



AUDITORIUM
09:00 – 10:30

Welcome to Media & Learning 2024 – Back to the Future?

Moderator: **Anke Pesch**, KU Leuven, Belgium

Presenters:

- **Piet Desmet**, KU Leuven Belgium *Going digital. Staying human. AI and other Edtech challenges@KU Leuven*
- **Amanda Murphy**, Storyfutures, UK
- **Maarten Lamers**, Leiden University, The Netherlands

Meet our **exhibitors!** 1 minute inputs from all exhibitors to tell us what they are focusing on this year

AUDITORIUM
11:00 – 12:30

Enhancing the educational media skills of teaching staff

Enhancing the skills of teaching staff in the use of educational media in all its manifestations including the adoption of the latest advances related to use of AI and immersion technologies

Presenters:

- **Elke Van der Stappen & Anneleen Cosemans**, KU Leuven, Belgium *KU Leuven's Course Creation Services- where technical, didactic, and multimedia support converge*
- **Mary Godfrey**, Harvard University, USA *Generative AI Tools and media Enhanced Case based Learning*
- **Gabriel Jones**, University of Leeds, UK *Investigating acceptance and use of Immersive Virtual Reality among HE staff using an extended UTAUT model*
- **Stéphanie Vanneste**, Vives, Belgium *XR Zone @Vives University of Applied Sciences*

AUDITORIUM
14:00 – 15:30

Extending the impact of media-based learning

More information to follow

Presenters:

- **Matthew Gilooly**, University of Derby, UK *From Insight to Implementation: Adapting Video Production to Enhance User Engagement*
- **Greet Leysens**, KU Leuven, Belgium *Navigating through Multimedia Principles to design demonstration videos of psychomotor nursing skills in health professional education*
- **Michael Leroy**, TU Dortmund, Germany *Media-enhanced teaching practices: an opportunity for inclusion or a challenge for the Global South?*

AUDITORIUM
16:00 – 17:30

Re-thinking teaching and learning spaces and approaches in higher education

More information to follow

Presenters:

- **Johanna Fenton**, University of Leeds, UK *Advancing Hybrid Education: The Leeds Model for Multi-Mode Teaching and Learning*
- **Jan Petrus Bosman**, Stellenbosch University, South Africa *Designing hybrid teaching spaces in a post-pandemic South African university*
- **Xinrong Xue**, Xián Jiaotong-Liverpool University China *Rethinking Next Generation Learning Spaces: Instructors' Perspectives*
- **An Verburgh**, UCLL, Belgium *The development of a blended learning environment for complex communication*



RAADZAAL
11:00 – 12:30

Getting started with 360 video in Higher Education

- **Chahira Nouira**, University of Göttingen, Germany *360° Interactive Virtual Tours in Inverted Classroom Settings*
- **Jeroen Bottema**, Inholland University of Applied Sciences, The Netherlands *Teaching & Learning in an immersive room*
- **Martin Nosek**, Swansea University, UK *Evolution in using static 360 learning environments in Healthcare Education*
- **Robbe vanden Brande**, KU Leuven, Belgium *Reimagining Speech Therapy Education: A Dual-Focused VR Approach for Enhanced Training*

RAADZAAL
14:00 – 15:30

Showcases and good practices

- **Sarah M Oliver**, University of Michigan, USA *Developing 'Equitable Stage Makeup and Hair for a worldwide audience*
- **Rebecca Haselhoff**, The Netherlands Institute for Sound and Vision *The Heritage Innovation Marketplace*
- **Stéphanie Vanneste**, Vives, Belgium *The Reef: Training lab blue energy*

RAADZAAL
16:00 – 17:30

Podcasting support services and best practice examples

The first part of this session will examine the services and approach taken to the support and management of podcasting within higher education institutions. The second part will feature good practice examples of podcasts in an educational setting.

More information to follow

PRESS
11:00 – 12:30

Demonstrations of innovative tools and services

- **Lucy Kendra**, Heriot-Watt Online, UK *Interrotran-Inspired techniques for direct eye-contact through the lens in recorded interviews and presentations*
- **Tulla Verhalle**, KU Leuven, Belgium *The Virtual Innovative Biomedical Education in Sciences (VIBES) Project*
- **Claude Müller**, Center for Innovative Teaching and Learning, Zurich University of Applied Sciences, Switzerland *Design of digital learning with myScripting*

PRESS
14:00 – 15:30

MEDEA Finalists showcase session

Moderator: **John Murray**, University of Galway, Ireland

More information to follow

PRESS
16:00 – 17:30

MEDEA Finalists showcase session

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More information to follow



ZAAL 8/9
11:00 – 12:15

Tech talks and new developments from our sponsors

11:00 – 12:00 *Speech Intelligibility For Inclusive Teaching & Learning – The Importance Of Audio Equity* (Biamp)

In many cases, the teaching and learning spaces that are used in schools and higher education are sub-optimal when it comes to the subject of room acoustics. Not only do poor acoustics cause fatigue and lack of speech intelligibility, but they can have a damaging effect on the ability to learn and comprehend what is being taught. In this workshop, **Nevil Bounds** and **Hans Timmermans** of Biamp will demonstrate some of the challenges that are often seen and how Biamp's unique AI noise reduction is used to assist with removing those annoying sounds on a remote call such as crisp packets rustling, tapping on keyboards and stirring tea etc.

More information to follow

ZAAL 8/9
14:00 – 15:30

Tech talks and new developments from our sponsors

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ZAAL 6/7

11:00 – 12:30

What do we mean by quality? Five dimensions of quality in educational videos

This workshop begins with a brief exploration of participants' views on the quality of educational videos along with samples considered to be of high quality. This activity will be accompanied by an introduction to the 5 dimensions of quality proposed by the workshop team. The ensuing discussion aims to widen participants understanding and to propose some questions for participants to take home and think about.

By the end of the workshop, participants will be able to use the 5 Dimensions to inform their thinking about assessing quality in educational videos.

Led by **Michiel van Oosterzee & Kiara Billiau**, The Open University, The Netherlands

ZAAL 6/7

14:00 – 15:30

From Daydreams to Tangible Artefacts: Navigating Product Discovery in AR and VR

During this workshop, participants will discover how Design Thinking can help shape their XR Projects and ideas. Pien will show examples of how to bring creative ideas to life, empowering collaboration, validating concepts and making ideas tangible early on without costly development. Principle and exercises will be shared to enable participants learn how to unlock creativity and make informed decisions to transform their vision into reality.

Led by **Pien Leeuwenburgh**. LLinC, Leiden University

ZAAL 6/7

16:00 – 17:30

Media in Mind

It is often overlooked that media are built into the formation of scientific theories and ideas; working in the mind of the originator. Participants in this workshop will explore ways to find the media in the formation of the original idea, and reconstruct it in the minds of others, so that the media can do for them what it did for the originators. There will be very practical illustrations of this process from Heriot-Watt University's novel and fast-growing online Masters programme in Business Psychology. Participants will be encouraged to consider strategies that promote equality of occupational satisfaction for three key stakeholders: - the academics, media professionals, and students.

Led by **Gregory Fantham**, Heriot-Watt University, UK

ZAAL 4/5

11:00 – 12:30

From Framework to Implementation - (Responsible) XR in Education

This workshop will explore the potential of XR in education, highlighting the organisational and social challenges it presents, and introduce a comprehensive framework for its implementation.

Its goal is to introduce an XR Implementation Framework, developed within the Npuls program's pilothub XR which is part of the National Growth Fund initiative in the Netherlands. This framework offers a holistic approach to XR integration, addressing ethical, didactic, infrastructural, and operational considerations essential for using XR in education

By the end of the workshop, participants will not only gain practical insights to make XR implementation a success within their institution but also become aware of responsible XR and its uses.

Led by: **John Walker & Carolien Kampuis**, Npuls Program, Surf, The Netherlands

ZAAL 4/5

14:00 – 15:30

Once upon a time - the power of storytelling in instructional design

Led by **Stef Stes & Elke Van Ael**, KU Leuven, Belgium

More information to follow

ZAAL 4/5

16:00 – 17:30

Should I really make that video? How format selection can save time, effort and livesLed by **Stef Stes & Elke Van Ael**, KU Leuven, Belgium*More information to follow***ZAAL 2/3**

11:00 – 12:30

AI-driven Multisource Immersive Educational Video Generation

This workshop will introduce participants to an AI-driven multisource educational video generator which makes it possible to merge a series of video registrations and logged data into a video display, giving the learner and the trainer a total insight into the execution of a complex skill.

During this workshop participants will learn how this tool works. It will also provide an opportunity to delve deeper into the use of AI in compiling and analysing video recordings for learning purposes.

Led by **Serge de Beer**, Learning Tour, The Netherlands**ZAAL 2/3**

14:00 – 15:30

AI as Co-Creator for Media Learning Resources

This workshop will explore the innovative integration of AI in the creation and development of media learning resources. Participants will delve into the practical applications of AI tools, with a special focus on H5P and various AV tools. The session aims to equip educators and content creators with the knowledge and skills to leverage AI as a co-creator.

Key takeaways for participants: Understanding the role of AI in educational content creation, hands-on experience with H5P and AV tools, guided by AI.

Led by **Markus Tischner & Sonia Hetzner**, FAU, Germany**ZAAL 2/3**

16:00 – 17:30

Forging stronger ties between Continuing Professional Development (CPD) and Higher Education*More information to follow*

CITY HALL OF LEUVEN

18:00 – 20:00

Networking reception & MEDEA Awards ceremony

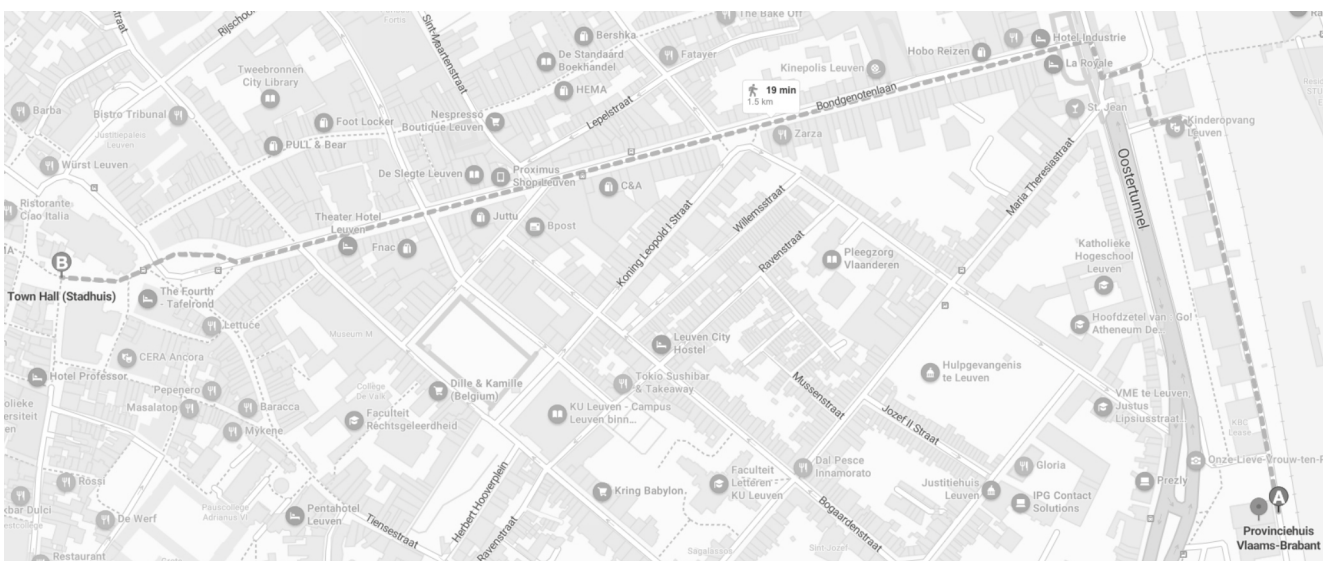
This year's reception will take place in The City Hall of Leuven which is a landmark building on Leuven's Grote Markt square.

Introduction to finalists of MEDEA Awards 2024: **Mathy Vanbuel**, Chairperson of the MEDEA Awards 2024 Judging Committee. The 2024 finalists (in alphabetical order) shortlisted for the MEDEA Award, Special Jury Prize and Audience Favourite Prize are:

- **BetterTeaching** by the University of Oslo, Norway
- **Empathy Inc. Scandal: Business and Human Rights in the Tech Industry** by IE University, Spain
- **Geld verstehen digital** by FWU - Institute für Film und Bild, Germany
- **Miniclips: Native American Nations** by ClickView, Australia
- **Philosophy through podcast: Sense and Sound** by IHECS, Belgium
- **Please, Touch the Artwork** by Waterzooi, Belgium
- **Reimagining Geohazard Fieldtrips** by Leeds University, United Kingdom
- **The Jordan Valley Tour: bringing the real challenges to the students** by Wageningen University & Research, The Netherlands

