

Groep T Campus, Leuven, Belgium

CONFERENCE PROGRAMME

#MandL22

Media & Learning

LEUVEN // 2 – 3 June 2022

University of the Future
Mediated, Pixelated, Hybrid or Virtual?

It is with great pleasure that we welcome you to the Media & Learning Conference 2022 organised by the Media & Learning Association in partnership with KU Leuven Learning Lab.

It has been a long two years for everyone and we are simply delighted to be able to host an opportunity for colleagues to finally meet and spend time together, share ideas, get inspired and make new contacts. In choosing the theme for this year's conference "University of the Future – Mediated, Pixelated, Hybrid or Virtual?" we wanted to highlight the belief, shared by many, that events over the past 2 years have accelerated a process that had already begun – the process of re-thinking the structure, purpose and operation of higher education institutions to better fit the future. Re-thinking means reviewing and adapting all aspects of university life including the place and best use of media-supported strategies and the role and position of the services that support a move to more student-centred design and delivery of learning – and that is what we want to talk about at Media & Learning 2022.

Media & Learning 2022 is all about highlighting the latest pedagogical and technical developments in our field and we have put together a programme that is rich in inspiring talks, demos, discussions and workshops alongside an exhibition showing the latest technologies, services and tools that universities and colleges can adopt to transform their use of media.

We are thrilled to be hosting this conference again in the medieval city of Leuven and in the award-winning Groep T Campus, in the heart of Leuven. Leuven is a city that offers so much in terms of culture and atmosphere, we genuinely hope you will find time 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

Our thanks in particular to the Media & Learning 22 Conference Advisory Committee:

Deborah Arnold, <i>AUNEGe, France</i>	Nicolette Karst, <i>Lund University, Sweden</i>	Joan Sheehan, <i>SCHOMS, United Kingdom</i>
Fleur Braunsdorf, <i>University of Amsterdam, The Netherlands</i>	John Murray, <i>National University of Ireland Galway, Ireland</i>	Marco Toffanin, <i>University of Padova, Italy</i>
Sónia Hetzner, <i>Friedrich-Alexander-University, Erlangen-Nürnberg, Germany</i>	André Rosendaal, <i>University of Groningen, The Netherlands</i>	Carlos Turro Ribalta, <i>Universidad Politécnica de Valencia, Spain</i>
Matt Howcroft, <i>University of Derby, United Kingdom</i>	Lana Scott, <i>Massachusetts Institute of Technology, USA</i>	Zac Woolfitt, <i>Inholland University of Applied Sciences, The Netherlands</i>



Cloakroom and Registration desk

The Cloakroom and Registration desk will be open on Wednesday from 17:00 to 19:00, on Thursday from 08:00 until 18:30 and on Friday from 08:30 until after the closing session. You can leave your coats and other belongings for free at this manned desk. However, in the interests of security, please do not leave computers, mobile phones or any other valuables here as neither Groep T, KU Leuven nor the conference organisers are responsible for any loss or damage to items held in the cloakroom.

Information desk

The Information Desk is where you can contact the organisers, book for workshops, get information about Leuven and find out more about the Media & Learning Association. It will be open on Wednesday from 17:00 to 19:00, on Thursday from 08:00 until 18:30 and on Friday from 08:30 until after the closing session.

Signing up for workshops during the conference

The conference includes 4 different 90 minute long workshops taking place in either the Dorre or Margriet Room. The number of places in these workshops is limited to a maximum of 20. If you would like to take part in a workshop, you can sign up at the Information Desk. Participation is on a 'first come, first served' basis. Access to workshops will be limited to those who have signed up to take part. The only exception is for the H5P workshop on Thursday for which participants have already registered in advance.

Access to sessions during the conference

Participants are welcome to take part in any session of their choosing, most of which take place in either the auditorium or in one of the break-out rooms in Groep T. Screenings of MEDEA 2022 finalists and winners and finalists from previous years will take place in Cinema Zed right next door to Groep T on Thursday afternoon - follow the signs to find your way. Check the times of screenings on the programme.

Lunches and Coffees

Everyone who is registered to attend the Media & Learning Conference is entitled to lunch on both days which will be served in Alma 1 which is 140 metres away: exit Groep T to the right, after 100 metres at the crossroads go left. Alma 1 is immediately across the street. Our staff will guide you. All coffee breaks are in the canteen area in Groep T. You are also invited to the Welcome Reception on Wednesday 1 June at 17:00 in the canteen area as well as the MEDEA Awards ceremony and networking reception taking place in the Town Hall on Thursday 2 June starting at 18:15. Please wear your badge prominently to ensure you are admitted to all conference locations.

Non-Smoking Policy

Please note that smoking is strictly prohibited in all indoor conference venues.



Conference Website

Where we have received them, you will find short profiles of our speakers on the conference website 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 this site for at least 6 months after the conference.

Temporary visitor accounts for wireless internet access at KU Leuven

Wifi is available throughout the conference area in Groep T. With your visitor account that you have received at registration you have access to campusroam, the wifi network made available by KU Leuven.

How to use campusroam?

Choose the wireless network campusroam from the list of available networks. The network needs a specific configuration. You can do this automatically by using the CAT-TOOL. We strongly advise to use this tool. Download the tool from cat.eduroam.org, or scan the QR-code. The tool will create a configuration or adjust an existing one, for pc, smartphone and tablet.

