#mandl14

MEDIA &
LEARNING
BRUSSELS 2014

From passive to active use of media
in teaching and learning

Flemish Ministry
of Education
and Training

Lifelong
Learning
Programme
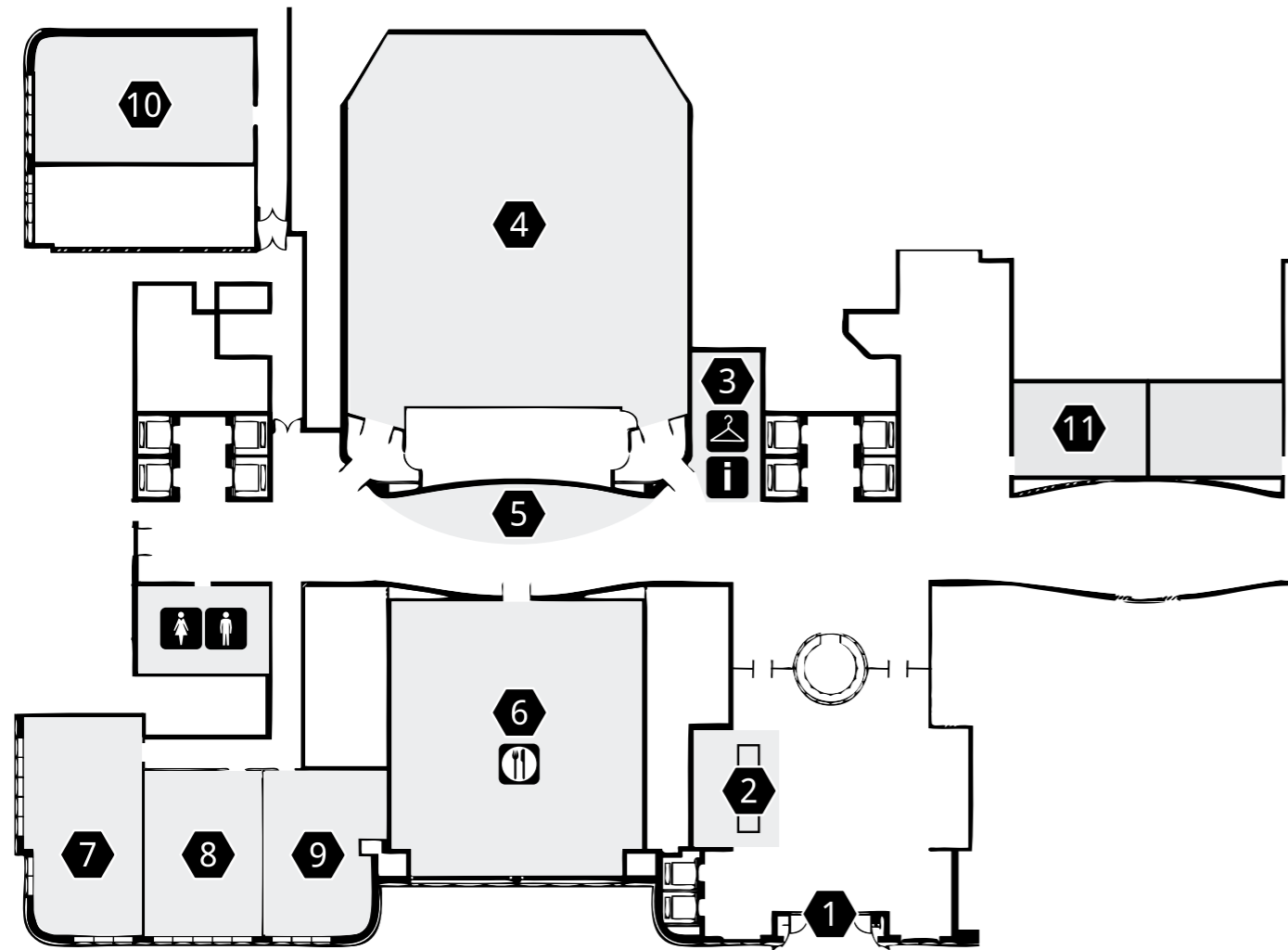
Legend

1. Main entrance
2. Registration desk
3. Cloakroom / Information desk
4. Hadewych Auditorium
5. Lobby area
6. Cafeteria
7. G1 Buytaert Room
8. G2 Cailliau Room
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It is with great pleasure that I welcome you to the fifth Media & Learning Conference organised in our ministry since the conference first began in 2010. With more than 250 participants expected from over 40 countries, it is clear that this event has grown to become a highly attractive meeting place for all those interested in the value and impact media can have in the teaching and learning process at all levels of education from pre-school through to university.

The theme for this year's conference is 'From passive to active use of media in teaching and learning' which I am particularly glad to see given the emphasis our ministry has been putting and continues to put on enhancing digital and media literacy at all levels of education. Such literacy implies not only a passive understanding of how media operates but also an active engagement in the creative process. This enables students to become passionate creators of their own media-rich content and more fully engaged in the creative digital environment. Such skills can provide easier access to formal education and better life opportunities for those living in poverty and early school leavers.

