

STUK, Leuven, Belgium

CONFERENCE PROGRAMME

#MandL18

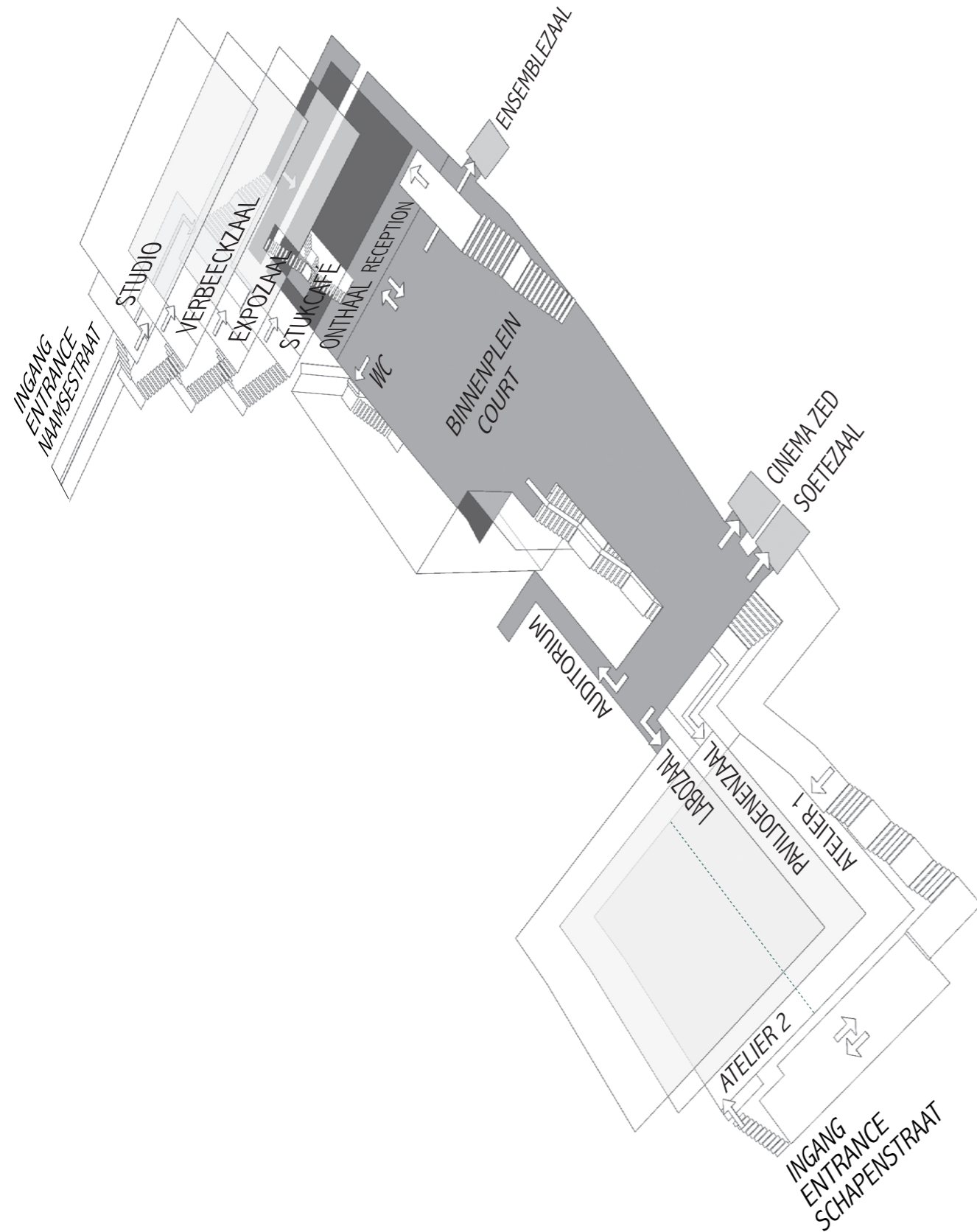
Media & Learning

LEUVEN // 14 – 15 June 2018

Video in Higher Education

MEDIA & LEARNING
ASSOCIATION

KU LEUVEN



It is with great pleasure that we welcome you to the seventh Media & Learning Conference organised this year by the Media & Learning Association in partnership with LIMEL, KU Leuven.

This year we took the decision to devote the conference entirely to the topic of Video in Higher Education. The reason for our decision lies in the fact that more than half of all universities across Europe have integrated video into their services in recent years and yet there are few opportunities for those concerned with how to maximise the value of video in this context to meet and learn from one another. Opportunities do exist for service providers to meet and exchange with those responsible for university technical services but these rarely extend to practitioners and innovators coming from the teaching and learning departments of universities and colleges. At the same time, academic conferences abound where academic staff can exchange research findings related to the use of video. However, these communities often exist inside their own information bubble and rarely, if ever, meet face-to-face. That's why we decided to organise this conference on Video in Higher Education – as a way to bring together those providing the technical services and those wishing to make the most out of these services from a teaching and learning perspective.