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

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





<p>AUDITORIUM 09:00 – 10:30</p>	<p>Media & Learning 2024 – Back to the Future?</p> <ul style="list-style-type: none"> • Lizzy Bleumers, Thomas More University of Applied Sciences, Belgium • Gary Burnett, Loughborough University, UK • Maya Georgieva, The New School, USA
<p>AUDITORIUM 11:00 – 12:30</p>	<p>Immersion technologies offer educational media providers in Higher Education significant new opportunities</p> <p>Moderator: Jeremy Nelson, University of Michigan, USA</p> <ul style="list-style-type: none"> • Sue Bickerdike, University of Leeds, UK <i>Reimagining Geohazard Fieldtrips: A Hybrid Approach with VR in Environmental Science Education</i> • Yiannis Georgiou, Cyprus University of Technology, Cyprus <i>Reimagining Geohazard Fieldtrips: A Hybrid Approach with VR in Environmental Science Education</i> • Anne-Astrid Agten, KU Leuven, Belgium <i>How to use VR metrics for automated feedback and educational research?</i> • Linde Voorend, Vrije Universiteit Amsterdam, The Netherlands <i>PleitVRij, the next level: Elevating Student Pleading in a Virtual Reality Courtroom</i>
<p>AUDITORIUM 14:00 – 15:30</p>	<p>Ensuring pedagogical quality in media-rich teaching and learning by adopting 21st century competences and tools</p> <ul style="list-style-type: none"> • Laurence Doremus, Réseau C&D, France <i>Using AI in digital learning; ChaptGPT-4 and AskYourPDF in course development</i> • Tine Van Lommel, KU Leuven, Belgium <i>KICK Skills: media-rich teaching to boost 21st century competences across study programmes</i> • Dini Sianturi, Université de Strasbourg, France <i>Innovative integration of media and technology for advancing digital health education</i>
<p>AUDITORIUM 15:30 – 16:00</p>	<p>Closing discussion on key takeaways and pointers for the future for our community</p> <p>During this discussion session we plan to take a moment for a short review of some of the main findings and conclusions of Media & Learning 2024 and to summarise the association's plans for the coming 12 months.</p>
<p>AUDITORIUM 16:15 – 17:00</p>	<p>Media & Learning Association AGM</p> <p>Everyone welcome although only Media & Learning Association members can vote.</p>



RAADZAAL
11:00 – 11:30

Resources and approaches for ensuring pedagogical quality in media-rich teaching and learning

- **Klara Bilić Meštrić**, Croatian Academic & Research Network, Croatia *Digital transformation of Higher Education in Croatia: a pilot study*
- **Ly Lutter**, Osnabrück University, Germany *Teaching Toolbox – an online guide for integrating online learning*
- **Camila Monge Pizarro**, Université Ouverte des Humanités, France *Digital Innovation in Higher Education: Showcasing UOH's Open Education initiatives*
- **Kaat Somers**, University Centre Sint-Ignatius Antwerp, Belgium & **Nives Mikelic Preradovic**, Zagreb University, Croatia *Digital empowerment and digital learning experience design for higher education teachers*

PRESS
11:00 – 12:30

Moving real-time media over networks

More information to follow

ZAAL 8/9
11:00 – 12:30

Promoting innovation in media and learning within Higher Education with EU funding support

More information to follow

ZAAL 8/9
14:00 – 15:30

Future Foresight

We live in an ever changing world. The way technology is shaping education is accelerating at an increasing pace. To what extent is it possible, through certain thought experiments and activities, to be better prepared for these changes? That's where Futures Thinking can help. In this session, learn new techniques that will allow you to better anticipate an ever-changing future.

Led by **Yentl Croese**, LLinC – Leiden University, The Netherlands



<p>ZAAL 6/7 11:00 – 12:30</p>	<p>Building common ground: Effective integration of pedagogical and technological support in Higher Education institutions</p> <p>Centres for Teaching and Learning (CTLs), positioned at central or faculty level, traditionally focus on developing academic staff's teaching competences. Support with educational technology has been, and in many cases still is part of different university structures, on the administrative rather than the academic side and the communication channels are not always open or transparent.</p> <p>In this interactive workshop participants will analyse different CTL governance models, develop strategies for staff development and technology use, and discuss team structures for optimal impact on teaching and student experience.</p> <p>This workshop is targeted towards professionals working in staff development, both on the technology and pedagogy side (in or outside CTLs), as well as representatives of university management in charge of faculty professional development and/ or educational technology implementation.</p> <p>Led by Alexandra Mihai, Maastricht University, The Netherlands</p>
<p>ZAAL 6/7 11:00 – 12:15</p>	<p>VR EduCraft: Crafting Lesson Plans for Immersive Learning Experiences</p> <p>During this workshop participants will gain an understanding of the fundamentals of VR technology and its applications in higher education. They will explore strategies for crafting immersive, story-driven lesson plans tailored for VR environments. They will also learn about techniques to enhance student and employee engagement, motivation, and comprehension through VR-based learning experiences. Participants will also engage in hands-on activities to design and prototype VR-based lesson plans, fostering creativity and innovation.</p> <p>Led by Ahmed Yousef, East Stroudsburg University, USA</p>
<p>ZAAL 4/5 11:00 – 12:30</p>	<p>360 Video: Your Window to XR</p> <p>This workshop will take novice creators from ideation to delivery of their first 360 videos, focusing on consumer grade cameras and readily available software. Once participants have shot and edited their initial videos, they will be given a further opportunity to add interactive elements using off-the-shelf tools, building in the sort of branching-path narratives that make for powerful didactic experiences.</p> <p>Led by Nathan Saucier, Leiden University, The Netherlands</p>
<p>ZAAL 2/3 11:00 – 12:30</p>	<p>Elevating your home video studio on budget: DIY upgrades for quality content</p> <p><i>More information to follow</i></p> <p>Led by Paul Lashmana, KU Leuven, Belgium</p>