Better access to media-rich resources as a way to enhance learning is also of core interest to us here in Flanders as we look for ways to provide teachers with easy access to our rich cultural heritage online, much of it contained in superb audio-visual archives. It is also good to see the emphasis that will be placed this year on gaming given the interest that continues to grow here as well as elsewhere on new learning strategies that involve some form of gamification and I am looking forward to hearing more about the learning games that will be shown and discussed during this conference.

The commemorations of the Great War taking place this year have a particular resonance with us here in Flanders. So it is with great interest that I note the number of presentations and discussions that will highlight the value and input audio-visual media can have in helping to make history more meaningful for today's learners. We are looking forward to seeing the different resources that will be shown from different parts of Europe which taken together help us all to make more sense out of the tragedy this pivotal event in European history represents.

The MEDEA Awards Ceremony takes place during the conference on Friday morning and you are warmly welcome to take part in this event where the overall winners of this year's competition will be announced. This year almost 240 entries were received from 27 countries, a very high number of entries and we are eagerly looking forward to seeing who the winners will be.

I hope that you enjoy your participation in Media & Learning 2014 and that you find plenty of opportunities to enhance your network and gather new ideas for your work. I also hope that you have an opportunity to enjoy Brussels and to get to know our capital city a little better.

Hilde Crevits
Vice-Minister-President of the Government of Flanders, Flemish Minister for Education

Registration Desk Opening Hours

The conference registration desk will be open on Thursday 20 November from 08:00 to 19:00 and on Friday 21 November from 08:30 to 17:00. From Thursday afternoon, registration will take place at the Information Desk.

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 the Flemish Ministry of Education nor the conference organisers are responsible for any loss or damage to items held in the cloakroom.

Signing up for Master Classes during the conference

The conference includes 5 Master Classes taking place in G1 Buytaert Room. The number of places in these classes is limited to a maximum of 20. If you would like to take part in one of these classes, 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 G2 Cailliau Room, G3 Otlet Room, and G52 Gevaert Room is limited due to the size of the rooms so if you are particularly interested in taking part in sessions that are held in these rooms, you are advised to get to the room early to make sure of a place.

Access to the Wifi Network

When you collect your conference bag, you will receive the password needed to access the local wifi network in the Flemish Ministry of Education. 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.

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 cafeteria as well as the Reception taking place on Thursday evening at 18:30. Coffee will be available in the cafeteria during both days. Please wear your badge prominently to ensure you are admitted to the cafeteria.

Non-Smoking Policy

Please note that smoking is prohibited throughout the premises of the Flemish Ministry of Education.

Media & Learning is social!

join the Media & Learning Groups on Linkedin and Facebook

follow @MediaLearning on Twitter & share your Conference experience – tweet #mandl14

Live Streaming

We are grateful for the support of Mediasite by Sonic Foundry who are once again the Media & Learning conference webcasting partner. All the sessions taking place in the Hadewych Auditorium are being streamed live from 09:00 on Thursday to 17:30 on Friday. This includes the MEDEA Awards Ceremony on Friday morning. Recordings of all the sessions will be available afterwards along with presenter's slides where these have been provided to the organisers.

Youth Media Team

We are delighted to welcome back our own Youth Media Team who will be sharing their reports and impressions of the conference on a blog. Members of this team are all attending school at the European School in Mol, Belgium and studying ICT and Media. They will be publishing regular updates about the conference including interviews with speakers, impressions from participants and short reports about some of the main findings of the conference. They will also be sharing their own ideas about how media can be used to support learning based on their experiences and expectations. You will find their editorial desk in the cafeteria.

This year's Youth Media Team: Ashwin Aravazhi, Joe Verbist, Martha Bevan and Laila Sevim

	Hadewych Auditorium			Hadewych Auditorium			
9:30 – 11:00	**Making Learning more Creative and Inclusive through the Effective Use of Media.**						Opening plenary
	Welcome from **Hilde Crevits**, Vice-Minister-President of the Government of Flanders, Flemish Minister for Education			**Michal Tsur,** Kaltura, USA *Using Video Effectively in Learning*			
	Vitor Reia Baptista, University of Algarve, Portugal *Media Education Towards Media Literacy*			**Lieve Van den Brande**, European Commission *Supporting digital media skills as a necessary competence in the workforce of the future*			
	Brecht Demeulenaere, Het Huis van Alijn, Belgium *Making Sense? Media Literacy & Remembrance Education in a Cultural Perspective*			Moderator: **Jan De Craemer**, Flemish Ministry of Education and Training, Belgium			
11:00 – 11:30							Coffee