Do you prefer to do the configuration 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



Logging into campusroam

Fill in your Username and Password if asked to do so by your device. 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 ask for help at the information desk.

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.

Visits to KU Leuven Knowledge Clip Studio

We are organising visits to see KU Leuven's top of the range Knowledge Clip Studio built with WebClip2Go during the conference. These visits last approximately 90 minutes and you can book to join a tour at our information desk. KU Leuven currently has three knowledge clip studios in operation. In these studios, lecturers and students can make short knowledge clips. During this visit, you can take a look at one of these studios and see how it works.

Tours will leave Groep T:

- Thursday: 14:15 and 16:15
- Friday: 11:15 and 14:15

Make sure to book your visit at our information desk!



Thursday 2 June		Auditorium			
09:30 – 11:00	University of the Future – Mediated, Pixelated, Hybrid or Virtual? Welcome to Media & Learning 2022				
		<p>Events over the past 2 years have accelerated a process that had already begun – to re-think the structure, purpose and operation of universities and all higher education institutions to better fit the future. Re-thinking means reviewing and adapting all aspects of university life including the place and best use of media-supported strategies and the role and position of the services that support a move to more student-centred design and delivery of learning.</p> <p>During our opening plenary session, speakers will share their ideas on how universities are changing and what this means for the services that many in our audience provide, where and how do media-supported services fit in the new mix and what about the overall role of higher education institutions and the learning opportunities that they provide to students – how can they be made more relevant?</p> <p>Welcome to the conference by Tine Baelmans, Vice-Rector of Educational Policy, KU Leuven, Belgium</p>		<p>Presenters:</p> <ul style="list-style-type: none">• Erin Crisp, Chief Academic Officer, Campus Edu, USA <i>Instructional Video: Two Truths and a Lie</i> (presentation)• Deborah Arnold, National & International Projects Coordinator, AUNEGe, France <i>Close encounters in third space: leadership and organisational dynamics for advancing Digital Education</i> (presentation)• Wies ter Veld, European Sales Director, Mediasite, The Netherlands <i>Innovation beyond hybrid - making use of new developments in technology and metadata to put the student at the centre</i> (presentation) <p>Moderator: Anke Pesch, KU Leuven, Belgium</p>	
Canteen area Groep T					
11:00 – 11:40	Coffee				
	Fonske Room – 01.6.01	Totem Room – 01.6.02	Dorre Room – 03.11.01	Margriet Room – 03.11.02	
11:40 – 13:00	Talks on institutional policies and practices related to use of space	Talks on podcasting as an engaging learning strategy	TransACTION workshop on a multimedia learning design framework	Demos of innovative learning tools and environments	
<p>University teaching space is undergoing tremendous change, partially brought about by the pandemic, but also influenced by some fundamental re-thinking of how a university operates best.</p> <p>Moderator: Marco Toffanin, University of Padova, Italy</p> <ul style="list-style-type: none">• Sonia Hetzner, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany <i>The New Normal and Future Learning Spaces</i> (presentation)• Stuart Phillipson & Rachel Willder University of Manchester, UK <i>Support Hyflex learning spaces with Student Ambassadors</i> (presentation)• Marieke Pieters & Piet Bonte, KU Leuven - Campus KULAK, Belgium <i>Designing and investigating learning spaces for hybrid synchronous learning from a learning lab perspective</i> (presentation) (abstract)		<p>Podcasting has been around for quite a while, but as an interactive teaching tool, its popularity is really taking off. Meet our speakers who are systematically making use of podcasting as a teaching tool.</p> <p>Moderator: Arnout Probst, University of Amsterdam, The Netherlands</p> <ul style="list-style-type: none">• Astrid Van Weyenberg & Nathalie Muffels, Leiden University, The Netherlands <i>Activating Podcasts for University Education: Independent Learning with Digital Tools</i>• Gordon Craig & Colin Morris, Heriot-Watt University, Edinburgh, UK <i>Stepping away from the screen: the role of audio resources in online learner experience</i> (presentation)• Tim Dalhoeven & Cecille Plomp-Bogaard, Saxion University, The Netherlands <i>Facilitating educational podcasts - How to make podcasts accessible, practical and professional</i> (presentation)	<p>The TransACTION project aims to enhance media based learning in higher education. Part of its work is to create a research-based framework for enhancing and promoting multimedia learning design in cocreation with students.</p> <p>Workshop led by Evert Binnard, KU Leuven, Belgium.</p> <p>During this workshop, we would like to elaborate on the draft TransACTION framework and its accompanying methods by testing its relevance through comparing it to experiences and cases brought by you as a participant.</p> <p>(presentation)</p>	<p>Walk around our showcase area to ‘visit’ a variety of different learning tools, environments and services making the most of recent developments including advances in XR.</p> <p>Moderator: André Rosendaal, University of Groningen, The Netherlands</p> <ul style="list-style-type: none">• Finalist 2022 <i>The ‘Virtual Skills Laboratory’ (ViSkiLab) app</i> demonstrated by Anne-Astrid Agten & Tula Verhalle, KU Leuven, Belgium• Finalist 2022 <i>HackShield in the Class</i> demonstrated by Tim Murck & Wessel van Stiphout, HackShield Future Cyber Heroes, The Netherlands• Finalist 2020 <i>New Dimensions</i> demonstrated by Kevin Nolan, University College Dublin, Ireland• Finalist 2021 <i>Dental Prosthesis Simulator</i> demonstrated by Sven Graindor & Bram Ghuys, KU Leuven, Belgium	
	Alma 1				
13:00 – 14:30	Lunch				
	Fonske Room – 01.6.01	Totem Room – 01.6.02	Dorre Room – 03.11.01	Cinema Zed 14:15-17:00	
14:30 – 16:00	Talks on mainstreaming XR and applying 360° in practice	Talks on re-use and re-purposing of media based learning resources	Workshop on Artificial Intelligence in Audio Visual	MEDEA screenings	
<p>These talks address pedagogical themes and development issues in the adoption of XR supported learning opportunities as well as discussing how developments like 360° video can be applied in practice.</p> <p>Moderator: Monika Theron, Leiden University, The Netherlands</p> <ul style="list-style-type: none">• Ruth Maloszek, Friedrich-Alexander-Universität Erlangen-Nürnberg, Germany <i>The ipear approach to peer learning with AR</i> (presentation)• Gert Vanthournout & Yasmine Wauthier, AP University of Applied Sciences and Arts Antwerp, Belgium <i>A roadmap towards adaptive virtual training</i> (presentation)• Andy Thys & Saskia Boelens, KU Leuven, Belgium <i>Observation skills in teacher training: the use of enriched 360° videos to foster in depth understanding</i> (presentation)• Wim Nijst, Ministry of Education and Training, Belgium <i>Flanders action Plan on XR in Education</i> (presentation)		<p>Practically all institutions have created a large stockpile of educational video, during these talks discover how service providers are coping with the overload as well as making more effective and open use of video recordings.</p> <p>Moderator: Zac Woolfitt, Inholland University of Applied Sciences, The Netherlands</p> <ul style="list-style-type: none">• Marco Toffanin, University of Padova, Italy <i>Video re-use: practices and needs in repurposing digital content at University of Padova</i> (presentation)• Sylvia Moes, Vrije Universiteit Amsterdam, The Netherlands <i>SURF OER Acceleration Plan</i> (presentation)• Rüdiger Rolf, Osnabrück University – virtUOS, Germany <i>Changes in usage paradigms of educational video in Opencast Universities</i> (presentation)	<p>‘Deep Learning’ and ‘Machine Learning’ are not normally terms that one would use to describe how audio visual systems are implemented.</p> <p>In this workshop, Nevil Bounds and Han Dohmen from Biamp Europe’s education team will show how Artificial Intelligence has become an essential tool within learning spaces, how to get the best out of techniques supported by AI and why they are important for room set up and consistency of teaching and learning experience.</p> <p>This workshop is sponsored by Biamp Europe.</p> <p>(presentation)</p>	<p>During these screenings we are delighted to present to you the finalists in this year’s competition as well as finalists and winners from 2020 and 2021</p> <p>Moderator: John Murray, NUI Galway, Ireland</p> <ul style="list-style-type: none">• 14:15: Finalist 2022 <i>A suitcase full of images and sounds online</i> produced by Karpos, Greece, shown by Maria Leonida (website)• 14:30: Finalist 2022 <i>Black Lives in Alberta: Over a Century of Racial Injustice Continues</i> produced by Shiloh Centre for Multicultural Roots, Canada, shown by Jenna Bailey & Deborah Dobbins (video)• 14:45: Finalist 2022 <i>Democracy vs. Sustainability - a branched interactive story</i> produced by University of Bern, Switzerland, shown by David Graf (version with H5P) (version on YouTube, for mobile use) (website)• 15:00: Finalist 2022 <i>Immersed in Media</i> produced by Ulster University, UK, shown by Jessica McConkey (presentation)• 15:15: Finalist 2022 International Spotlight Heritage Student Contest 2021 produced by Politehnica University of Timisoara, Romania, shown by Silviu Vert & Marius Tătaru (presentation) (website) (contest)• 15:30: Finalist 2022 <i>MOOC: Enlightening the Dark Ages: Early Medieval Archaeology in Italy</i> produced by Università degli studi di Padova, Italy, shown by Marianne Grace Araneta (video)	