Media & Learning 2018: Video in Higher Education is all about highlighting the latest pedagogical and technical developments in this field and we have put together a programme that is rich in inspiring talks, demos, discussions, best practice showcases and hands-on sessions alongside an exhibition showing the latest technologies, services and tools that universities and colleges can adopt to transform their use of video.

We are delighted to be hosting this conference in the medieval city of Leuven and in the cultural surroundings of STUK – House for Dance, Image & Sound. We hope you will have plenty of opportunities to get to know Leuven, to make new friends and to enjoy everything the city has to offer.

Our thanks to our sponsors, exhibitors, the City of Leuven and the many friends and supporters that have helped to make this conference a reality.

Anke Pesch, Bert Driessens, Peter Andries, Mathy Vanbuel & Sally Reynolds

M&L18 Conference Organising Committee

Our thanks in particular to the Media & Learning 18 Conference Advisory Committee

Erik Boon,
Vrije Universiteit Amsterdam, The Netherlands

Yvonne Crotty,
International Centre for Innovation and Workplace Learning, DCU, Ireland

Matt Howcroft,
University of Derby, United Kingdom

Predrag Pale,
University of Zagreb, Croatia

Olaf Schulte,
Opencast

Joasia van Kooten,
Centre for Innovation, Leiden University, The Netherlands

Wim Van Petegem,
KU Leuven, Belgium



G rard Casanova,
Universit  de Lorraine, France

S nia Hetzner,
Friedrich-Alexander-Universit t Erlangen-N rnberg, Germany

Janne L nsitie,
Oulu University of Applied Sciences, Finland

Anke Pesch,
LIMEL, KU Leuven, Belgium

Carlos Turro Ribalta,
Universidad Polit cnica de Valencia, Spain

Mathy Vanbuel,
ATiT, Belgium

Registration Desk Opening Hours

The conference registration desk will be open on Thursday 14 June 2018 from 08:00 to 19:00 and on Friday 15 June 2018 from 08:30 to 17:00.

Cloakroom and Information Desk

The Cloakroom and Information desk will be open on Thursday from 08:00 until after the evening reception and on Friday from 08:30 until after the Closing Plenary. You can leave your coats and other belongings for free at this manned desk.

However, in the interests of safety, please do not leave computers, mobile phones or any other valuables here as neither STUK nor the conference organisers are responsible for any loss or damage to items held in the cloakroom.

Signing up for Taster Workshops during the conference

The conference includes 8 short (45 minutes) Taster Workshops taking place in the Paviljoenzaal. The number of places in these workshops is limited to a maximum of 25. If you would like to take part in one of these workshops, please sign up at the registration desk. Access to this room will be limited to those who have signed up to take part.

Access to Sessions during the Conference

Participants are welcome to take part in any session of their choosing. However, the number of people who can join the sessions taking place in the Ensemblezaal is limited due to the size of the room so if you are particularly interested in taking part in sessions that are held in this room, you are advised to get to the room early to make sure of a place.

Lunches and Coffees

All those who are registered to attend the Media & Learning Conference are entitled to lunches on both days which will be served in the Verbeekzaal as well as the Reception taking place on Thursday evening at 18:00. Coffee will be available in the Expozaal throughout both days. Please wear your badge prominently to ensure you are admitted to the Verbeekzaal and Expozaal as well as the other conference locations.

Non-Smoking Policy

Please note that smoking is prohibited throughout the conference premises.

Conference Website

Where we have received them, you will find short profiles of our speakers on the conference website <https://media-and-learning.eu/> where you will also find abstracts and descriptions of many presentations, demos and workshops.

According as they are made available to us after the conference, we will also post presentations and other materials on this site and continue to maintain it for at least 6 months after the conference.

Access to the Wifi Network

Wifi is available throughout the conference area.

If you are an Eduroam user, you can log in to the Eduroam network with your Eduroam credentials.

All other participants should choose the wireless network Campusroam from the list of available networks. Fill in your "Identity" or "Username" and your "Password" when your device asks you to. You will find your Identity (Username) and Password on the inside of your badge.

Note: you can use your guest account on one device only. For that reason, we printed two accounts on each badge, so that you can use one for example on your phone and one on your laptop. If you have even more devices, please talk to the registration desk.

If you have problems logging into the Campusroam network, please try the following procedure: download and run the CAT Tool from cat.eduroam.org. The tool will create the correct configuration for pc, smartphone and tablet. When you launch this app, your device will ask you for your log in details, see your Identity (Username) and Password on the inside of your badge.

Alternatively, you can also configure your Wifi network access manually:

1. Anonymous identity: leave this entry blank
2. Security: WPA2 Enterprise / Encryption: AES
3. Root-certificate: DigiCert Assured ID Root CA
4. Authentication-server: radius.kuleuven.be

KU Leuven ICT policy does not allow you to share your log in details with other participants, these are strictly individual.

