab improving.

The Teaching and Learning Department is currently developing a new service for teachers: [Sekoia](#). With this tool, it will be possible for teachers to create their own interactive courses with lecture capture recordings + extra materials.

On 26 March REC:all organised a webinar, where Roman Verraest presented these multimedia services for teaching in further detail. You can play back that webinar [here](#).

Collaborative Game Making: The Magical Touch

By Jeffrey Earp, ITD-CNR, Italy

For some time now, game based learning has been seen as a way to bring more student-centered and student-driven approaches to formal education. [MAGICAL](#) is a European project co-funded under the Lifelong Learning Programme (KA3) that's proposing collaborative game making as an innovative learning-by-doing approach in primary and lower secondary school. Led by the Institute for Educational Technology, CNR (Italy), the consortium comprises partners from Belgium, Italy, Finland and the UK who are particularly interested in how collaborative game making impacts on learners' key transversal skills like creativity, problem solving and digital literacy. An intrinsic part of the project's mission is the design and orchestration of learning activities based on collaborative game making, and so it encompasses teacher education and the training of professionals in inclusion.



Jeffrey Earp



MAGICAL:
MAKING GAMES IN COLLABORATION FOR LEARNING

To pursue its aims, MAGICAL is developing a collaborative game authoring environment for learners and educators called MAGOS. This innovative tool with real-time collaboration features is currently undergoing beta testing and will be employed in MAGICAL field tests to be carried out in different educational contexts. At the conclusion of the project MAGOS will be made available to the whole education community as open-source software. It will form part of a comprehensive package that includes resources and tools to inspire practitioners and guide them in implementing collaborative game making with their students.

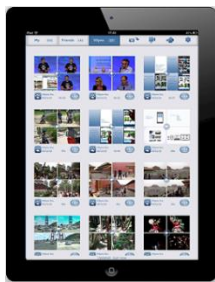
Indeed, MAGICAL is seeking to promote game making as an educational practice generally. As part of this effort we're participating in the mini track dedicated to learning by creating games, which is to be held at the

[7th European Conference on Games Based Learning](#) (ECGBL 2013) in Porto, Portugal this October.

During initial groundwork for MAGICAL, partners carried out an extensive survey of existing game-making environments for learners. This captured the present state-of-the-art, helping MAGICAL to crystalize requirements and specifications for MAGOS, while at the same time avoiding reinvention of the wheel. In late 2012 the study was released as a user-friendly guide that gained a very positive reaction from the community. So to capitalize on this result and promote game making in education, we've created a community library service dedicated to [Digital Game Making Environments for Learners](#). This catalogues over fifty different game-making tools that can be tried out and used for learning, teaching and research. Users who join the community library (free of charge) can rate and comment on any of the listed tools, share game-making experiences or add a new tool to the library catalogue. To find out more and follow all the latest MAGICAL news and developments, visit the [project website](#) or contact us at magical@itd.cnr.it.

Make mobile videos like a pro Vilynx

If you are a heavy online video producer and user, the cloud is a great solution but it can also be a problem, where it may seem easy to lose track of all the videos and other media assets you have collected over the years. In comes Vilynx, a free app that helps you to save all your videos and photographs on a cloud service of your choice (Box, Dropbox, Google Drive or YouTube). Vilynx automatically generates thumbnails for each videoclip. Media play back directly from the virtual drive you chose in the cloud through the Vilynx client on your iPhone, iPad or Android mobile device. In addition, if you wish to do so, moving your clips from one service to the other (for example from Google Drive to Dropbox) is dead easy. See [the website](#).



Tools of the Trade Heads up for editing in the cloud – part 4

By Mathy Vanbuel, ATIT, Belgium



Mathy Vanbuel

In last month's issue, we concluded our review of a selection of popular online video editors. This month we will introduce some practical examples of real-world uses of online video editing in education. Producing video is a great activity to help the student to develop analytic and critical thinking, problem-solving and synthesising, and collaboration skills. Inexpensive video cameras and smart phones with built-in camera have made it easier for students to capture video.