	Canteen area Groep T			
16:00 - 16:30	Coffee			
	Fonske Room – 01.6.01	Totem Room – 01.6.02	Dorre Room – 03.11.01	Cinema Zed
16:30 - 18:00	Talks on interactive environments for teaching and learning Innovative instructional design supports the creation of effective learning environments. Join the speakers in this session to hear about their experience. Moderator: Carel Jansen , CarelJansen.com, The Netherlands <ul style="list-style-type: none">Peter Parnes, Luleå University of Technology, Sweden <i>WalkAbout - A game based 3D-environment for active learning and student engagement</i> (presentation)Ewald Edink & Diana Gerritsen, Inholland University of Applied Sciences, The Netherlands <i>Supporting students in solving complex problems using an adaptive digital platform</i> (presentation)Bart Boelen, UCLL, Belgium <i>From lowtech to hightech, designing learning environments with impact in the Bachelor of Nursing at UC Leuven Limburg</i> (presentation)	Teaching teachers about video in education – discussion & showcase This session will begin with a showing of the 2021 winner of the EDIT Video challenge – a unique competition for trainee teachers, followed by a discussion on how best to support teachers learn how to use video and multimedia as part of their everyday practice. Moderator: Fleur Braunsdorf , University of Amsterdam, The Netherlands <ul style="list-style-type: none">Showing of <i>Mademoiselle Noir</i> by students from Johannes Gutenberg University Mainz, Germany Panelists: <ul style="list-style-type: none">Niels Brouwer, Scholing voor Leraren, The NetherlandsMargaret Farren, Dublin City University, IrelandJanne Länsitie, Oulu University of Applied Sciences, FinlandChristian Kogler, University of Education Upper AustriaJohn McCullagh, Stranmillis University College Belfast, UK	Workshop on HSP Learn to use HSP to support Active Learning - an evidence-based model that is key in present-day educational design and practice. Led by: André Rosendaal , University of Groningen, The Netherlands Although active learning does not necessarily require the use of digital tools, having a toolbox available will facilitate many of the activities designed for this approach. HSP is such a toolbox, containing over 50 HTML5-based content types. Some of these types are quiz questions, such as Image Hotspots, Mark the Words and Fill-in-the Blank. In this workshop, the focus will be on Interactive Video: videos that are extended with an interactive layer. Participants will learn how to create an interactive video and understand better the affordances offered by HSP.	MEDEA screenings 16:00 - 17:00 During these screenings we are delighted to present to you finalists and winners from recent years. Moderator: John Murray , NUI Galway, Ireland <ul style="list-style-type: none">16:00: Winner MEDEA Awards 2021 <i>Beer: the Science of Brewing</i> produced by KU Leuven and VIB, Belgium, shown by Karin Voordeckers (presentation)16:15: MEDEA Finalist 2020 <i>Module intros for Kunnskapsbasert habilitering</i> produced by NTNU, Norway, shown by Jonas Langset Hustad (presentation)16:30: MEDEA Finalist 2019 <i>The Royal Sites as a professional resource</i> by Universidad Rey Juan Carlos, Spain, shown by Gijs Versteegen (video)16:45: MEDEA Finalist 2020 <i>Pest Control Strategies for Sustainable Agriculture</i> produced by University of Bern, Switzerland, shown by David Graf (presentation)