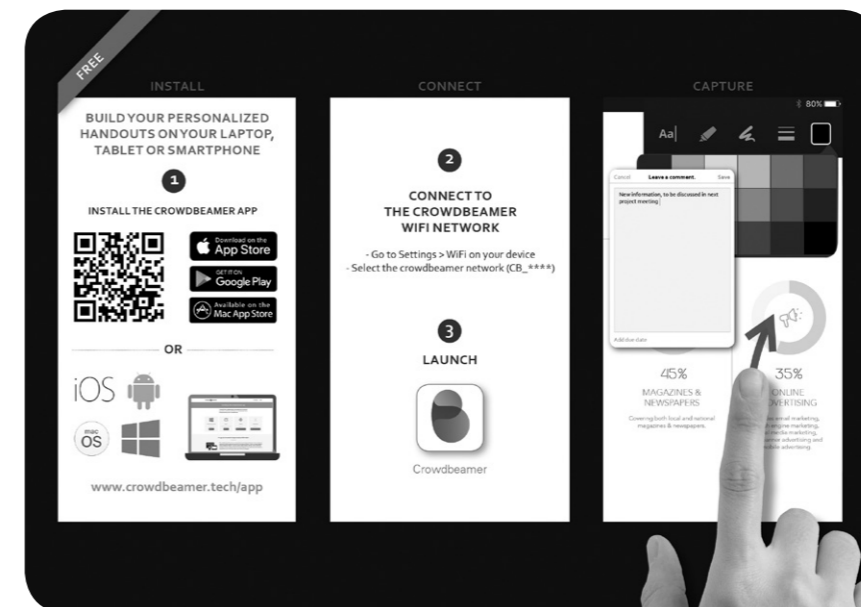
Due to the nature of the conference location and the demands of the conference, there may be fluctuations in the level of Wifi service available.

Using Crowdbeamer in the Ensemblezaal

In order to facilitate the sharing of online resources, we will be using Crowdbeamer to support all sessions in the Ensemblezaal.

To use this facility, you first need to download the Crowdbeamer app.

Follow these instructions to download the app quickly and easily.



Auditorium				
09:30-11:00	Media & Learning 2018			Opening plenary
	<p>Video in Higher Education is all about highlighting the latest pedagogical and technical developments in the field of video supported and video enhanced learning. With more than half of all universities across Europe integrating video into their services, now is the time to take stock of what this development implies from both a learning as well as a service provision perspective and to benefit from the experience of others.</p> <p>This opening plenary session will set the scene for the next two days, kick-start the conversations that we need to have and help to inspire everyone involved with relevant information, provocative questions and great advice.</p>			<ul style="list-style-type: none"> Moderator: Anke Pesch, LIMEL, KU Leuven, Belgium Opening welcome speech: Luc Sels, Rector, KU Leuven Keynote speeches: <ul style="list-style-type: none"> Lana Scott, Massachusetts Institute of Technology, USA <i>MITx: Lessons learned, best practices and creative approaches to video based learning</i> Nanne Roos Vonk, Handicap & Studie, The Netherlands <i>Videos in higher education, accessible to everyone?</i> Robert M. Lipps, Sonic Foundry, USA <i>Beyond the bitrate: ensuring campus video success</i>
Expozaal				
11:00 – 11:30				Coffee
Auditorium		Paviljoenzaal		Ensemblezaal
11:30 – 13:00	<p>Best practices in the use of video to enhance learning impact (<i>Presentations/learn</i>)</p> <ul style="list-style-type: none"> Moderator: Sónia Hetzner, Innovation in Learning Institut FAU, Germany Presentations: <ul style="list-style-type: none"> Nathalie Charlier, KU Leuven, Belgium <i>Learning first aid motor skills by means of interactive video</i> Martin Khechara, University of Wolverhampton, UK <i>An academic's journey with video: from flipping the classroom to live broadcast to Just-in-Time video learning</i> John Murray, National University of Ireland Galway, Ireland <i>Visual documentation of the evolution of life by students – a case study</i> Pauline Thevenot & Gérard Casanova, Université de Lorraine, France <i>Mission Offi'Sim's - a serious game for pharmacy students in France (MEDEA Awards 2018 Finalist)</i> 	<p>Taster workshops (<i>Workshops/learn</i>)</p> <ul style="list-style-type: none"> Workshop A: 11:30 – 12:15 Cohack, VR as a learning tool led by: Wim Forceville, Campus Sint-Lukas Gent, Belgium Workshop B: 12:20 – 13:05 How to design an extended reality learning experience; a multidisciplinary, team-based approach led by: Thomas Ginn & Monique Snijder, Centre for Innovation, Leiden University, The Netherlands 	<p>Legal and ethical issues affecting video use in higher education (<i>Discussions/talk</i>)</p> <ul style="list-style-type: none"> Moderator: Stuart Phillipson, University of Manchester, UK This discussion will focus on the increasing number of legal and ethical issues facing higher education institutions: what is the impact of EU General Data Protection Regulation (GDPR) on lecture capture? Can Higher Education Institutions use evidence from lecture capture to take disciplinary measures against lecturers or students? How will future regulations on Intellectual Property Rights (IPR) in education and OER affect access to video resources? What impact do laws related to access have on video service providers in higher education? Discussants: <ul style="list-style-type: none"> Anna Mazgal, Wikimedia, Germany Bartolomeo Meletti, Learning on Screen, UK 	Parallel sessions
Verbeeckzaal				
13:00 – 14:30				Lunch
Auditorium		Paviljoenzaal		Ensemblezaal
14:30 – 16:00	<p>Experiences with 360° video, augmented and virtual reality (<i>Presentations/learn</i>)</p> <ul style="list-style-type: none"> Moderator: Predrag Pale, University of Zagreb, Croatia Presentations: <ul style="list-style-type: none"> Stijn De Buck, KU Leuven/UZ Leuven, Belgium <i>Depth cues for improved learning of anatomy</i> Sabine Tan, School of Education, Curtin University, Australia <i>Mapping student engagement with 360 degree video content through user-annotations and analytic visualisations</i> Kristof Cleymans & Annelies Huysentruyt, Artevelde University College, Belgium <i>Use of multiple-camera-perspectives and virtual reality in skills and simulation training in a midwifery program</i> Rob Higson & Matt Howcroft, University of Derby, UK <i>Bringing complex theories to life using 360 degree video in humanities</i> 	<p>Taster workshops (<i>Workshops/learn</i>)</p> <ul style="list-style-type: none"> Workshop C: 14:30 – 15:15 Learning experience design with VPRO open source science TV led by Joasia van Kooten & Monique Snijder, Centre for Innovation, Leiden University, The Netherlands Workshop D: 15:20 – 16:05 Teaching and learning support in Opencast led by Olaf Schulte, Opencast, Carlos Turro Ribalta, Universitat Politècnica de Valencia, Spain & Rüdiger Rolf, University of Osnabrück, Germany 	<p>Research symposium – Part 1 (<i>Presentations/learn</i>)</p> <ul style="list-style-type: none"> Moderator: Margaret Farren, International Centre for Innovation and Workplace Learning, DCU, Ireland Part 1: The learning impact of video creation in different settings, scenarios and formats Presentations: <ul style="list-style-type: none"> Yvonne Crotty, International Centre for Innovation and Workplace Learning, DCU, Ireland <i>Introducing an entrepreneurial approach into higher education to bring about change in a range of work settings</i> Paul Shaughnessy, Castlepark School Dalkey, Ireland <i>The process of developing and implementing videos to help improve parental involvement in their child's reading literacy during the primary school years</i> Jimmy D'Arcy, Gaelic Athletic Association (GAA), Ireland <i>Producing a video to communicate a new model of coaching to GAA coaches: a narrative approach</i> Tom Kinney, Invest Northern Ireland, UK <i>The creation of an educational resource to enhance the implementation of a new online business game</i> 	Cinema Zed
			Screenings and viewings (<i>Screenings/watch</i>)	Parallel sessions
			<ul style="list-style-type: none"> Moderator: Maarten Timmermans, LIMEL, KU Leuven, Belgium Screenings: <ul style="list-style-type: none"> Ornaith Rodgers & Labhaoise Ni Dhonnchadha, National University of Ireland, Galway, Ireland <i>Samples of students' video production work</i> Christian Kogler, University of Education Upper Austria & Janne Länsitie, Oulu University of Applied Sciences, Finland <i>Highlights from the European Educational Challenge video competition run with teacher trainers</i> Remco van Schadewijk, Leiden University, The Netherlands <i>On Being a Scientist (MEDEA Awards 2018 Finalist)</i> 	
Expozaal				
16:00 – 16:30				Coffee

