



DESIGNS FOR LEARNING 2016

5TH INTERNATIONAL CONFERENCE
Exploring Learning Environments
18-20 May 2016
Copenhagen, Denmark

CONFERENCE PROGRAM

Conference hosts:

Anne-Mette Nortvig, Benjamin Allsopp, Birgitte Holm Sørensen, Birgitte Sølbeck Henningsen, Heidi Hautopp, Morten Misfeldt, Rikke Ørngreen

The Research Lab ICT and Designs for Learning, Aalborg University, Denmark

<http://www.designsforlearning2016.aau.dk/>

Aalborg Universitet Copenhagen, A. C. Meyersvænge 15, 2450 Copenhagen



AALBORG UNIVERSITY
DENMARK

Wednesday 18 May

12:00-13:00	Registration and sandwich (room 1.008)		
13:00-13:10	Welcome session (Auditorium, 1.008)		
13:10-13:55	Keynote 1 / Cathrine Hasse - <i>On nested frictions in learning ecologies</i>		
14:00-15:00	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p><u>Full/short paper session</u> Chair: Morten Misfeldt. Room: 2.1.042</p> <p>Peter Gundersen and Anne Kristine Petersen. <i>Designing innovative education formats and how to fail well when doing so</i></p> <p>Ronald Macintyre. <i>Approaching Participatory Design in "Citizen Science"</i></p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p><u>Short paper session</u> Chair: Nina Bonderup Dohn. Room: 2.1.043</p> <p>Anders Björkvall and Arlene Archer. <i>Ecologies of 'upcycling' as design for learning in Higher Education</i></p> <p>Nicolai Munksby and Mette Fredslund Andersen. <i>Digital representations as an expression of learning and science culture</i></p> <p>Mikkeline Hoffmeyer, Jesper Juellund Jensen, Marie Veisegaard Olsen and Jesper Sandfeld. <i>Assessing digital student productions</i></p> </td> </tr> </table>	<p><u>Full/short paper session</u> Chair: Morten Misfeldt. Room: 2.1.042</p> <p>Peter Gundersen and Anne Kristine Petersen. <i>Designing innovative education formats and how to fail well when doing so</i></p> <p>Ronald Macintyre. <i>Approaching Participatory Design in "Citizen Science"</i></p>	<p><u>Short paper session</u> Chair: Nina Bonderup Dohn. Room: 2.1.043</p> <p>Anders Björkvall and Arlene Archer. <i>Ecologies of 'upcycling' as design for learning in Higher Education</i></p> <p>Nicolai Munksby and Mette Fredslund Andersen. <i>Digital representations as an expression of learning and science culture</i></p> <p>Mikkeline Hoffmeyer, Jesper Juellund Jensen, Marie Veisegaard Olsen and Jesper Sandfeld. <i>Assessing digital student productions</i></p>
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17:00	Boat trip with welcome drinks to "Papirøen" (http://copenhagenstreetfood.dk/en/). Departure with the boat from AAU, A. C. Meyers Vænge 15.		