	The City Hall of Leuven			
18:15 – 19:30	Networking Reception & MEDEA Awards Ceremony			

This year's reception will take place in The City Hall of Leuven which is a landmark building on Leuven's Grote Markt square, just a short walk from the conference location.

Welcome address: **Thomas Van Oppens**, Alderman, City of Leuven

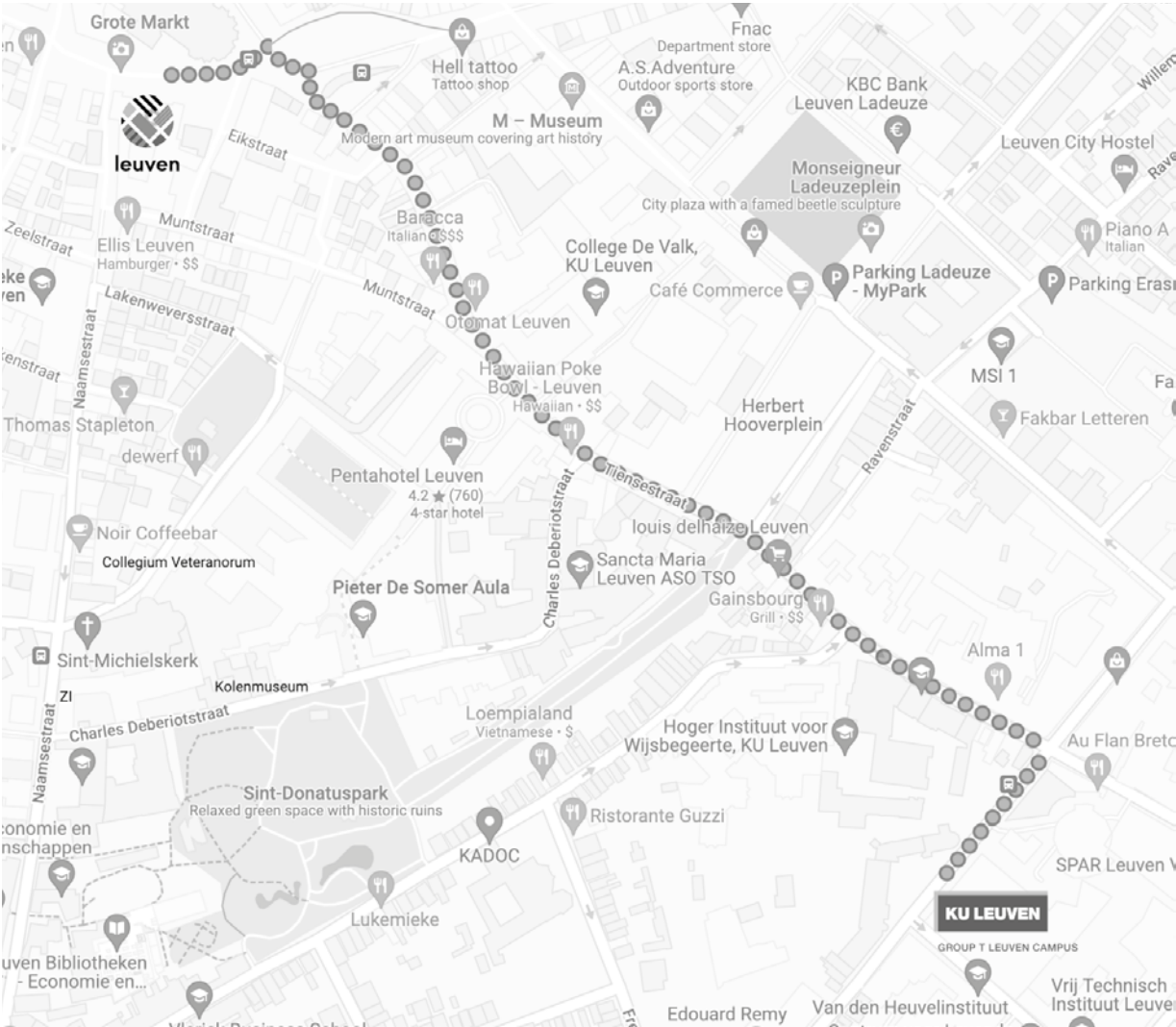
Welcome speech: **Sonia Hetzner**, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany & President Media & Learning Association

Introduction to finalists of MEDEA awards 2022: **Mathy Vanbuel**, Chairperson of the MEDEA awards 2022 Judging Committee

- A suitcase full of images and sounds online* submitted by Karpos, Greece and represented by **Maria Leonida**
- Black Lives in Alberta: Over a Century of Racial Injustice Continues* by Shiloh Centre for Multicultural Roots, Canada and represented by **Jenna Bailey & Deborah Dobbins**
- Democracy vs. Sustainability | a branched interactive story* submitted by University of Bern, Switzerland and represented by **David Graf**
- HackShield in the Class* submitted by HackShield Future Cyber Heroes, the Netherlands and represented by **Tim Murck & Wessel van Stiphout**
- Immersed in Media* submitted by Ulster University, UK and represented by **Jessica McConkey**
- International Spotlight Heritage Student Contest 2021* submitted by Politehnica University of Timisoara, Romania and represented by **Silviu Vert & Marius Tătaru**
- MOOC: Enlightening the Dark Ages: Early Medieval Archaeology in Italy* submitted by Università degli studi di Padova, Italy and represented by **Marianne Grace Araneta**
- ViSkilab* submitted by KU Leuven, Belgium and represented by **Anne-Astrid Agten & Tula Verhalle**

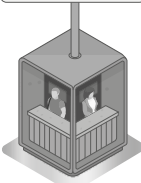
Winners of this year's MEDEA awards will then be announced, followed by the prize-

giving. Master of Ceremonies: **Sally Reynolds**, Media & Learning Association



Friday 3 June	Auditorium			
09:30 – 11:00	University of the Future – Mediated, Pixelated, Hybrid or Virtual?			
	Arguably, teaching and learning practices in higher education have undergone more changes over the past two years than in the previous hundred. New services have emerged, academic teaching staff have had to learn new skills and competences and the expectations on the part of students for learning that really meets their needs have never been higher. During this plenary session our speakers will be taking a hard look at teaching practice and exploring the best ways to tackle the new realities, foremost among these is the increasingly common practice of Hybrid or Hyflex teaching. We will also be taking a look at the role of exciting XR technologies in higher education and trying to figure out what will take XR, and other hi-tech approaches away from the world of once-off pilots and into the mainstream.		<ul style="list-style-type: none">• Annelies Raes, Postdoctoral Researcher in Instructional Psychology and Technology, KU Leuven, Belgium and Université de Lille, France <i>Rethinking learning spaces in an uncertain world: Student and teacher experiences with hybrid teaching and learning at KU Leuven</i> (presentation)• Brian J. Beatty, Associate Professor of Instructional Technologies in the Department of Equity, Leadership Studies, and Instructional Technologies, San Francisco State University, USA <i>Tomorrow Has Arrived: The Hybrid-Flexible University Experience</i> (presentation)• Thomas Ginn, Educational Storyteller & XR Director, Centre for Innovation, Leiden University, The Netherlands <i>What is needed for XR to become mainstream in education</i> (presentation)• Peter Ingle, VP of Sales EMEA Panopto <i>The Evolution of the 60-minute lecture: How video helps us to learn anywhere, anytime</i> (presentation) <p>Moderator: Sonia Hetzner, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany & President Media & Learning Association</p>	
	Canteen area Groep T			
11:00 – 11:40	Coffee			
	Fonske Room – 01.6.01	Totem Room – 01.6.02	Dorre Room – 03.11.01	Margriet Room – 03.11.02
11:40 – 13:00	Talks on institutional policies and the changing role of Centres for Learning and Teaching	Talks on interactive learning environments supported by multimedia	Discussion on teaching in hybrid environments	Demos of innovative learning tools and environments
	<p>Centres that support teaching and learning are faced with dramatic changes in the way they carry out their work. During this session we will hear from several about what this means.</p> <p>Moderator: Deborah Arnold, AUNEgE, France</p> <ul style="list-style-type: none">• Emma Wiersma & Julian van der Kraats, Leiden University, The Netherlands <i>Sustainable teacher support via new technologies & existing tools & processes</i> (presentation) (presentation)• Claudia Hackl & Jana Herwig, University of Vienna, Austria <i>Welcome to the Moodle Newsroom - a community of practice at the University of Vienna, Austria</i> (presentation)• Dominik Lukes, University of Oxford, UK <i>Supporting teachers to support students? A case of two guides on educational videos</i> (presentation)	<p>Multimedia can play a significant role in creating effective learning environments. Join the speakers in this session to hear about their experience and tips on making the best use of multimedia.</p> <p>Moderator: Carlos Turro Ribalta, Universidad Politécnica de Valencia, Spain</p> <ul style="list-style-type: none">• Pim van Schölli, Education Support & New Media Centre, TU Delft, The Netherlands <i>The ‘Purpose of Media’ tool – helping teaching staff select video to enhance their learning offer</i> (presentation) (tool)• Eirik Wattengård, NTNU - Norwegian University of Science and Technology, Norway <i>Production Principles for Learning Videos: The Practical Guide for Video Producers</i>• Laurent Krook, University of Groningen, The Netherlands <i>Using video to humanize (online) learning</i>	<p>During this discussion session panellists will share their experiences of hybrid teaching with a view to identify best practice.</p> <p>Moderator: Brian J. Beatty, San Francisco State University, USA</p> <p>Panelists:</p> <ul style="list-style-type: none">• Zac Woolfitt, Inholland University of Applied Sciences, The Netherlands• Annelies Raes, KU Leuven, Belgium & Université de Lille, France• James Rutherford, City, University of London, UK• Jelle Scheurleer, Inholland University of Applied Sciences, The Netherlands	<p>Check out our demonstration space and meet the developers of a variety of different, largely pre-market, tools and services as well as hybrid learning environments.</p> <p>Moderator: Janne Länsitie, Oulu University of Applied Sciences, Finland</p> <ul style="list-style-type: none">• <i>The Enlight Ed platform</i> demonstrated by Sartou Djibril & Kinga Lorincz, Enlight Ed, The Netherlands• <i>PleitVRij</i> demonstrated by Sylvia Moes, Vrije Universiteit Amsterdam, The Netherlands• <i>Exploring botanical fieldwork in a virtual</i> context demonstrated by Karen Bacon, NUIG, Ireland• <i>Crimehouse VR</i> demonstrated by Sven Graindor & Bram Ghuys, KU Leuven, Belgium• <i>Hybrid Learning Theatre</i> presented by Esther van Schaik, University of Amsterdam, The Netherlands. (poster)• <i>Copal - AI-based tools and solutions</i> demonstrated by Maxim Grib & Fritz Schmid, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany
	Alma 1			
13:00 – 14:30	Lunch			
	Fonske Room – 01.6.01	Totem Room – 01.6.02	Dorre Room – 03.11.01	Margriet Room – 03.11.02
14:30 – 16:00	Talks on educational media for teachers	Talks on media-based assessments	Media & Learning Association members session	Co-Creativ Workshop
	<p>Innovation in teacher education is on the rise, join our speakers as they discuss some of the practices in which pre and in-service teachers are involved that utilise media.</p> <p>Moderator: Kamakshi Rajagopal, KU Leuven, Belgium</p> <ul style="list-style-type: none">• Niels Brouwer, Scholing voor Leraren, The Netherlands <i>Visual Teacher Learning, a promising strategy to develop teaching</i> (presentation) (abstract)• Janne Länsitie & Christian Kogler, Oulu University of Applied Sciences, Finland & University of Education Upper Austria <i>From physical to online, from online to blended BIP - experiences from educational video production</i> (presentation)• John McCullagh, Stranmillis University College Belfast, UK <i>Using Digital Video to Develop Practice in Initial Teacher Education</i> (presentation)	<p>Use of video and other media in the assessment process is a growing trend, talks in this session aim to highlight and share experience in this area.</p> <p>Moderator: Nicolette Karst, Lund University, Sweden</p> <ul style="list-style-type: none">• John Murray, NUI Galway, Ireland <i>Content, creativity and collaboration: assessment of student-produced films in science</i> (abstract) (presentation) (video)• Erik Heijmans & Bas van Vliet, Wageningen University & Research, The Netherlands <i>Students producing observation videos and knowledge clips as means of formative and summative assessment</i> (video)	<p>This session is open to members of the Media and Learning Association who would like to discuss possible collaborative projects and activities including proposals for European and other funding.</p> <p>Moderator: Sally Reynolds, Media & Learning Association</p> <p>All members are invited to join and share ideas and proposals for collaboration.</p>	<p>Co-Creativ Workshop – looking for the optimised solution!</p> <p>Led by: Sonia Hetzner, Leonie Kneißl, and Roland Hallmeier, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany</p> <p>During this workshop, we want to develop ideal formats in a co-creative agile process with the media and learning community. At “creativity tables” (each dedicated to one format), moderated by experienced media designers and producers, “mock-ups” of ideal typical formats for learning videos, tutorials, explainer videos, interactive videos, lecture recordings, etc. will be developed for different formats of video use in education.</p>
	Canteen area Groep T			
15:30 – 16:00	Coffee			
	Auditorium			
16:00 – 16:45	Annual General Meeting of the Media & Learning Association			
	<p>This AGM is open to all and will include a summary of activities carried out by the Media & Learning Association (MLA) in 2021 as well as an overview of the activities that are either underway or planned for 2022. While everyone is welcome, only registered and paid-up members can vote.</p> <p>Chairperson: Bernard Mullarkey, IADT, Ireland</p>		<p>Agenda:</p> <ul style="list-style-type: none">• Welcome to meeting and approval of agenda• Welcome and President’s introduction• The Media & Learning Association: activity report 2021• Current financial status and plan for coming year• Composition of the Board• AOB / Question and answer session with open discussion	
16:45 – 17:15	Join us to celebrate the Media & Learning Association’s 10th Anniversary!			
	<p>We plan to end this years’ conference by sharing a glass together and testing out everyone’s memory and knowledge of media supported learning and the Media & Learning Association – Join us for the great MLA Challenge 2012 – 2022</p>			