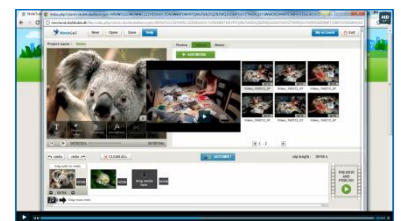
Storing and sharing the recordings and editing video in school however remained an issue because of cost, hardware requirements and complexity of desktop video editing software. Therefore inexpensive, web-based online editing solutions that are emerging are increasingly being used in education environments.

The main features that appeal to educators are the fact that learners can easily share and collaborate on videos, for example to create short films

based on books they read, reports about the class' science field trip, documentaries on school or local events or people, visualisations of physics experiments, etc. Students increasingly develop digital storytelling as a key competence. Teachers can create short introductory videos on maths problems, teasers to bring a subject to life, role plays that encourage language learning students to perform at their best. All media-based activities that can be inserted easily in lesson materials. Editing and viewing can be done from anywhere, in class or even at home, where learners can preview the videos that the teacher sends them to prepare for the next day's class, all without putting extra load on the school hardware or network capacity, simply because it all resides in the cloud and it is all accessible through a web browser!

Some online editing providers like [WeVideo](#) and [Pixorial](#) are taking into account the particularities of the education community and offer starter deals to schools with a number of free minutes of video per month and/or free storage, plus additional discounts for volume licenses by school or district. Google made [WeVideo](#) available on Google ChromeBooks as part of a partnership between Google and select software providers in the Back to School Collection and in the Google Apps for Education Programme. Pixorial is building a community specifically for educators with tips and tricks, tutorials and a FAQ, and it is getting increasingly good reviews for speed of its uploads, the ease of use of the tool and its customer support.

[Mixmoov](#) is providing its customized, workflow-integrated online editing platform [MovieCut](#) to the [Danish Skoletube](#), an educational media platform by Webjenesten LaerIT.dk.



Skoletube is a media environment for education with a range of online tools for media production, distribution and sharing, used by more than 350,000 students and teachers that use the Skoletube platform and that love MovieCut's simple and powerful user interface. Mixmoov expects that it will integrate its online video editing toolbox in other education media portals.

These online video editing services make uploading, editing and sharing video easy: there is no need to install expensive software, convert video files to different formats, or move files back and forth between different computers. These platforms save a lot of time teaching because all systems have a very, very short learning curve and support both private and public distribution of videos according to the requirements of the teacher.

Still a word of warning is useful here: in order to get a satisfactory user experience, you need a very good connection to the Internet, and even then responsiveness is sometimes unpredictable or disappointing, especially as could be the case in your classroom, when many students are trying to up-or download on the same network at the same time. Working with online video editing proves to be not always as user friendly as you would hope it would be. Nevertheless, there is a positive evolution and its potential is great.

Resources of the Month

This section includes a selection of resources from the Media & Learning [Resources Database](#).

- [Pixabay.com](#) is a collaborative repository available in 20 languages for quality public-domain images available under



Creative Commons Deed CC0.

- [PlagTracker](#) is a fast and easy online service to scan content for plagiarism that provides also a list of plagiarised sources. Free and premium version available.
- [Knovio](#) is an innovative online tool for turning PowerPoint slides into rich video presentations with a webcam.
- [Screencast-o-matic](#) is a versatile and easy web application used to create screencasts on Windows, Mac, and Linux capturing screen and webcam videos.
- The [MEDEAnet webinar Videos for teaching](#) was held on 21 March 2013. The page contains a summary about the webinar and a recording of the webinar.



MEDEA News

Conference themes announced for Media & Learning Conference 2013



The main theme for the 2013 edition of the Media & Learning Conference taking place in Brussels on 12-13 December 2013 is Media Education and Literacy:

Equipping Learners for Open, Creative Learning Futures. This theme will be at the heart of a unique conference programme aimed at exploring the role of creativity and innovation in education and training against the backdrop of dramatic change in how, where and what learners learn.

