

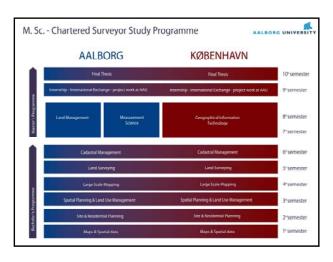
# **Aalborg University**

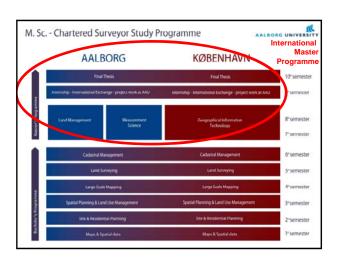
- Founded in 1974 and all curricula: Problem Based Learning in studentgroups (collaborative teams).
- Full Range University (B/M/PhD)
- Faculties for Humanistic, Social, Law, Engeneering, Nature and Medical Science.
- 14.000 Students, 2000 staff (1200 Scientific).
- Member of Europen Consortium of Innovative Universities (ECIU).





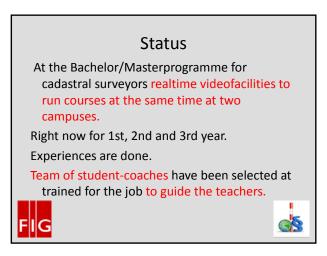




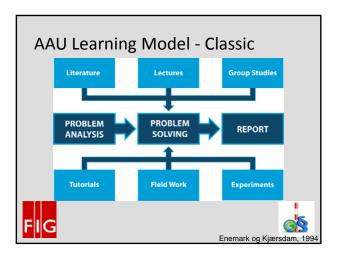


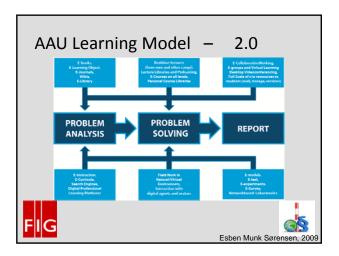




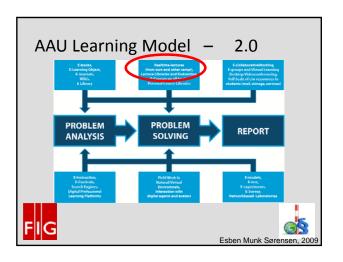


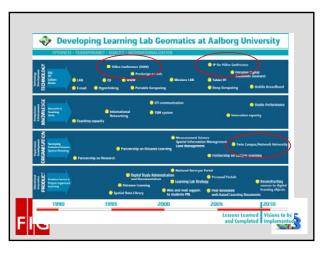
# The method • Never finished - always along new roads • Play and Learning © • "Mudling through" • Listen to and learn from students • Enjoyable collaboration E-LearningLab





# AAU Learning Model — 2.0 The model integrate moderne ICT and represent also blended learning. The pedogogical model has shown value. Model for future learning Learning on courses and projects integrate Internetressources. The model means permanent innovation of courses and projectwork





# Major challenge for universities.

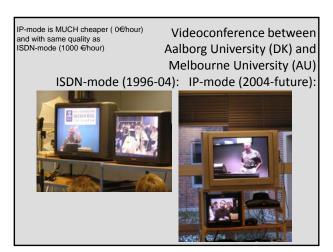
- Real-time video conferencing and video streaming will mean dramatic changes in the university environment around the world.
- Technology ready: Media Integration, IP standards and R / W broadband.
- Innovation needed: Competence, pedagogy and organization and the economy.































































# Main recommendations

- Promote adaptability for the involved.
- · Motivate for learning.
- Create environment for development and change of learning methods – ressource centers.
- Use students as assistents.
- Prepare for using streaming technologies for still more of the lecturing.
- Interact with other Information and Communicatons technologies for individual and collaborative learning





# The purpose of the VC may differ.

### Awareness on:

One-to-one.

One to many isolated individuals.
One to both near-class and distance class.
Isolated individuals to isolated individuals
Group to group communication.

Real-time versus asynchrony communication Real-time is for interaction!





# **Lessons Learned**





# Strengths

- Lecture and study without travelling long distances
- Integrate teachers from abroad and from long distances
- Distance students can be real-time active.





# Weaknes/Challenges

- The sound cannot be good enough.
- Distance students to feel presence
- Difficult to feel contact with distancestudents
- Teachers may not be prepared enough
- Technical challenge to manage the system





## **Basics**

- The lessons has to be planned.
- Focus on interaction and screenplays
- A new/different way of managing courses





# Awarenes on:

- Be polite.
- Don't let students disturpe
- Tell what you are doing about delays, surprise, interactions.
- Be aware of not leave the screen.
- Communicate with persons.



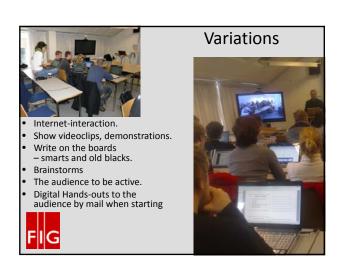


# Focus on interactions

- Variate paedagogical methods
- Groupworks with tasks, solutions and presentations.
- Prepared discussions onlines and off-lines,
- Breaks with actions, pauses.
- Let students be active in front of the others and the camera.







# Start softly – learn to use the systems.

- If possible create IRL-meetings for the different audiences near and distance
- Focus on contact to the distance students visit the distancestudents
- Look directly into the camera not on the screen.
- Comment on things to the distance students.
- Promote small-talk and questions from the distance students.
- TEST the equipment and start EXACTLY on time.