	Hadewych Auditorium	G1 Buytaert Room	G2 Cailliau Room	G3 Otlet Room	G42 Plateau Room	G52 Gevaert Room	
11:30 – 13:00	**Media-Supported Remembrance Education**	**Master Class on Teaching Programming to Students**	**Effective Media Literacy Schemes**	**Exploring the Value of Video in Higher Education**	**European Projects engaged in Media and ICT-Supported Learning**	**Media-Based Open Educational Resources**	Parallel sessions
	Showcase session illustrating how media can make history relevant for today's students. *BBC WW1 content* shown by **Tim Plyming**, BBC Learning, UK *Hill 60* shown by **Mike Ptacek**, DAE Studios, Belgium *Europeana* shown by **Jill Cousins**, Europeana *The Name List as a tool of commemorative education* shown by **Pieter Trogh**, In Flanders Fields Museum, Ypres, Belgium Moderator: **Simon Schepers**, Special Committee for Remembrance Education (BCH), Flanders, Belgium	Class leader: **Thomas Rose**, LEGO Education Academy, Denmark This Master Class will be divided into two parts. The first part will focus on simple constructions and technology supplemented by implementation of coding as a natural element in education and as a motivation factor. To do this we will be using LEGO Education WeDo through a lot of hands-on and minds-in activity. The second part will focus on storytelling using manipulatives for externalisation of expressions and ideas and documentation through computers or tablets. This will be done through a quick introduction to LEGO Education StoryStarter. Maximum number of participants is 20.	This presentation session will feature examples of different media literacy initiatives from different parts of Europe. **Tim Verbist**, Evens Foundation, Belgium *What makes good practice in MIL?* **Miklos Császár**, National Media and Infocommunications Authority, Hungary *Magic Valley* **Tijana Femić**, Novosadska Novinarska Skola, Serbia Moderator: **Nicoleta Fotiade**, Mediawise Society, Romania	Presentation session on how and why video can be a useful tool to use in higher education. **Jörn Loviscach**, Fachhochschule Bielefeld (University of Applied Sciences), Germany *Why and how do explanation videos work? And do they?* **Steve Hogg**, Southampton Solent University, UK *Using Video to Engage Distance Learners* **Bob van den Brand**, Tilbourg University, The Netherlands *From his iStar concept to MOOCs – an innovative learning journey* **Daniel Román Ramentol**, IESE Business School, Spain *Improve the usage of media in Blackboard* Moderator: **Esther Breuker**, Tilburg University, The Netherlands	iPro: **Linda Carroll** NEST: **Anne-Marie Lipphardt** eLene2learn: **Gérard Casanova** ENViL: **Ernst Wagner** JamToday: **Eleonora Pantò** ViduSign: **Felix Hawran** TALOE: **Gabriel Dima** Digiplace4All: **Bernadette Meagher** Video for All: **Felix Hawran** Camelot: **Michael Thomas** Moderator: **Petra Newrly,** MFG, Germany More information about these projects can be found on page 13.	Presentation session exploring the value OER can bring to media-supported learning. **Theodore Kuechel**, Independent, UK *Open Media Archives Toolkit* **Sofia Papadimitriou**, EduTV, Greece *Open Educational Video Resources for 21st Century learners: A Case study in Greece* **Marit Bijlsma**, Fryske Akademy/Mercator Research Centre on Multilingualism and Language Learning, The Netherlands *OER Insights into a multilingual Landscape* Moderator: **Aikaterini Chariopolitou**, EduTV, Greece	
13:00 – 14:00							Lunch
14:00 – 15:15	**Media-Supported Remembrance Education**	**Master Class on Learning Analytics and Visualisation of Data**	**Experiences in Assessing Media Literacy in Europe**	**Video in Higher Education – The French Connection**	**Media Supported Language Teaching**	**Exploring the Use of Wearables and other forms of Embodied Learning**	Parallel sessions
	Showcase session illustrating how media can make history relevant for today's students. *VIAA Platform* shown by **Karen Vander Plaetse**, Flemish Institute of Archiving, Belgium *Special Online World War 1 Feature for Schools* shown by **Susanne Friz**, FWU Institut für Film und Bild, Germany *Jalons pour l'Histoire du temps present* shown by **Elsa Coupard**, INA, France *Listen: A soundtrack of shared memories* shown by **Sergio Lopez Figueroa**, Big Bang Lab, UK Moderator: **David Seume**, The Ashcombe School, UK	Class leader: **Erwin Bomas**, Kennisnet, The Netherlands This master class covers the latest developments and possibilities of learning analytics and addresses the issue of visualising data for teachers using current examples. This class is organised in the context of the LACE (Learning Analytics Community Exchange) project which brings together existing key European players in the field of Learning Analytics & Educational Data Mining in order to support development of communities of practice and share emerging best practices. Maximum number of participants is 20.	This presentation session will feature examples of different media literacy initiatives from different parts of Europe. **Dietmar Schipek**, Austrian Federal Ministry of Education and Women's Affairs, Austria **Katia Segers**, Centre for Studies on Media and Culture (CEMESO), VU Brussels, Belgium Moderator: **Paolo Celot**, EAVI, Belgium	French universities are leading the way in their use of video as a teaching tool and collaborate regularly in ANSTIA, the French National Association of University Audiovisual and Edtech departments. Meet several experienced practitioners in this presentation and discussion session. **Deborah Arnold**, Université de Bourgogne, France **Yannick Mahé**, Université Paris 1 Sorbonne Pantheon, France **Pierre-Eric Sautière** & **Jacopo Vizioli**, Université Lille 1, France Moderator: **Mathy Vanbuel**, ATiT, Belgium	Language teachers are often early users of media, this presentation session explores several experiences. **Aurélie Angebault**, Vivement Lundi !, France *Dis-moi Dimitri – Innovative language teaching* **Sandra Wormgoor**, The Netherlands *English a Day, an adaptive ESL-learning tool using daily prompts* **Stephanie Wössner**, Albeck Gymnasium Sulz, Germany *Un autre monde/Eine andere Welt – virtual exchange and simulation in action* **Elke Van Steendam** & **Luc de Grez**, KU Leuven, Belgium *Effective instructional video for L2 language learning in general, L2 writing in particular* Moderator: **Xanthippi Tokmakidou**, EduTV, Greece	This demonstration and exploration session features different types of devices and how they can be used to support learning. *Collaborative Learning using the Oculus Rift* Introduced and demonstrated by **Vin Sumner**, Clicks and Links, UK *Google Glass* introduced and demonstrated by **Stefaan Ternier**, Open Universiteit, Netherlands *Experiences with low cost sensors and embodied learning* described by **Karien Vermeulen**, Waag Society, The Netherlands. Moderator: **Jüri Lõssenko**, HITSA, Estonia	
15:15 – 15:45							Coffee
15:45 – 17:00	**MEDEA Awards Showcases**	**Master Class on Creating Animated Videos with Students**	**Future Directions in Assessment of Media Literacy**	**Video in Higher Education – Innovative Practices and Campus-wide Services**	**Learning from the Past in Preparing for the Future**	**Supporting the Development of Competent Media-Wise Teachers**	Parallel sessions
	During this showcase session you will have a chance to see some of the finalists and winners of this year's MEDEA Awards. **Sofia Padelopoulou**, Safer Internet Hellas & art productions, Greece *To Pantopoleion – The Grocery Store* **Francois-Xavier Nerard**, Université de Paris 1 Panthéon Sorbonne, France *La Lettre Riabova* **Maria Alexandra Koumanakou**, 1st Primary School of Sparta, Greece *Digital Stories* **Toby Harris**, Saffron Interactive Ltd, UK *The Digital Prevention Platform* Moderators: **Philip Penny**, IADT, Ireland & **David Seume**, The Ashcombe School, UK	Class leader: **Geert Coppens**, Moovly, Belgium In this practical session, you will learn how you can easily create animated videos in just minutes, and how you can teach students of all ages to do the same. Geert will also show you how such animated video clips, explainers, tutorials and presentations can be used for flipped classroom purposes, educational multimedia projects, creative student assignments and much more. Maximum number of participants is 20.	This discussion session will weigh up the pros and cons of different approaches to assessment of media literacy. Panellists: **Paolo Celot**, EAVI, Belgium **Georges Boade**, UNESCO **Dag Asbjornsen**, European Commission Moderator: **Karl Desloovere**, Flemish Ministry of Education and Training, Belgium	Presentation and discussion about how academic services are embracing video in their services. **Rob Higson** & **Charlie Davis**, University of Derby, UK *Creating flexible communicative feedback models: integrated approach using video & mobile technologies* **Petra Fischer**, VU Amsterdam, The Netherlands *Video Enriched Skeleton Concept mapping to Foster Meaningful Deep Learning in Higher Education* **Tobias Wunden**, Entwine AG, Switzerland *The new Matterhorn: a solution for the open minded* **Javier Ángel Ramírez Masferrer**, Universidad Politécnica de Madrid, Spain *Use of a video streaming platform for teaching* Moderator: **Yvonne Crotty**, DCU, Ireland	Join this discussion about the issues facing anyone involved in media-supported remembrance education. Panellists: **Susanne Friz**, FWU Institut für Film und Bild, Germany **Tim Plyming**, BBC Learning, UK **Karen Vander Plaetse**, Flemish Institute of Archiving, Belgium **Elsa Coupard**, INA, France **Jill Cousins**, Europeana Moderator: **Kristien Druyts**, Canon Cultuurcel, Belgium	This presentation and discussion session is all about teachers and the role they play in fostering creativity and innovation through the use of media. **Graham Newell**, IRIS Connect UK *Can you empower teachers through the use of video technology* **Anastasia Logotheti**, The American College of Greece *From Immigrants to Residents: Media Literacy Expectations in the Technology-Enhanced Classroom* Moderator: **Jens Vermeersch**, GO! Onderwijs, Belgium	Parallel sessions