The programme will include inspirational talks, broad-ranging discussions, specialist master classes, and practical demos as well as the annual ceremony for the MEDEA Awards. 10 core topics have been chosen which will be used to underpin the programme. They are: e-safety; media-supported science, technology, engineering, and mathematics (STEM) teaching; creating and curating open educational media resources; putting in place effective media literacy schemes in collaboration with broadcasters; maximising the use of media by making it second nature for teachers; turning classrooms into creative learning spaces for all types of learners; flexible and effective use of lecture capture - flipping the classroom to make the best use of limited educational resources; film and image education; serious games and visual interactive interfaces to analyse big data. Dedicated spaces related to each topic will be available online shortly according as the agenda is built up in the coming months.

If you would like to submit a proposal to give a presentation, the closing date for submissions is 1 June 2013. More information is available from the Media & Learning Conference [website](#).

MEDEAnet workshops and webinars

The [MEDEAnet partners](#) are busy with a series of workshops and webinars related to the use of media to support teaching and learning. Two workshops are taking place in April, the first from 3-4 April is entitled 'Multimedia Applications in School Education' and is being organised by partner ITPIO in Blagoevgrad, Bulgaria in association with the Regional Inspectorate of Education in Blagoevgrad. The second, which takes place from 5-7 April is entitled 'Developing documentaries in



schools' and is being organised in Athens, Greece by the Educational Radiotelevision (EduTV) unit of the Ministry of Education. Recordings of recent webinars are published online including the latest one which took place on 21 March entitled "[Videos for teaching](#)" which was a one-hour webinar about integrating videos in a classroom setting, with a special focus on the recent trend 'Flipping the Classroom'. 40 participants from 15 countries joined speakers Olaf de Groot (De Verdieping, Stichting Kennisnet, the Netherlands) and Bram Faems (Jonatan Academie and KlasCement, Belgium). The next webinar in May will be on Creative Commons, the date will be announced shortly. If you would like to be notified, register [here](#).

Related Awards Schemes & Events

Digital Learnsapes: Meeting Future Challenges

The 8th edition of the [PELeCON](#) (Plymouth Enhanced Learning Conference) entitled "Digital Learnsapes: Meeting Future Challenges" will take place on 10-12 April 2013 in Plymouth. The aim of the event is to provide learning professionals with opportunities to explore, discover and discuss new approaches, new technologies and new ideas to enhance, enrich and extend their own professional practice. This year it will focus in particular on simulations and games, personal learning tools, new pedagogies and practices, learner and teacher voice, and digital literacies. More information on the [website](#), on the [blog](#) or on the [Lanyrd page](#) containing a detailed program. Hashtag: [#pelc13](#).



eLearning and Software for Education Conference in Bucharest

The 9th eLearning and Software for Education Conference (eLSE 2013), organised by the Romanian Advanced Distributed Learning Association, will be held in Bucharest, 25-26 April. The purpose of this annual international scientific [conference](#) is to enable academic, research and corporate entities to boost the potential of technology-enhanced learning environments, by providing a forum for the exchange of ideas, research outcomes, business cases and technical achievements. The central theme of eLSE 2013 is "Quality and efficiency in e-learning".

Conference on new technologies and media literacy in the Czech Republic

The 8th international conference "DisCo 2013: New technologies and media literacy education" is being organised from 24-25 June 2013 by the Centre for Higher Education Studies and New Media Studies at the Department of Information Science and Librarianship at Faculty of Arts of Charles University. DisCo 2013 will provide a platform for scholars and experts to discuss digital media literacy and its rise in importance as a key skill in every discipline and profession and to contribute to the discussion on media literacy. Find out more from the conference [website](#).



Contact information

For more information, to submit content or to unsubscribe from this newsletter, please contact:

Nikki Cortoos, Media & Learning News Editorial Team
Address: ATIT, Leuvensesteenweg 132, B-3370 Roosbeek, Belgium
Tel: +32 16 284 040, Fax: +32 16 223 743
E-mail: news@media-and-learning.eu, Website: <http://news.media-and-learning.eu>

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