	Auditorium	Paviljoenzaal	Ensemblezaal	Cinema Zed	Parallel sessions
16:30 – 18:00	<p>Best practices in the use of video to enhance learning impact (<i>Presentations/learn</i>)</p> <ul style="list-style-type: none"> Moderator: Olaf Schulte, Opencast Presentations: <ul style="list-style-type: none"> - Riet Callens, KU Leuven, Belgium <i>Self-paced learning of math and physics by blending of video clips and exercise sheets</i> - David Graf, Universität Bern, Switzerland <i>Learning through video analysis – online & collaborative</i> - Gérard Casanova, Université de Lorraine, France <i>Use of video in a MOOC to reproduce a professional situation to learn English</i> 	<p>Taster workshops (<i>Workshops/learn</i>)</p> <ul style="list-style-type: none"> Workshop E: 16:30 – 17:15 Supporting interoperability in the classroom of tomorrow with open standards led by: Otto Larsen, Kaltura Workshop F: 17:20 – 18:05 Practical strategies for designing media for learning - an institutional approach led by: Rob Higson & Matt Howcroft, University of Derby, UK 	<p>Research symposium - Part 2 (<i>Presentations/learn</i>)</p> <ul style="list-style-type: none"> Moderator: Margaret Farren, International Centre for Innovation and Workplace Learning, Ireland, DCU, Ireland Part 2: The impact of video supported learning in different settings, scenarios and formats Presentations: <ul style="list-style-type: none"> - Ruth Hawley, University of Derby, UK <i>Why use video creation as an assessment method? A literature review</i> - Tiiu Tenno, Oulu University of Applied Sciences, Finland <i>A pedagogical reception analysis study on the effects of an educational film</i> - Emily Nordmann, University of Aberdeen, UK <i>Turn up, tune in, don't drop out: the relationship between lecture attendance, use of lecture recordings, and achievement at different levels of study</i> - Amy Martin, Insurance Institute of Ireland <i>The Impact of employing an interactive eLearning video resource to introduce a new way of engaging with continuing professional development (CPD) in the Insurance Sector</i> 	<p>Screenings and viewings (<i>Screenings/watch</i>)</p> <ul style="list-style-type: none"> Moderator: Joasia van Kooten, Centre for Innovation, Leiden University, The Netherlands During this screening session you can view the winning entries of the 2017 MEDEA Awards and the finalists for the MEDEA Awards 2018. Winners 2017 : <ul style="list-style-type: none"> - Aurélie Garnier, TV5 Québec, Canada <i>Écoute cette histoire</i> - Andrew Payne, The National Archives, UK <i>Somme Tales</i> Finalists 2018: <ul style="list-style-type: none"> - Andrew Payne, The National Archives, UK <i>Suffrage Tales</i> - Sophia Burton, Migration Matters e.V Germany <i>Rethinking 'Us' & 'Them': Integration and Diversity in Europe</i> - Philip O'Neill & Helen Jackson, Ulster University, UK <i>Risky Business</i> - Dimitris Chatzakis, Mandoulides Schools, Greece <i>Learning History</i> 	

