Hackathon
Part 2: Hands on

Wednesday 9 November 2022
18:00 – 20:00

Media-and-learning.eu/events

Media & Learning

- Introduction
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  - Chloé Pété, MLA
  - Mathy Vanbuel, ATiT
  - Media and Learning Association

MEDIA LITERACY

Media Literacy in Practice in Slovakia, Czech Republic, Poland, Denmark, Sweden, Norway and Finland

12 OCT 2022

Hackathon on Intellectual Property Rights Part I

12 OCT 2022

HIGHER EDUCATION

How can CLTs involve students in staff training and classroom support?

13 OCT 2022

MEDIA LITERACY

MLA4MedLit Conference: Teacher Education in Digital and Media Literacy

19 OCT 2022

https://media-and-learning.eu

Welcome to the home of the Media & Learning Association

This is where you will find links to all current Media & Learning activities. Our association brings together a community of individuals and organisations keen to maximise the benefits of media for learning at all levels of formal and informal education and training. Media & Learning runs online and face-to-face events and conferences as well as webinars on different topics. Check out our current series of activities to find out more. Media & Learning also organises the annual MEDEA Awards which recognises excellence in the use of media to support teaching and learning as well as several bespoke projects and special interest groups related to specific sub-themes.

Newsletter

Sign up for our monthly newsletter to be informed about all the latest news regarding the use of media in learning. The newsletter provides a digest of the best posts of the past month.

Latest Articles

- Introduction… (quick poll)

Online Course

The EduHack online course aims at empowering university educators from every discipline who want to **learn how to produce digitally-supported learning experiences**, with a focus on fostering collaborative learning and enhanced students engagement.

Individual users are welcome to browse (and use or remix) the EduHack course content and to learn from them. Universities that want to implement the EduHack online course and to certify the achievements of their participants are welcome to do so by using the EduHack Toolbox, and by joining the EduHack Network.

Digital Resources

- Search for Open Educational Resources (OER)
- Modify existing digital content by using Wikis
- Create digital educational resources
- Curate and organise digital resources
- Apply open licenses to your resources

Teaching

- Design your own eLearning intervention
- Implement ICT-supported collaborative learning
- Guide and support students through e-moderation
- Foster knowledge co-creation among students
- Create and select video resources for your teaching
- Use games to improve learners engagement

Assessment

- Explore digitally supported assessment strategies
- Experiment with different technologies for formative assessment
- Analyse evidence on learning activity, performance and progress
- Use digital technologies to provide targeted feedback to learners

Empowering Learners

- Critically evaluate online tools
- Discover the cost of "free" commercial social media platforms
- Appreciate opportunities and risks of personalization in learning
- Check technical accessibility of platforms and resources

https://splot.link/course

Feedback

CREATE DIGITAL EDUCATIONAL RESOURCES

READ   WATCH   DO   RESOURCES

READ

These days many universities have eLearning offices and specialists – often called learning technologists or instructional designers – whose role is to support academics in the use of digital technologies, the creation of online content and, more generally, design of technology-enhanced learning experiences. The creation of online resources usually takes place in the context of Virtual Learning Environments (also known as Learning Management Systems).

In order to create digital resources you do not need to be a programmer or use complicated platforms. On the contrary, no matter which subject matters you teach, and whether you have access to support or not, there are many tools and applications allowing you to create engaging resources that may facilitate learning for your students.

WATCH

H5P Tutorial - Create Interactives for Your LMS or Website

Feedback

•Go to: https://strategyhack.eu/project-outputs/

COURSE CONTENT

1. Pedagogical Change
4 Topics | 4 Quizzes

2. Organisational Change
5 Topics | 5 Quizzes

3. Technology Change
5 Topics | 5 Quizzes

4. Economic and Political Change
3 Topics | 3 Quizzes

5. Institutional Change
3 Topics | 3 Quizzes

2. Organisational Changes

1. How to define a strategy
2. How to encourage academics to embrace change and new academic practices
3. How to improve copyright literacy and the reuse and production of OER
4. How to enable safe location-independent work
5. How to face security and privacy challenges

Quiz

•**Use during religious or official celebrations**

•Use of works of architecture or sculptures in public spaces

StrategyHack

www.strategyhack.eu

•Use for the demonstration or repair of equipment

StrategyHack

www.strategyhack.eu

The Hackathon

- A hackathon is an event where people engage in rapid and collaborative engineering over a relatively short period of time to create by the end of the event a functioning solution for a specific problem, a service, a software or hardware.

1st Hackathon

- OpenBSD held a development event held in Calgary whith ten developers who tried to develop a solution to avoid legal (IPR-related) problems of cryptographic software (1999)

Important: 5 stages of Design Thinking
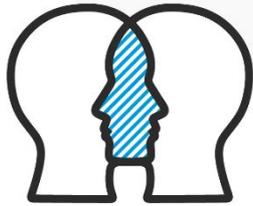
Empathize **Define** **Ideate** **Prototype** **Test**

- Stage 1: Empathize: Research Your Users' Needs
- Stage 2: Define: State Your Users' Needs and Problems
- Stage 3: Ideate: Challenge Assumptions and Create Ideas
- Stage 4: Prototype: Start to Create Solutions
- Stage 5: Test: Try Your Solutions Out

At work…

Tools…

- https://alternativeto.net/
- https://catalogue.owlteh.org/
- https://prism-break.org/en/

Sources

- **Creative Commons Search :** Yahoo Creative Commons search, Flickr Creative Commons search, Google Advanced Search with an option to set "results that are free to use or are free to be changed").
- **Wikimedia Commons**