

A Unite!-Ed Future

Teaching and Learning Unite! Conference 2022

Date: November 10, 9-16 CET

Venue: Zoom (link to come)

Detailed Programme

9.00–9.15	Introduction, Arnold Pears	
9.15–9.45	Keynote I - Andreas Winkler, Unite!	
9.45–10.15	Keynote II – Leif Kari, KTH	
10.15–10.30	Information and short break	
10.30–11.30	Track 1	Track 2
	<p>Teaching with MOOCs: Possibilities and Experiences from the national Austrian MOOC platform (TUG)</p> <p>Micro-credentials as innovative approach for fostering lifelong learning (TUGratz)</p> <p>Gamifying physical chemistry - Universal Design for teaching engineering subjects (Wroclaw University)</p>	<p>Workshop</p> <p>“Standardization” as a way of enhancing variety in teaching and learning. A contradiction? Blended Learning as institutional setting in all bachelor programs.</p>



11.30–12.30	Track 1		Track 2
	<p>Workshop</p> <p>Metacampus and Open Badges. A flexible opportunity to recognise skills in Unite!</p>		<p>Combining Real-Life Experiences with Data Tools - The Case of "Increasing Well-Being with Data Analytics" (TUD)</p> <p>Approach for project-based teaching and learning in the context of engineering sciences (TUG)</p> <p>On the sequence between CBL and PDP courses (UPC)</p>
12.30–13.30	Lunch		
13.30–14.30	Track 1		Track 2
	<p>Beyond magical thinking: linguistic and cultural diversity for Unite! 2.0 (KTH, Grenoble, Polito)</p> <p>The International Classroom at Politecnico di Torino. (Polito)</p> <p>Adaptive Learning: An Experience Report on Piloting an H5P Content for Novice Programmers (TUD)</p>		<p>Workshop</p> <p>From peer to peer - how can didactic qualification and educational development be fostered through exchange among colleagues?</p>
14.30–14.45	Break		
14.45–15.45	Track 1a	Track 1b	Track 2
	<p>Workshop</p> <p>Adaptive Learning: An Experience Report on Piloting an H5P Content for Novice Programmers (TUD)</p>	<p>Workshop</p> <p>Taking up the challenge: working effectively with cultural and linguistic diversity (MM Team)</p>	<p>Teaching professional communication to engineers through Virtual Reality (UPC)</p> <p>A process of translating Physical Design Studio into emergency Virtual Design Studio as a starting point for a design guideline for blended architecture education. (Wroclaw University)</p>
15.45–16.00	Conference closing – Arnold Pears		