Verbeeckzaal

18:00 – 19:30	<p>Networking Reception & MEDEA Awards Ceremony</p> <p>Order of events:</p> <ul style="list-style-type: none"> Welcome to reception Presentation of awards to winners of 2017 MEDEA Awards: <ul style="list-style-type: none"> - Aurélie Garnier, TV5 Québec, Canada <i>Écoute cette histoire</i> - Andrew Payne, The National Archives, UK <i>Somme Tales</i> Introduction of finalists in this year's MEDEA Awards: <ul style="list-style-type: none"> - Dimitris Chatzakis, Mandoulides Schools, Greece <i>Learning History</i> - Pauline Thevenot, Université de Lorraine, France <i>Mission Offi'Sim</i> - Remco van Schadewijk, Leiden University, The Netherlands <i>On Being a Scientist</i> - Sophia Burton, Migration Matters e.V Germany <i>Rethinking 'Us' & 'Them': Integration and Diversity in Europe</i> - Philip O'Neill & Helen Jackson, Ulster University, UK <i>Risky Business</i> - Andrew Payne, The National Archives, UK <i>Suffrage Tales</i> Announcement of the winners of this year's MEDEA Awards 				
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This reception is sponsored by Panopto



Auditorium				
09:30-11:00	Future-proofing your use of video in Higher Education			Plenary session
	<p>Getting the second day of our conference off to a good start, this plenary session is all about getting the most out of video in a teaching and learning context. Our expert speakers will talk about how to help academics develop their communication skills with what for many is a new teaching medium as well as how video can fit within an innovative campus-wide strategy. We will also take a look at where video is going in general and how this will affect our work in the coming years – providing even more opportunities to those keen to harness the learning potential of video.</p>			
			<ul style="list-style-type: none"> Moderator: Paul Held, ILLI/Universität Erlangen-Nürnberg, Germany Presentations: <ul style="list-style-type: none"> - Jeanine Reutemann, Leiden University, The Netherlands <i>Video killed the lecture star – a journey from video to mixed reality #affordances; #performance; #camerawork</i> - Piet De Smet, KU Leuven, Belgium <i>The role of enhanced video in a trans-university online strategy</i> 	<ul style="list-style-type: none"> - Karel De Bondt, VRT, Belgium <i>Hot Air Balloons & Mayors: how to pivot a TV Company to making video</i> - Jörn Loviscach, FH Bielefeld, Germany <i>Let's make educational videos addictive</i>
Expozaal				
11:00 – 11:30				Coffee
Auditorium	Paviljoenzaal	Ensemblezaal	Cinema Zed	
11:30 – 13:00	AGM and Round Table	Putting in place effective video assignments for students (Discussions/talk)	Screenings and viewings (Screenings/watch)	Parallel sessions
<ul style="list-style-type: none"> Moderator: Matt Howcroft, University of Derby, UK Presentations: <ul style="list-style-type: none"> - Wayne Buttigieg, London Business School, UK <i>Integrating lecture capture</i> - Estella Griffioen & Zac Woolfitt, Inholland University of Applied Sciences, The Netherlands <i>Using video in higher education: a cross-case analysis of several case studies</i> - Tania Dias Fonseca & Anne Preston, Kingston University London, UK <i>iLearn: how do I learn with video? a study on higher education learning and teaching experiences</i> 	<ul style="list-style-type: none"> Part 1: 11:30 – 12:15 Media & Learning Association AGM Moderator: Bernard Mullarkey, IADT, Ireland During the annual general meeting of the Media & Learning Association everyone is welcome but only members can vote. Part 2: 12:15 – 13:15 Strengthening European collaboration and exchange of best practices in the field of Media and Education Moderators: Wim Van Petegem, KU Leuven, Belgium & Hans Bronkhorst, SIG Media & Education, The Netherlands Open roundtable discussion amongst European and national networks to explore opportunities for collaboration. 	<ul style="list-style-type: none"> Moderator: Mariet Vriens, LIMEL, KU Leuven This discussion will focus on the pros and cons of setting up a system of video assignments for students. What is the best way to go about this? How effective an assessment methodology is student generated video? How important is digital capability and how can this be distinguished from the specific topic under assessment? Discussants: <ul style="list-style-type: none"> - Ornaith Rodgers & Labhaoise Ní Dhonnchadha, National University of Ireland, Galway, Ireland - Ruth Hawley, University of Derby, UK - Ilse Sijm, Maastricht University, The Netherlands 	<ul style="list-style-type: none"> Moderator: Erik Boon, Vrije Universiteit Amsterdam, The Netherlands Screenings: <ul style="list-style-type: none"> - Ine Rombouts, ECOVO, KU Leuven, Belgium <i>The Dissection of a sheep</i> - Jonas Joachims & Thore Vagts, Bremen University, Germany <i>Showcase videos from the Virtual Academy of Sustainability</i> - Centre for Innovation, Leiden University, The Netherlands <i>Showing of video resources created for the Leiden Islam Academy</i> 	