mediasite

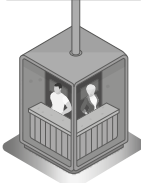


Mediasite

The concept of a “hybrid-first” environment is driving a lot of current discussions around student-centered innovation. Many of these discussions tend to focus specifically on new channels of communication and the opportunities they can provide in terms of remote collaboration, time-based and geographic flexibility, etc. At Sonic Foundry, we believe there is an equally important conversation to be had about the future of content, and about how new developments in video technology and the uses of video metadata can help move the student to the center of learning innovation. In the future we imagine, accessibility, content enhancement, and data enrichment will evolve in complementary and mutually-supportive directions, and open up new channels of empowerment for both students and educators.

This vision is a core element of our newest ventures – one aimed at improving access and equity in international education and the other focused on enhancing the student experience with video through innovative AI capabilities. These ventures reflect both Sonic Foundry’s commitment to the concept of student-centered innovation and our belief in the rapidly expanding power and versatility of video content as a learning tool.

biamp.

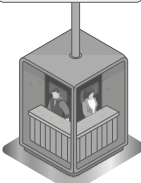


Biamp

For over 40 years, Biamp has created professional audiovisual solutions that enable great communication. From the smallest of rooms to the largest of venues, we empower true human connection in every space. We deliver, manage, and enhance professional audio and video for the most effective, natural communications possible. As we grow to meet our customers’ needs and evolve to address the challenges of tomorrow, one guiding principle remains the same: Biamp connects people through extraordinary audiovisual experiences.

Visit the Biamp stand to discuss how Artificial Intelligence is now being used to simplify and offer constancy for the configuration of lecture theatres, meeting rooms and classrooms that use Digital Sound Processing (DSP) and video camera technology. You will also find a demonstration of the new range of Biamp hardware that can achieve incredible results from a simple button press in order to optimise the acoustics of any given space.

WOLFVISION

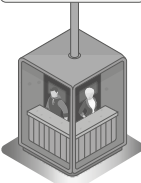


WolfVision

WolfVision is a leading manufacturer of wireless presentation, web conferencing, collaboration, and Visualizer (document camera) solutions. The company’s award-winning Cynap and Visualizer systems are used worldwide, in universities, schools, and other educational institutions, providing physical and digital on-screen imaging capability for in-person, remote, and hybrid learning environments of all types.

Visit the WolfVision stand to see the latest Cynap all-in-one classroom collaboration solutions, including the popular Cynap-powered vSolution MATRIX multi-screen, active learning classroom collaboration system, plus the latest WolfVision 4K UHD Visualizers. Discover also the new multi-platform web conferencing solution for Cynap systems. Supporting Zoom, Microsoft Teams, and other Web-RTC-based conferencing services, it solves many of the issues most commonly experienced with BYOM web conferencing systems.

Panopto



Panopto

Panopto is the leading provider of all-in-one video management and lecture capture software for the higher education market. Since 2007, we’ve helped faculty and administrators improve the student learning experience with live and on-demand video. Today, hundreds of academic institutions worldwide use Panopto to centralize and manage campus video content, integrate video into their learning management systems, and record and live stream lectures, flipped classrooms, campus events, student assignments, and more.

Trusted by 22 of the world’s top 25 universities, Panopto has been recognized by Gartner as a leader in video management and by University Business as a top product for higher education.

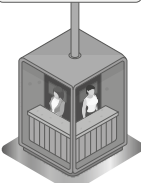
Amberscript



Amberscript

Amberscript builds SaaS solutions that help customers automatically transform audio and video into text. Our speech scientists use data to train the best speech recognition engines in European languages. Then our online text editor and human transcribers bring the text to 100% accuracy. Our mission is to make all audio accessible. We help educational institutions ensure that the content in their learning environments are inclusive by providing them with solutions that create high-quality subtitles and transcriptions.

Canon

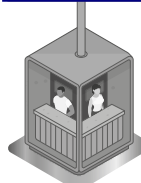


Canon

Canon can be hard to define. Especially when you learn the extent of our expertise and discover all the fascinating places our imaging technology can be found today. We’re full of surprises. Our original ambition to design and manufacture the world’s most advanced and well-loved cameras has evolved over eighty years into a desire to play a part in every image made. Our products and expertise reach places you may never have imagined and touch millions of lives every day. Canon will be showing a multicamera video production/streaming solution providing flexibility and remote control combining remote PTZ NDI/SDI cameras, professional camcorders and Canon grading monitors.

Canon can be your total digital imaging partner providing solutions for video-streaming, Video/Photo/VR content creation, Crowd People Counting software and much more. Next to providing hardware and software solutions, we are also happy to support you with engineering and consultancy.

WEBCLIP2GO



WebClip2Go

Producing a video is a cumbersome and time-consuming process. And although electronics has changed the TV industry, the workflow has not changed much since the start of black and white television over half a century ago. Over time, computers merely assisted the videographer. WebClip2Go decided to change the workflow altogether. After all, the workflow was invented in the pre-computer era, so we asked ourselves: “what would the workflow look like if we would develop the workflow from scratch today?” The result is a stunning new workflow where the computer does all the work. No crew, no editing, no colour correction, no rendering, instant video without fuss... A videographer can assist, but even that is optional. We went through the usual stages of an innovative product: disbelief, denial, misunderstanding, the lot. Then people started adopting our method and quickly found the savings were even larger than we predicted. And the number of users is now rapidly growing. Curious? Come talk to us and see for yourself how video is produced today! Sometimes, if it sounds too good to be true, it is true after all...

TransACTION workshop on codesign framework | Thursday 11:30

Led by: Evert Binnard, KU Leuven, Belgium

During this workshop, you will be introduced to the draft TransACTION framework and its accompanying methods and asked to test its relevance by comparing it to experiences and cases brought by you as a participant. Share and compare your approach to codesign during this highly participatory session. TransACTION is a European project which aims to develop and up-scale effective media-based learning strategies and resources in Higher Education.

Biamp workshop on AI in learning spaces | Thursday 14:30

Led by: Nevil Bounds and Han Dohmen, Biamp Europe

During this workshop you will learn how AI has become an essential tool within teaching and learning spaces and how to get the best out of techniques supported by AI. You will discover Biamp Launch, an exclusive automatic device discovery and tuning feature in our latest signal processing solutions. Launch distils over 40 years of audio expertise and engineering into a single button press, delivering consistently extraordinary audio in no time. Launch uses Biamp's advanced signal processing intelligence to automate the room deployment process, streamlining deployments, eliminating risk and delivering reproducible results. This means that when deploying a number of teaching spaces, one can predict the audio outcome and give the best results available within the constraints of the acoustics of the room environment.

Workshop on H5P | Thursday 16:30 BYOD

Led by: André Rosendaal, University of Groningen, The Netherlands

During this workshop aimed at lecturers and educational designers, the focus will be on Interactive Video: videos that are extended with an interactive layer. Participants will learn how to create an interactive video and understand better the affordances offered by H5P and learn to use H5P to support Active Learning. After the workshop, you will be able to describe some of the available content types; explain the difference between the free and the paid versions of H5P; be able to create an interactive video; be able to add content types to a webpage or Learning Management System and sum up the advantages of integrating H5P in your institution's LMS.

Co-Creativ Workshop – looking for the optimised solution! | Friday 14:30

Led by: Sonia Hetzner, Roland Hallmeier, Friedrich-Alexander-University, Erlangen-Nürnberg, Germany

Media didactics and media production have experienced an enormous boost in recent years. New editions and new formats of media information transfer have emerged at all higher educational institutions. Video formats have experienced enormous development. But what exactly works and why? During this workshop, you will learn how to develop ideal formats in a co-creative agile process. At "creativity tables" (each dedicated to one format), "mock-ups" of ideal typical formats for learning videos will be developed for different formats of video use in education.

**Invitation to join the Media & Learning Association**

The Media & Learning Association (MLA) is a growing international, 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 2022 we celebrate our 10th year in operation and are delighted to say that our membership continues to grow, currently 67 members from 18 countries which includes 48 organisational members, 11 sponsoring members and 8 networking members

Membership is open to organisations who wish to join and who share the same interests.

By joining the association, members have access to the following:

1. preferential publication in the Media & Learning news portal and associated monthly newsletter currently sent to over 10,000 contacts along with dissemination support to members' European projects and activities.
2. access to the moderated members mail-list where we share opportunities for collaboration, new resources, cross-border projects, etc..
3. free access to our online workshops and seminars targeted at the higher education community.
4. registration discounts for any face-to-face MLA conferences and events including the annual international Media & Learning Conference.
5. involvement in association activities designed to increase our collective know-how in areas such as teacher education in digital and media literacy, audiovisual materials for schools, XR in education, hybrid teaching, educational video, etc.

The annual membership subscription has been set at €500. MLA aims to continue its organisation of the annual Media & Learning Conference in 2023, the organisation of the annual MEDEA Awards and a host of other activities designed to grow our network and deepen our collective knowledge.



Contact us for an application form or just to find out more during the conference by contacting one of our team at the registration desk or by emailing us: info@media-and-learning.eu

Media & Learning 2022 would like to thank its sponsors and exhibitors:



<https://conference.media-and-learning.eu>



Co-funded by
the European Union