Hadewych Auditorium		
17:00 – 18:30	**Programming as Creativity**	Plenary session
	The teaching of programming to young students can be described as going beyond simply providing them with a new skill. This is because students who are exposed to programming at an early age may well be in a better position to learn to think computationally, to gain insight into the underlying principles of computational systems and therefore better able to express themselves creatively in ways that were not possible before. However the introduction of programming in schools also raises questions as to how best this can be achieved given the perceived lack of relevant resources and appropriate training and support for teachers.	
	This session will reflect a variety of viewpoints and seeks to elaborate on why we should teach programming to young children in the first place, how best this can be done and ways in which teachers can prepare for this revolution in terms of basic education.	
	Speakers:	
	• **René Tristan Lydiksen**, LEGO Education *Playful Learning*	
	• **Matteo Zacchetti**, DG Connect, European Commission, *Media literacy: curiosity and creativity for a future proof education*	
	• **Stephen Howell**, Academic Engagement Manager, Microsoft Ireland *Teaching Computational Thinking without the pain*	
	Presentations will be followed by a panel discussion including **Wietse van Bruggen**, Kennisnet, The Netherlands.	
	Moderator: **Frank Neven**, University Hasselt, Belgium	

Cafeteria		
18:30 – 20:00	Reception in Cafeteria	Reception

Hadewych Auditorium		
9:00 – 10:30	**Innovating Education with Media**	Plenary session
	This plenary presentation session will highlight the value media can bring to education. **Matt McCurdy** will start the session by highlighting the way in which industry is evolving in how it supports education by way of new tools and services and how industry responds to the changing needs of the education community.	
	Celebrated movie-maker **Lord David Puttnam** will talk about the value and impact media can have in education.	
	Programme:	
	• Welcome from session moderator: **Marc Durando**, European SchoolNet	
	• **Matt McCurdy**, Mediasite by Sonic Foundry, USA *How to Maximize Your Academic Video Strategy*	
	• **Lord David Puttnam**, Atticus Education, Ireland *Education – No silver bullet?*	
	• Introduction to the MEDEA Awards 2014 by the Awards Host with Mathy Vanbuel, ATiT on behalf of the MEDEA Awards Committee	
	• Short presentation of the 8 finalists in this year's competition who are represented by:	
	• **Maria Alexandra Koumanakou**, 1st Primary School of Sparta, Greece *Digital Stories*	
	• **Aurélie Angebault**, Vivement Lundi !, France *Dis-moi Dimitri*	
	• **Francois-Xavier Nerard**, Université de Paris 1 Panthéon Sorbonne, France *La Lettre Riabova*	
	• **Toby Harris**, Saffron Interactive Ltd, UK *The Digital Prevention Platform*	
	• **Ann Margaret Draycott**, University of Derby, UK *The Flexible Feedback Project*	
	• **Dennis Liu**, HHMI, USA *The Origin of Species: Lizards in an Evolutionary Tree*	
	• **Sofia Padelopoulou**, Safer Internet Hellas & art productions, Greece *To Pantopoleion – The Grocery Store*	
	• **Stephanie Wössner**, Albeck Gymnasium Sulz, Germany *Un autre monde / Eine andere Welt*	
	The presentation of the finalists will be followed by an announcement of the winners of this year's MEDEA Awards and the presentation of their prizes. Awards in order of presentation:	
	• Winner of the Prize for European Collaboration	
	• Winner of the Jury Prize	
	• Winner of the Audience Favourite Prize	
	• Winner of the MEDEA Awards 2014 User-Generated Award	
	• Winner of the MEDEA Awards 2014 Professionally Produced Award	
10:30 – 11:00		Coffee