Verbeekzaal				
13:00 – 14:00				Lunch
Auditorium	Paviljoenzaal	Ensemblezaal		
14:00 – 15:30	Taster workshops (Workshops/learn)	Do-it-yourself and ad hoc video production practices in higher education (Discussions/talk)		Parallel sessions
<ul style="list-style-type: none"> Moderator: Janne Lämsitie, Oulu University of Applied Sciences, Finland Presentations: <ul style="list-style-type: none"> - Hans Coppens, KU Leuven, Belgium <i>Japanese Popular Culture and Digital Storytelling</i> - Silvia Vega, Vrije Universiteit, The Netherlands <i>Why use an LTI integration for video?</i> - Astrid Vermeersch, Ghent University, Belgium <i>The use of video annotation in training communication skills: students' perceptions on usability and relevance</i> - Ilse Sijm, Maastricht University, The Netherlands <i>Video in Higher Education, a collection of good practices</i> 	<ul style="list-style-type: none"> Workshop G: 14:00 – 14:45 Capturing active learning: an introduction to new approaches to enhance learner engagement before, during and after class led by John Couperthwaite & Naveed Shah, Echo360 Workshop H: 14:50 – 15:35 Use of videos of student-patient encounters in a medical context led by Birgitte Schoenmakers, KU Leuven, Dept Public Health and Primary Care, Belgium 	<ul style="list-style-type: none"> Moderator: Jeanine Reutemann, Leiden University, The Netherlands The desire to support academics to produce their own video resources is driven by several factors including academics own desire to create materials themselves without complex production processes. But how best to facilitate and support this practice? How can quality be maintained and what facilities and services work best? Discussants: <ul style="list-style-type: none"> - Wayne Buttigieg, London Business School, UK - Jörn Loviscach, FH Bielefeld, Germany - Mariet Vriens, LIMEL, KU Leuven 		
Expozaal				
15:30 – 16:00				Coffee
Auditorium				
16:00 – 17:00	Educational Video Mastermind!			Plenary session
	<ul style="list-style-type: none"> Moderator/quizmaster: Mathy Vanbuel, ATiT, Belgium <p>Take part in our closing mega-quiz which is all about video in education. Test your knowledge about the history of video in education, IPR and data handling, pedagogical approaches and theories, and advances in technologies, services and tools. Designed with all our participants in mind – join us for an hour of fun and (probably) a lot of heated discussion!</p> <p>Results of the Exhibition Stand treasure hunt will also be announced during this session.</p>			



Mediasite

Mediasite by Sonic Foundry, Gold Sponsor of Media & Learning, is trusted by more than 1,600 colleges and universities worldwide for academic video, lecture capture and microlearning. The webcasting and video content management system quickly and cost-effectively automates the capture, management, delivery and search of live and on-demand videos. Plus, Mediasite empowers instructors, staff and authorized students to easily record, upload, publish and watch video within any course in a learning management system.



Echo360

Visit the Echo360 stand to learn more about the next generation of capture for education. Find out how students can engage before, during and after class, giving teachers rich new tools to transform their teaching delivery across any learning environment. We will be offering hands-on demonstrations to all visitors, consultations with our product experts, and friendly advice on making the most of capture in your institutions.



Kaltura

With the mission to power any video experience, Kaltura's online video platform is deployed globally across thousands of educational institutions, enterprises, media companies, service providers, and, leveraging video to teach, learn, communicate, collaborate, and entertain. Our live and on-demand video products include a market-leading lecture capture solution, social video portal, integrations with learning management systems, video capture solution, and more.



Panopto

Panopto helps universities and businesses create searchable video libraries of their institutional knowledge. Since 2007, the company has been a pioneer in video content management systems, video capture software, and inside-video search technology. Today, Panopto's video platform is the largest repository of expert learning videos in the world. Headquartered in Seattle, with offices in Pittsburgh, Sydney, Hong Kong, and London.



Barco

Barco will show how lectures can become interactive and classrooms collaborative with the weConnect solution. One solution, many different types of learning spaces and everyone can bring his own device. Unbelievable? Come and discover our demo and testimonials!