Thursday 19 May

09:00-09:05	Announcements Frederikskaj 12, room 0.06		
09:05-09:50	Keynote 2 / Konstantin Mitgutsch <i>Educational games #nofilter. The unfiltered potentials and limitations of educational game design</i> Frederikskaj 12, room 0.06		
10:00-11:00	<p><u>Full paper session</u> Chair: Anne-Mette Nortvig Room: 2.1.042</p> <p>Charlotte Lærke Weitze. <i>Learning Design Patterns for Hybrid Synchronous Video-Mediated Learning Environments</i></p> <p>Johanna Öberg and Patrik Hernwall. <i>Participatory Design with Teachers: Designing the Workshops</i></p>	<p><u>Full paper session</u> Chair: Ditte Kolbæk Room: 2.1.043</p> <p>Natasa Lackovic. <i>MultiMAP: Exploring MultiModal Artefacts Pedagogy in digital Higher Education</i></p> <p>Safia Salaam. <i>Recognition of learning: a social semiotic exploration of signs of learning communicated by jewellery design students</i></p>	
11:00-11:30	Coffee		
11:30-12:30	<p><u>Short paper session</u> Chair: Rikke Ørngreen Room: 2.1.042</p> <p>Marie Leijon and Björn Lundgren. <i>Connecting physical and virtual spaces in a HyFlex pedagogic model with focus on interaction</i></p> <p>Sara Van Meerbergen. <i>Postmodern picture books as hypertexts? Postmodern picture book design as resource for cognitive learning.</i></p>	<p><u>Short paper session</u> Chair: Ulla Konnerup Room: 2.1.043</p> <p>Annette Rahn og Mie Buhl. <i>Augmented Reality as Wearable Technology in Visualizing Human Anatomy</i></p> <p>Erik Ottar Jensen, Thorkild Hanghøj, Henrik Schönau Fog and Lars Reng. <i>Students as Math Level Designers: How students position themselves through design of a math learning game</i></p> <p>Elisabeth Iversen and Gudrun Jonsdottir. <i>Is the adaptive researcher the road to success in design-based research?</i></p>	<p><u>Short paper session</u> Chair: Rene B. Christiansen Room: 2.1.009</p> <p>Rosaline Barendregt and Barbara Wasson. <i>Foundations of Sneak Teaching Game Design</i></p> <p>Daniel Spikol, Nils Ehrenberg, Bahtijar Vogel, David Cuartielles, Arduinio Verkstad and Nina Valkanova. <i>Designing a Visual Programming Platform for Prototyping with Electronics for Collaborative Learning</i></p> <p>Marianne Riis, Palle Bergstedt, Claus Bo Jørgensen, Hans Henrik Koch and Carsten Lund Rasmussen. <i>Challenges in designing for horizontal learning - in the Danish VET system</i></p>
12:30-13:30	Lunch		
13:30-14:30	<p><u>Full/short paper session</u> Chair: Karsten Gynther Room: 2.1.042</p> <p>Sofia Hort, Ola Knutsson and Mona Blåsjö. <i>Genre pedagogy for Digital Learning Environments – Design Patterns for Dialogues About Texts</i></p> <p>Ola Knutsson and Robert Ramberg. <i>Collaborative Pattern Language Representation of Designs for Learning</i></p>	<p><u>Full paper session</u> Chair: Staffan Selander Room: 2.1.043</p> <p>Robert Prince and Zachary Simpson. <i>Quantitative literacy practices in civil engineering study: designs for teaching and learning</i></p> <p>Heilyn Camacho and Mayela Coto. <i>Designing for Ba: knowledge creation in an university classroom</i></p>	
14:30-15:00	Coffee		

15:00-17:00	Workshop: <i>Digital educational design</i> , Jens Jørgen Hansen & Nina Bonderup Dohn Room: 2.1.042	Workshop / master class: <i>Game oriented learning designs</i> , Morten Misfeldt & David Schaffer Room: 2.1.043	Workshop: <i>Doing design-oriented analyses of multimodal resources for learning</i> , Eva Insulander, Fredrik Lindstrand & Staffan Selander Room: 2.1.009
18:00	18.00 Guided tour of the old Meatpacking District of Copenhagen (http://kødbyen.dk/en/node/150). We meet at Nose2Tail Meat & Seafood, Kødboerne 9, 1711 København V 19.00 3 course buffet dinner and free bar at Nose2Tail Meat & Seafood in the Meatpacking District (http://nose2tail.dk/meat/en/)		

Friday 20 May

09:00-09:45	Keynote 3 / Rich Halverson <i>Technological Changes that are Reshaping Teaching and Learning: In and Out of Schools</i>	
09:50-10:50	<p><u>Full paper session</u> Chair: Marianne Riis Room: 2.1.042</p> <p>Lea Tilde Rosenlund and René B. Christiansen. Is there anybody in here? - <i>Present-Absence, positions and relations in MOOCs</i></p> <p>Mikala Hansbøl. <i>MOOCs – From massive to multiple open online courses</i></p>	<p><u>Short paper session</u> Chair: Benjamin Allsopp Room: 2.1.043</p> <p>Rasmus Fink Lorentzen. <i>Actors and Power in Design-Based Research Methodology.</i></p> <p>Simon Skov Foug. <i>The Teacher Scenario Competences Situational Model</i></p> <p>Annika Wiklund-Engblom, Johanna Björkell, Luzilla Backa and Margareta Wihersaari. <i>Dimensions of Usability as a Base For Improving Distance Education: A Work-In-Progress Design Study</i></p>
10:50-11:20	Coffee	
11:20-12:20	<p><u>Full paper session</u> Chair: Fredrik Lindstrand Room: 2.1.042</p> <p>Sara Willermark, Lena Pareto and Sylvana Sofkova Hashemi. <i>Didactical Designs in Use: Exploring Technological, Pedagogical And Content Knowledge</i></p> <p>Rasmus Leth Jørnø. <i>What if Design Based Research (DBR) does not design things, but Things?</i></p>	<p><u>Full paper session</u> Chair: Birgitte Holm Sørensen Room: 2.1.043</p> <p>Mikkel Godsk. <i>Learning design for efficient educational development: conceptualization and assessment</i></p> <p>Karsten Gynther. <i>Adaptive designs for learning based on MOOCs – a design framework for personalized learning in teacher professional development.</i></p>
12:25-13:00	Closing: Sandwich and take off	

Information to speakers:

Please bring your own computer/device for your presentation.

A full paper presentation lasts 25 minutes with questions/discussion included and a short paper presentation 15 minutes with questions/discussion included.