	Hadewych Auditorium	G1 Buytaert Room	G2 Cailliau Room	G3 Otlet Room	G42 Plateau Room	G52 Gevaert Room	
11:00 – 12:30	**Programming as Creativity Showcases**	**Master Class on Creating Accessible Video**	**Cross-Sector Partnerships supporting Media Literacy**	**Media Supported Science Teaching**	**Embedding Film Literacy in Education**	**Games – an Educational Media Phenomenon**	Parallel sessions
	Showcase session highlighting excellent examples of ways in which students are learning to programme. *Devoxx4Kids* shown by **Daniel De Luca**, Devoxx4Kids, Belgium *Showcases and outputs from FabSchool workshops* shown by **Karien Vermeulen**, Waag Society, The Netherlands *Scratch projects in Italian schools* shown by **Alberto Barbero**, I.I.S. "Vallauri", Italy *KoduKup* results shown by **Alexa Joyce**, Microsoft Moderator: **Bram Faems**, Klascement, Flemish Ministry of Education and Training, Belgium	Class leader: **Roger Blamire**, SENnet project manager, European Schoolnet, Brussels Practical workshop on making video and other media accessible to all learners, aimed in particular at those involved in commissioning or producing digital media for learning: teachers, students, researchers, learning support providers, media producers or editors. Little prior knowledge of video production is needed. Participants will view and discuss a range of examples of digital resources including teacher professional development videos created by members of Special Educational Needs Network (SENnet), and discuss guidelines and checklists drawn up by the ICT4IAL project. Maximum number of participants is 20.	This presentation and discussion session addresses effective media literacy schemes ensuring large-scale impact through cross-sector partnerships. **Petr Koliha** & **Monika Mrázová**, Czech Television, Czech Republic *CT:D channel, its partnership with schools and the Ministry of Education* **Bernard McCloskey**, Northern Ireland Screen, UK *How Creative Learning Centres provide advice and training on how to focus the creative educational potential of mobile devices within the curriculum* **Ciarán Kissane**, Broadcasting Authority of Ireland, Ireland *BAI media literacy initiatives and how to build on the success of adult literacy activities to promote ML* Moderator: **Martina Chapman**, Eurovision Academy Faculty, Switzerland	This session will highlight best practices and demonstrations of media supported science teaching focused on different types of applications. **Werner Tuytens**, Sint-Pietersinstituut Turnhout, Belgium *Creating science videos with pupils in class* **Dennis Liu**, HHMI, USA *Using Media to Explain How Scientists Work* **Philip Vermeylen**, Rhombus, Belgium *Using video as a means to measure, capture and report scientific phenomenon and experiments in and out of the classroom* Moderator: **Sofia Papadimitriou**, EduTV, Greece	This presentation session features examples of how film literacy is embedded in schools and highlights the value and impact such initiatives can bring. **Mark Higham**, Film Literacy Europe, UK *European Film Club Pilots* **Núria Aidelman**, A Bao A Qu Associació, Spain *Cinema en curs – Moving Cinema* **Aya Al Blouchi**, Cineorg, Lebanon **Mark Reid**, British Film Institute, UK *European Framework for Film Education* Moderator: **José Manuel Perez Tornero**, Autonomous University of Barcelona, Spain	Presentation and discussion session on the topic of learning through media-rich games. Speaker: **Maja Pivec**, FH JOANNEUM Gesellschaft mbH, Austria *Exploring Games for Learning* Panellists: **Jordi Torrent**, UNAOC **Karen Van Hellemont**, VAF Games Fund, Belgium Moderator: **Robbertjan Schravenhoff**, Utrecht School of the Arts (HKU), The Netherlands	
12:30 – 13:30							Lunch
13:30 – 14:45	**Screening Session: Effective Media-Rich Games for Learning**	**Master Class Hands on Small Media Productions in all Subjects in School**	**Creating and Managing Effective Media Literacy Approaches**	**Video in Higher Education – Analysing the Importance of Video in MOOCs**	**Embedding Film Literacy in Education**	**Teaching Programming as a Way to Foster Creativity in Young People**	Parallel sessions
	Showcase session featuring excellent learning games. *Masterfind* shown by **Astrid Pouppez de Kettenis**, Child Focus, Belgium *appPEACE, an initiative of UNAOC in partnership with UNDP and Build Up* shown by **Jordi Torrent**, UNAOC *Mendelirium: a chemical engineering game prototype* shown by **Bas Bergervoet**, KU Leuven, Belgium *Kweetet.be* shown by **Vicky Vermeulen**, die Keure, Belgium Moderator: **Steven Verjans**, Open University, The Netherlands	Class leader: **Torben Larsen** & **Susanne Wad**, Station Next, Denmark In this master class you will be invited to create small media productions using the new site www.SmaaP.dk, an online tool consisting of self-instructing learning activities. Each activity targets a specific production skill within a media type leading to a small media production. Maximum number of participants is 20.	