UbiCast

UbiCast is the European leader in interactive video content creation and sharing solutions. UbiCast users create, train, teach and communicate with video. With ten years of experience and users' feedback, UbiCast has developed advanced Social Learning features and created the reference player for MOOCs. The possibilities to comment, to add attachments, links, surveys or questionnaires ... are a powerful tool to engage the students in their learning process, and enrich each video over time. These solutions cover the entire life cycle of a video, from its creation to its distribution. Sharing knowledge in video has never been this easy.



Crowdbeamer

Crowdbeamer puts the audience first: Crowdbeamer's built-in WiFi streams any HDMI or VGA video signal in real time to all connected smartphones, tablets, and laptops, providing everybody in the audience the best view in the house. Using the free crowdbeamer app (available for all major operating systems), audience members can capture what they see, add personal notes and export to other business apps. That strong audience engagement helps presenters create long-term impact with their message.



iVideo – a tool for customising and structuring hypervideo-based learning content shown by Alessia Evi-Colombo, Swiss Federal Institute for Vocational Education and Training, Switzerland

Developed in Switzerland, iVideo.education enables all teachers and trainers to customise and structure video-based learning material for their own teaching or training activity, using both existing footage or creating a video from scratch, and thus producing their own hypervideos through an intuitive, graphical user interface. In this demonstration we will present iVideo and its features of advanced navigational control, hyperlinking, quiz and video-annotation, as well as some successful examples of its application in a variety of instructional contexts.

Stand 1, Thursday 08:00 – 13:00

360 video Training with Thomas More shown by Marijn Goossens, Thomas More, Belgium

With Thomas More we have been researching the different use cases for 360 video. One of these projects was about the use of VR/360 for Training and Education. Together with Option Media we created an interactive experience about Data Safety and Company Rules. For this project both technical and usability research have been done.

Stand 2, Thursday 08:00 – 13:00

Souffleur - an innovative and Open Source prompter solution shown by Nicolas Vion, Mines Paristech, France

Visit our demo to find out more about the software we have developed to enhance our prompters making it possible to display content synchronously on multiple devices, enable an operator to control the scrolling speed, synchronously across all devices, set up display parameters for each terminal depending of its usage and displaying complex non-text content.

Stand 1, Thursday 13:00 – 18:00

Interactive 360 learning experiences - examples from industry shown by Vin Sumner, Clicks and Links, UK

Clicks and Links Ltd will be showing our immersive training platform i360 which allows the creation of interactive 360 training applications using drag and drop. We have built training and information applications this way for Co-op, EDFEnergy, Murphy Construction and Manchester City Council amongst others. We will also show some AR applications for training on both phones and HoloLens.

Stand 2, Thursday 13:00 – 18:00

TRAVIS GO – A Web-Application for simple and collaborative annotation of video and audio material in school lessons shown by Daniel Klug & Elke Schlote, Seminar for Media Studies, University of Basel, Switzerland

We will demonstrate TRAVIS GO, a free browser-based web-application for collaborative annotating and analysing audiovisual media products in school and higher education. We will discuss the process of developing and evaluating the TRAVIS GO app focusing on educational and didactic aspects, such as peer education, teaching-learning interaction, and media literacy. Participants can try out the TRAVIS GO app for themselves.

Stand 1, Friday 08:00 – 13:00

AZiIPix Studio.One shown by Aarnoud De Rycker, University of Hasselt, Faculty of Architecture and Arts, Belgium

AZiIPix Studio.One is a unique and balanced combination of nonintrusive cameras and IT hardware and software. It makes capturing an event from multiple vantage points practical, using ultra-high resolution cameras equipped with wide-angle lenses. As a use case, the tool is implemented within the Sketch-Atlas project of the faculty of Architecture & Arts of Hasselt University.

Stand 2, Friday 08:00 – 13:00

Meet the team from the EDIT initiative with Christian Kogler, University of Education Upper Austria & Janne Länsitie, Oulu University of Applied Sciences, Finland

EDIT focuses on how video can be used effectively in teacher training and find out how your organisation can get involved

Stand 1, Friday 13:00 – 16:00

Workshop A**Cohack, VR as a learning tool**

During this workshop, Wim will present his research project Co-hack Reality and discuss what he has learned and what he sees as the possibilities of using virtual reality as an educational tool. Wim has already prototyped 3 educational virtual reality cases which will be available for discussion during this workshop. They are:

- Phenomena: Roomscales VR in the HTC Vive about electro-magnetic waves
- Offgridonline: interactive 360 video documentary about self-sufficient communities.

He will then show participants how to make quick and dirty scripts and storyboards for VR in 360 video as well as illustration and interactivity for non-programmers.

Workshop B**How to design an extended reality learning experience; a multidisciplinary, team-based approach**

How can we use virtual reality and augmented reality in higher education? How do you create an experience that effectively teaches, motivates and activates learners? In this session, Thomas and Monique will guide you through the Centre for Innovation's workflow. Both have extensive experience in the creation of VR and AR experiences for education, being involved in the VR pilot programme of Leiden University from the start. One of the challenges in their work is making sure that a diverse group of stakeholders, such as students, educators, instructional designers, filmmakers and developers, effectively work together in a process that is both creatively and technologically challenging. Do not expect this to be another VR demonstration. This session will give you the co-creation tools to help you start building your own extended reality learning experiences.

Workshop C**Learning experience design with VPRO open source science TV**

What if you can use your favourite (educational) TV show to create your own learning experience? The Mind of the Universe (by VPRO) is an international tv series and open source digital platform about the rapid evolution of our knowledge. In the series world-renowned scientists challenge us with questions like: Can we create every life form imaginable with gene editing? Can we create robots with a heart? As learning developers at the Centre for Innovation of Leiden University, we wondered: how can we use the fascinating topics and open source TV content to create new engaging learning experiences? And how can learners be challenged to look beyond their boundaries and reflect on urgent issues touched upon by the scientists in the series? In this session we will work together to find answers to these questions. You might end up with a brilliant idea for your own learning experience that you can start editing the next day!

Workshop D**Teaching and Learning Support in Opencast**

Opencast is an open source video management system to serve universities' requirements in managing video assets. Part of this is supporting teaching and learning: Driven by a community of international academic institutions, Opencast provides you with latest technologies and features to support teachers and students in video-based teaching and learning. The workshop will incorporate both students' and instructors' perspectives to introduce features like 4K video, Video annotation, Learning analytics, Metadata extraction / search, Video analysis, Translation / transcription and Automated presenter tracking.

Workshop E**Supporting interoperability in the classroom of tomorrow with open standards**

Video is changing the way we work and entertain ourselves...and the way we learn. Students increasingly expect formal education to resemble the ways they learn about anything—available whenever and wherever they need it, and increasingly through video. How can educators meet their students where they are and get them to where they need to be? Many different tools and technologies are probably already in use, but how do they work together? And what about the user experience with all those different systems? Open Standards will help institutions to smoothly exchange data and at the same time increase flexibility and reduce costs. Let's discuss how open standards connect your applications and also make things easier for teachers and students.

Workshop F**Practical strategies for designing media for learning - an institutional approach**

Creating educational video is becoming a critical aspect of an educator's skillset, but designing video content for teaching and learning can be a complex process to navigate, particularly when faced with institutional constraints or limited video production experience. During the workshop you will evaluate approaches used to create different types of educational media from traditional didactic videos through to experiential learning scenarios for students. The presenters will discuss how they overcame institutional constraints to create professional looking and effective learning experiences for students. Using research conducted at our university, we plan to discuss 'what makes a video educational?' and 'where does the learning happen?'; alongside practical tips on creating educational video. You will come away inspired to try new approaches to creating media for learning!

Workshop G**Capturing active learning: an introduction to new approaches to enhance learner engagement before, during and after class**

Easy access to mobile technologies and interactive tools is transforming education within the classroom and beyond. This workshop will reveal how 'learning capture' of active blended learning sessions allows students to connect course-wide experiences, feedback and knowledge, whilst instructors and course leaders benefit from learning analytics of individuals and cohorts. We will also provide an early glimpse of the new 'Universal Capture' software solution which will be released later in the summer.

Workshop H**Use of videos of student-patient encounters in a medical context**

In this workshop, we will demonstrate how video-recorded consultations of students are used in family medicine education. We will also demonstrate how you can translate and implement this model to other study programs and curricula. At level one, videos are used as training and assessment instruments with the focus on the individual student. Students are evaluated by peers and teachers and are trained to give feedback. At level two, videos of students are used as supportive teaching material in workshops or seminars. Here, the focus is not on the student but on the intrinsic content of the consultation. At the third level, videos are used to support roleplaying. Here, students train to adapt their vocational skills based upon exemplary real life consultations. At level four, videos are used to get more insight in the training practice. Students discuss all aspects of practice management. Participants will be guided through the digital video-platform we created and will be shown how to implement this 4 level use of videos with students. This will be supported by a SWOT analysis.

Invitation to Join the Media & Learning Association

The Media & Learning Association is a growing European not-for-profit association which aims to promote and stimulate the use of media as a way to enhance innovation and creativity in teaching and learning across all levels of education and training in Europe.

In 2017–2018 organisation membership has remained stable with 32 organisational members, 3 sponsoring members and 2 network members. Individual membership has also been introduced and the first individual members have already joined.

Membership is open to organisations who wish to join the Media & Learning Association and who share the same interests. By joining the association, members will have access to the following services:

- A Workshop Bureau, with information about experienced trainers and workshop programmes
- Communication services, including preferential access to the Media & Learning newsletter currently distributed to almost 12,000 email addresses
- Project facilitation and knowledge sharing services, regular updates on potential relevant funding opportunities
- Registration discounts for the annual international Media & Learning Conference, the largest and most influential conference about media-supported learning in Europe

The annual membership subscription has been set at €500. The association aims to continue its organisation of the annual Media & Learning Conference in 2019 and the organisation of the annual MEDEA Awards. It is also available for collaborative activities in the field of media and learning.

The Annual General Meeting of the Media & Learning Association will be held during the Media and Learning Conference 2018 in Leuven on Friday 15 June at 11:30, everyone is welcome although only organisational members can vote.

To contact the association secretariat directly, please email to info@association.media-and-learning.eu.

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