This presentation and discussion session will feature different media literacy approaches. **Greet Decin**, KHLeuven, Dept of Teacher Training, Belgium *Multimedia in preschool: an additional opportunity towards equal chances in education* **Jelena Perovic**, Sapienza University of Rome, Italy *Media literacy in Montenegro* Moderator: **Vitor Reia Baptista**, University of Algarve, Portugal	This presentation session will consider the role of video in the success or otherwise of MOOCs. **Deborah Arnold**, Université de Bourgogne, France *The good, the bad and the ugly: a panorama of video genres for MOOCs* **Valentina Garoia**, EUN European Schoolnet Academy **Jack Koumi**, Educational Media Production Training, UK *MOOCs under-using the potential of video* Moderator: **Sylvia Moes**, VU Amsterdam, The Netherlands	Copyright restrictions pose a big challenge to everyone interested in having more films in schools. This discussion centres on the current copyright legal framework and the ongoing review at EU level. Panellists: **Mark Higham**, Film Literacy Europe, UK **Emmanuelle Du Chalard**, European Commission **José Manuel Perez Tornero**, Autonomous University of Barcelona, Spain Moderator: **Karen Vander Plaetse**, Flemish Institute of Archiving, Belgium	Presentation and discussion about how best programming can be introduced in schools. **Dirk Hastedt**, IEA, The Netherlands *How computer and information literate are European students – results of the ICILS Study* **Wietse van Bruggen**, Kennisnet Foundation, The Netherlands *Making Education Relevant* **Daniel De Luca**, Devoxx4Kids, Belgium **Alberto Barbero**, I.I.S. "Vallauri", Italy *Kids@Play: from learners to makers* Moderator: **Eleonora Pantò**, CSP, Italy	
14:45 – 15:15							Coffee
15:15 – 16:30	**Session: The Sack of Leuven**		**Researching Media Literacy and Education**	**Video in Higher Education – Innovative Practices and Campus-Wide Services**	**Media & Learning Association AGM**	**AudioVisual Learning Materials from around the Globe!**	Parallel sessions
	This 35 minute documentary tells the story of how in 1914 the Belgian city of Leuven became the victim of blind war frenzy when the entire city centre was destroyed by the Germans. In the documentary, war journalist and Leuven dweller Rudi Vranckx tells how this came about and what the motives were for this terrible crime, which caused outrage on an international scale. The Sack of Leuven will be introduced by **Rebecca Gysen**, Leuven City Hall, Belgium who will explain the way it is being used in education and the challenges and opportunities such material brings. Panellists: **Leen Alaerts**, KHLeuven, Belgium **Blandine Smilansky**, Euroclio, European Association of History Educators		There is a growing body of research related to media education and media literacy in Europe. This presentation and discussion session will highlight several significant studies. **Catharina Bucht**, Nordicom, Sweden *With an ear to the ground: working to promote Media and Information Literacy in Nordic countries'* **Laura Orlescu**, ActiveWatch, Romania & **Sofia Papadimitriou**, EduTV, Greece *Charting Media and Learning in Europe: results from the MEDEAnet project* **Katie Goeman**, KU Leuven Campus Brussels, Belgium *Media Literacy in Secondary Schools: A State of Affairs in Flanders and the Brussels Capital Region* Moderator: **Dag Asbjornsen**, DG Connect, European Commission	Presentations illustrating innovative use of video in higher education. **Julian Ingle**, Queen Mary University of London, UK *Learning to Communicate Science through Video* **Daniel Burgos**, Universidad Internacional de La Rioja (UNIR), Spain *How to combine video OER with regular academic programmes in a private Higher Education Institution* **Nathalie Charlier** & **Bas Bergervoet**, KULeuven, Belgium *StartnHart: Learning Basic Life Support with peers using an iPad app* Moderator: **Karla Youngs**, JISC, UK	This is the annual general meeting of the Media & Learning Association. Conference participants are welcome to join as observers but only registered institutional members are allowed to vote. More information about the Media & Learning Association can be found on page 14.	The AudioVisual Learning Materials (AVLM) training is run by KU Leuven and VLIR-UOS. It is an intensive eight week programme that enhances the skills and competences of educational support staff of universities in the South in the field of educational technology, with a focus on the development of audio-visual learning materials. During the programme students work on an individual project, applied to their context in their home country. The 20 course participants are participating in the Media & Learning Conference this year. In this session you can meet them and hear about the projects they have been developing. The AVLM participants come from Bangladesh, Indonesia, Philippines, Sri Lanka, Vietnam, Cuba, Ecuador, Suriname, Kenya, Tanzania, Nigeria and Ghana. Moderators: **Mart Achten** & **Stijn Van Laer**, KU Leuven, Belgium	
	Hadewych Auditorium				**Hadewych Auditorium**		
16:30 – 17:30	**Changing Learning – Learning to Change: Spotlight on the Evolving Nature of Formal Education**						Plenary session
	The most recent Horizon Report Europe which examines trends, challenges, and technologies for their potential impact on and use in teaching, learning, and creative inquiry predicts a series of challenges including the support of complex thinking and communication and creation of authentic learning opportunities. In this closing plenary, we have invited speakers to share their vision for the future taking into account these types of challenges along with the themes and ideas that have emerged during the Media & Learning Conference.			Speakers: **Jan De Coster**, SlightlyOverdone, Belgium *The Robot Soul – Future Directions in Education* **Stéphan Vincent-Lancrin**, Directorate for Education and Skills, OECD *Educating for innovative societies* **Brian Holmes**, Education, Audiovisual and Culture Executive Agency (EACEA) *Leading to change: educators at the forefront of innovation in formal education* Moderator: **Jim Devine**, JD Policy	Projects	Innovation, Ireland			

During the Media & Learning Conference there will be stands in the lobby area from several sponsors, projects and organisations active in the media and learning sector.

Kaltura

STAND 1

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LEGO Education

STAND 2

Learning is at the very core of the LEGO group's most heartfelt values, and the company's education division has invested in cooperation and research with child development specialists and teaching professionals to build a rich understanding of what it takes to provide truly effective learning experiences. LEGO Education has been creating solutions for kindergartens and classrooms for 30 years and the skills and techniques that the LEGO System for Learning embodies meet many of the needs of our 21st century learners.

Mediasite

STAND 3

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Thursday	Friday

STAND 4

EU Screen

The main objective of the EU Screen portal is to aggregate a comprehensive amount of professional audiovisual content with online access to thousands of items of audiovisual heritage and a resource for educators and students.

European Schoolnet

European Schoolnet is a network of 31 European Ministries of Education, based in Brussels. As a not-for-profit organisation, its aim is to bring innovation in teaching and learning to key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners.

STAND 5

European Projects

Information available from European projects actively involved in areas linked to the main conference themes.

Meet representatives of the following projects on Thursday: LeHo, NEST, ENViL, iPro and TALOE.

Meet representatives of the following projects on Friday: JamToday, Video for All, DigiPlace4All, Camelot, eLene2learn and ViduSign.

The following European projects are all directly connected to one or more of this year's themes and are being highlighted during the Media & Learning Conference.

iPro represented by Linda Carroll, IADT, Ireland

iPro is aimed at setting up a pilot collaboration between Higher Education Institutions and Vocational Education Training providers in 8 European countries in order to investigate the potential for a closer collaboration between the world of the interactive media and arts design business and the higher and further education institutions for Media and Art Design Studies.

NEST represented by Anne-Marie Lipphardt, ILI, University of Erlangen-Nuremberg, Germany

NEST is establishing a network for the community of Early Childhood Education and Care (ECEC) professionals in Europe. It is devoted to improving access to relevant information, training opportunities and sharing of good practices and experiences among those active in the field with an online portal in eight different languages and a multilingual database section.

eLene2learn represented by Gérard Casanova, Université de Lorraine, France

eLene2Learn proposes a multi-stakeholder network, exploring and promoting the contribution of ICT and digital media in supporting the development of learning to learn competencies. eLene2learn involves schools, higher education institutions and other networks in the identification of current practice, in pilot implementation of a variety of approaches and in drawing out the lessons learnt.

ENViL represented by Ernst Wagner, University of Erlangen-Nuremberg, Germany

ENVIL is an informal network with members from ten European countries. It focuses on the issue of visual competencies which students can learn in art education. The project will compare the different approaches in European countries and work on a common frame, which will describe a core set of competencies as a framework of reference.

JamToday represented by Eleonora Pantò, CSP – Innovazione nelle ICT, Italy

JamToday supports the creation, implementation and deployment of educational games by creating methods and tools and by providing a central learning hub for participating organizations. Its aim is to use game design principles not just to create useful and meaningful games, but also to explain and design the context in which games can be most effectively implemented and used.

ViduSign represented by Felix Hawran, Kulturring in Berlin, Germany

The ViduSign project investigates how video can support creative discovery and problem-based learning using a multiple communication approach. It uses creative video teaching, learning and communications for the European deaf communities.

TALOE represented by Gabriel Dima, Innovate4Future, Romania

The main goal of the Time to Assess Learning Outcomes in E-learning (TALOE) project is to develop a web-based platform to help teachers and trainers decide which e-assessment strategies to use in their online courses and raise teacher's awareness about the variety of e-assessment strategies in order to improve the quality of the learning process.

Digiplace4All represented by Bernadette Meagher, IADT, Ireland

DigiPlace4all is an online peer support community, sustained by Digital Inclusion Champions, helping people with disabilities build the digital literacy skills needed to transition from VET centre training to mainstream education and employment.

Video for All represented by Felix Hawran, Kulturring in Berlin, Germany

The project will bring together all current methodologies, ideas and innovative practices to teach and learn languages by integrating digital video. The project believes that video must be a basic tool for a more multidisciplinary approach to language teaching and learning in today's world, actively involving teachers and students.

Camelot represented by Michael Thomas, University of Central Lancashire, UK

CAMELOT stands for "CreAting Machinima Empowers Live Online Language Teaching and Learning". The project aims to promote the role of video production in language teacher training by using machinima to empower language learning through the use of user-generated video content in an authentic virtual environment with and a task-based approach.

LeHo represented by Els Janssens, Bednet, Belgium

The LeHo project is an International network for the Home and Hospital Education through ICT. Its aim is to verify how technology can impact on the methodology and pedagogy in Home and Hospital Education (HHE), to explore and design ICT-based solutions which will enable children in hospital, receiving home therapy, or who attend school part-time due to illness, to access education.

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.

This year organisation membership has grown to 35 members. They are: *CSP*, Italy; *ATiT*, Belgium; *AUNEGE*, France; *Dun Laoghaire Institute of Art, Design and Technology (IADT)*, Ireland; *Information Technology Foundation for Education (HITSA)*, Estonia; *KU Leuven*, Belgium; *The Spanish Confederation of Teaching Centres (CECE)*, Spain; *Kennisnet*, The Netherlands; *University of Naples*, Italy; *Université Paris 1 Panthéon Sorbonne*, France; *Université Ouverte des Humanités*, France; *EduGroup*, Austria; *Dublin City University*, Ireland; *iMINDS*, Belgium; *CERIMES* , France; *MFG* , Germany; *Association for Academic E-learning*, Poland; *Innofun*, The Netherlands; *Universitat Autònoma de Barcelona*, Spain; *University of Zagreb*, Croatia; *Novi Sad School of Journalism*, Serbia; *Kaltura*, United Kingdom; *Evens Foundation*, Belgium; *Vrije Universiteit Amsterdam*, Netherlands; *Universitat Politecnica Valencia*, Spain; *Mediawijs*, Belgium; *Nordicom*, Sweden; *Friedrich Alexander University Erlangen-Nuremberg*, Germany; *Mediasite*, United Kingdom; *FWU Institut für Film und Bild in Wissenschaft und Unterricht gGmbH*, Germany; *Oulu University of Applied Sciences*, Finland; *OpenCast*, Switzerland; *Telecentre Europe network*; *Finnish Society on Media Education*, Finland and *Newcastle University,* United Kingdom.

Membership is open to organisations who wish to join the Media & Learning Association and who share the same interest. 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 13,000 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 plans to take over the running of the annual Media & Learning Conference in 2016 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 2014 in Brussels on Friday 21 November from 15:15 to 16:30 in G42 Plateau Room, everyone is welcome although only organisational members can vote.

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

The organisers of Media & Learning 2014, the Flemish Ministry of Education and Training and ATiT, are very grateful for the help and input of the Conference Steering Committee:

- Deborah Arnold, University of Burgundy, La Passerelle, France
- Jan De Craemer, Flemish Ministry of Education and Training, Belgium
- Jim Devine, JD Policy | Projects | Innovation, Ireland
- Conor Galvin, UCD, Ireland
- Eleonora Pantó, CSP – Innovazione nelle ICT, Italy
- Philip Penny, Dun Laoghaire Institute of Art, Design & Technology (IADT), Ireland
- José Manuel Pérez Tornero, Autonomous University of Barcelona, Spain
- Dirk Terryn, CANON Cultuurcel, Belgium
- Lieve Van den Brande, DG Education and Culture, European Commission

Finally our thanks go to all the conference sponsors, supporters and members of the Media & Learning Advisory Committee.

Media & Learning 2014 would like to thank its sponsors: