

## Wednesday 18 June 2025

***Please note that the agenda below is a draft and may be subject to change, especially until mid-May.***

09:00	Auditorium					
	<b>Welcome to Media &amp; Learning 2025</b>  Our opening plenary session sets the scene for this year's conference being run under the banner "Educational media that works". Our panel of speakers will explore the relationship between how we learn with media and the specific affordances particular to video. They will also place the work being done by our community into the wider context of a world increasingly dominated by AI and a target audience accessing the latest in immersion technologies in the entertainment sector. <ul style="list-style-type: none"> <li>• <b>Tine Baelmans</b>, Vice Rector for Educational Policy, KU Leuven</li> <li>• <b>Thomas Espeseth</b>, Professor - Cognitive psychology, Neuroscience and Neuropsychology, University of Oslo, Norway</li> <li>• <b>Maarten Francq</b>, Senior Researcher, Royal Institute for Theatre, Cinema and Sound – RITCS, Brussels</li> </ul>					
10:30	Coffee in Spoor 95  Demos in Cobbaerthoek					
11:00	Auditorium	Raadzaal (120)	Press (35)	Zaal 2/3 (32)	Zaal 4/5 (24)	Zaal 6/7 (24)
	Presentation session  How best to maximise investments in Immersive Learning in a time of budget restrictions	Presentation session  Media-Driven Assessment	Pecha Kucha  Short intros to a variety of projects and initiatives focused on the use of digital and media based approaches in learning	Workshop  Hands-on with AI: Transforming Educational Media Production	Workshop  Let's do Responsible XR through Play and Polder Perspectives XR	Workshop  AI and the potential to transform personalised video-based learning

	<p><b>Maaïke Compagnie &amp; Ralf Hillebrand</b>, Rotterdam University of Applied Sciences, The Netherlands <i>The power of a Professional Learning Group on immersive learning</i></p> <p><b>Diane Smits &amp; Jeroen Kelder</b>, Nplus, The Netherlands</p> <p><b>Vincent Vanrusselt</b>, Research Group of the XR Action Plan Flanders, Belgium <i>Integrating extended reality (XR) for sustainable growth and innovation: the Flanders XR action plan</i></p>	<p><b>Zeta Dooly</b>, South East Technological University, Ireland <i>Assessment on-the-fly: How novel assessment such as real-time video creation is an authentic assessment tool that can be scaled across disciplines and programmes</i></p> <p><b>Charlotte Meijer</b>, Vrije Universiteit Amsterdam, The Netherlands <i>From challenge to opportunity: facilitating effective video assignments</i></p> <p><b>Greet Leysens</b>, KU Leuven, Belgium <i>Video as multimedia tool to explore the reliability of psychomotor nursing skills assessment in health professional education</i></p>	<p><b>Mart Mojet</b>, RSG Magister Alvinus (Sneek), The Netherlands <i>Scalable Immersive Environments: empowering Teachers to understand their Hybrid Learning Spaces</i></p> <p><b>Yasmine Wauthier</b>, AP University of Applied Sciences and Arts Antwerp, Belgium <i>The GLaDoS (Game-based Learning and Development of Skills) research project</i></p> <p><b>Ana Cátia Ferreira</b>, Fernando Pessoa University and Institute of Communication at Nova University of Lisbon, Portugal <i>School Journalism as an Educational and Inclusion Tool: Two Projects with Primary School Children</i></p> <p><b>Laura Sloyan</b>, Dublin City University/ St. Aidan's Community School, Ireland <i>'Blooming Digital!' - Enhancing students' digital competencies through the production of digital media artefacts</i></p> <p><b>Praneet Khandal</b>, Leiden University, The Netherlands <i>Learning Beyond Borders: Hybrid Education beyond the pandemic</i></p> <p><b>Zoë Pauwels</b>, KU Leuven KICK, Belgium <i>Skills of the 21st century</i></p> <p><b>Laurie Peeters</b>, KU Leuven, Belgium <i>Eye-tracking analysis of feedback for prospective students transitioning to higher STEM education</i></p>	<p>Workshop leader: <b>Olysha Magruder</b>, Johns Hopkins University, United States &amp; <b>Yvonne Crotty</b>, DCU, Ireland</p> <p>This interactive workshop aims to explore text, audio, interactive media, and graphics AI-driven tools. Attendees will utilize these tools to create educational resources effectively. Participants will identify AI tools for content creation, apply AI tools to design, edit, and publish educational materials, explore AI tools, and develop a content creation plan.</p>	<p>Workshop leader: <b>John Walker</b>, SURF, Npuls, The Netherlands</p> <p>Who benefits when Big Tech drives XR innovation? Polder Perspectives XR flips the script, activating educators to shape immersive technologies for equity and ethical impact. This lively workshop-game blends role-playing, ethical deliberation, and public values alignment to drive meaningful innovation. Participants will design and pitch XR solutions to real-world challenges, using unique Ethical Lens Cards and guided discussions; creating space for players to reflect on ethical dilemmas, new solutions, and the societal responsibilities that come with integrating XR into education.</p>	<p>Workshop leaders: <b>Wim Machiels</b>, Head of ICT Facilities for Education and Product Owner at KU Leuven, Belgium and Dr <b>John Couperthwaite</b>, Kaltura, USA</p> <p>Participants will explore the opportunities and challenges of AI-generated content in education. Through case studies and breakout group discussions, they will examine the topics of content discoverability, student learning agency, educator control, and AI governance—covering academic integrity, intellectual property, data protection, and the decision-making process for selecting and implementing AI tools. Attendees will leave with a practical framework to assess AI's impact, potential challenges, and actionable strategies for responsible implementation in education.</p>
12:30	<p>Lunch in Spoor 95</p> <p>Demos in Cobbaerthoek</p>					

14:00	Auditorium	Raadzaal (120)	Press (35)	Zaal 2/3 (32)	Zaal 4/5 (24)	Zaal 6/7 (24)
	Presentations  Students as partners in media production	Discussion  To lecture capture or not to lecture capture?	MEDEA Finalists showcases	Workshop  AI-Driven Video Production: The latest Advances and Use Cases in educational Media Production	Presentation  Management and operation of Centres of Teaching and Learning and other support services	Workshop  TaAI: Developing a Platform and Teacher Training for Ethical Use of Generative AI in Teaching and Learning
	<p><b>Marta Bustillo &amp; Alexa MacDermot</b>, University College Dublin, Ireland <i>Digital Skills for Success in the Workplace: a student-staff partnership for accessible course content creation</i></p> <p><b>V. Vijay Kumar</b>, School of Communications, XIM University, India <i>Empowering students as co-creators: integrating participatory media production in higher education</i></p> <p><b>Erik Boon, Charlotte Meijer &amp; Nadine Timans</b>, Vrije Universiteit Amsterdam, The Netherlands <i>From Pop-up to Peer feedback: student staff manages the media creation</i></p> <p><b>Jella Bernaerts, Conny Wouters, Kristine Sels &amp; Greet Leysens</b>, Thomas More University of Applied Sciences, Belgium <i>From paper to video - Collaborating with students to enhance nursing skills education through multimedia</i></p>	<p>Lecture capture has become such a common practice across so many higher education institutions that many people take it for granted. But should that be the case? Times Higher Education recently reported that the benefits of lecture capture are coming at the cost of broader student and staff wellbeing. Others argue that the availability of lecture capture facilitates non-attendance and fosters a sense of procrastination amongst students. Join us to discuss the pros and cons of lecture capture</p> <p><b>Carlos Turró</b>, Universitat Politècnica de Valencia, Spain</p> <p><b>Timo Nogueira</b>, virtUOS, University of Osnabrück, Germany</p>	<p>Moderator: <b>John Murray</b>, University of Galway, Ireland</p> <p>MEDEA Finalists showcase</p>	<p>Workshop leader: <b>Markus Tischner</b>, FAU, Germany</p> <p>Generative AI has transformed how we create educational media.</p> <p>In this session, participants will explore the latest advances in AI-driven video creation, with hands-on examples for different use cases in educational media production, showcasing several AI tools.</p>	<p>Moderator: <b>Nynke Kruidenink</b>, Npuls, The Netherlands</p> <p><b>Stuart Perrin</b>, Xian Jiaotong-Liverpool University (XJTLU) <i>Transforming Higher Education Management and Student Support through AI: Enhancing Efficiency, Empowering Staff, and Enriching the Student Experience</i></p>	<p>Workshop leader: <b>Julia Dawitz &amp; Emma Wiersma</b>, University of Amsterdam, Teaching and Learning Centre, The Netherlands</p> <p>The rapid rise of generative AI (GenAI) since the release of ChatGPT in November 2022 has transformed higher education. Educators face challenges in meeting learning objectives, maintaining valid assessments, and using GenAI ethically. Our Erasmus+ project, Teaching and Learning with AI in Higher Education, aims to create a platform supporting the ethical use of GenAI. In this session, we'll present findings from our literature review and survey, and discuss the development of teacher training and an interactive platform.</p>
15:30	<p>Coffee in Spoor 95</p> <p>Demos in Cobbaerthoek</p>					
16:00	Presentation session	Presentation session	MEDEA Finalists showcase	Demonstration	Workshop	workshop

	Learning through Storytelling	Ethical and innovative integration of AI	session	Streamlining Media Production: From Color-Coded Slides to Engaging Digital Learning	Immersive Learning in Media Education: Enhancing Engagement Through XR and Interactive Technologies	AI in Project Management: A Hands-on Exploration
	<p><b>Maaïke Compagnie</b>, Rotterdam University of Applied Sciences, The Netherlands <i>Comics for learning?</i></p> <p><b>Karen Winther</b>, LINK, University of Oslo, Norway <i>Video essays and story circles in higher education</i></p> <p><b>Fabiola Camandona &amp; Melania Talarico</b>, University of Turin, Italy <i>Storytelling for learning with students and teachers: digital storytelling as a bridge between innovation and skill acquisition</i></p> <p><b>Myfanwy Howarth</b>, University of Leeds, United Kingdom, <i>Student Fraud Awareness: Fostering empathy and action through impactful storytelling</i></p>	<p>Moderator: <b>Andy Thys</b>, KU Leuven, Belgium</p> <p><b>Marco Toffanin</b>, University of Padova, Italy <i>The impact of avatar in educational video: an experience</i></p> <p><b>Khanyisile Twabu</b>, UNISA, South Africa <i>Enhancing the cognitive load theory and multimedia learning framework with AI insight</i></p> <p><b>Katrien De Waele</b>, UCLL, Belgium <i>The AI Paradox in foreign language education</i></p>	<p>Moderator: <b>John Murray</b>, University of Galway, Ireland</p> <p>MEDEA Finalists showcase</p>	<p>Demonstrator: <b>David Würdemann</b>, Constructor University, Germany</p> <p>In this demonstration you will learn about our educational content creation process using an innovative, systematic approach to media production that empowers faculty to create professional-quality learning materials efficiently and confidently. This hands-on demonstration introduces a color-coded methodology that streamlines the journey from initial concept to polished educational multimedia.</p>	<p>Workshop leader: <b>Rossana Latronico</b>, Ministry of education, Italy</p> <p>This hands-on workshop explores how educators, trainers, and media professionals can integrate immersive learning strategies to enhance engagement, deepen understanding, and develop critical media literacy skills.</p> <p>Target: educators, media trainers. It is particularly suited for those looking to expand their toolkit with innovative, technology-enhanced teaching strategies. No prior experience with XR is required.</p>	<p>Workshop Leaders: <b>Lara Pedraz &amp; Pien Leeuwenburg</b>, Leiden University, The Netherlands</p> <p>This interactive workshop explores the role of Artificial Intelligence (AI) in project management within educational settings. Designed for educators, instructional designers, and project managers, the session provides a hands-on approach to understanding AI's potential, challenges, and best practices.</p>
17:00	Short break					
17:10	Auditorium					
	<p><b>In conversation with Richard E. Mayer, University of California, USA</b></p> <p>Moderator: <b>Lucy Kendra</b>, Heriot-Watt University, UK</p> <p>World renowned educational psychologist Prof. Richard E. Mayer needs little introduction to the Media &amp; Learning community given his major contribution to research into the role and design of video for learning. Mayer's principles continue to form the basis for much of the work carried out in our sector. During this plenary session, Richard will join us live from his home in California and will start with a talk on how best to apply his principles to learning design in light of significant advances in immersive technologies. We will then open up the discussion with Richard to include inputs from our panellists and conference attendees.</p>					

	Panellists: <ul style="list-style-type: none"> <li>• <b>Maike Compagnie</b>, Hogeschool Rotterdam, The Netherlands</li> <li>• <b>Lana Scott</b>, MIT, USA</li> <li>• <b>Elke Van Ael</b>, KU Leuven, Belgium</li> <li>• <b>Zac Woolfitt</b>, Inholland University of Applied Sciences, The Netherlands</li> </ul>
18:00	Spoor 95
	MEDEA Awards Ceremony
20:00	Close

Demo spaces in the coffee area:

		Space 1	Space 2
Wednesday	08:00: 14:00	<b>Drina Jaspers &amp; Ief De Greef</b> , VUB, Belgium <i>LabBuddy</i>	<b>Timo Brockmeyer</b> , virtUOS, University of Osnabrück, Germany <i>BigBlueButton Platform</i>
	14:00: 18:30		
Thursday	08:00: 15:30		

## Thursday 19 June 2025

**Please note that the agenda below is a draft and may be subject to change, especially until mid-May.**

09:00	Auditorium						
	<b>Making educational media work in practice</b>  Getting our conference off to a thought-provoking start on our second day, this plenary session will focus on the work that we do in the broader context of the environments in which we work. Our speakers will address where and how developments taking place in the wider technological landscape will influence our development and work practices. They will also address the policy and organisational frameworks that have a bearing on how the centres and services in which our community operate can be expected to evolve.  Moderator: <b>Wim Van Petegem</b> , KU Leuven, Belgium <ul style="list-style-type: none"> <li>• <b>Thierry Koscielniak</b>, France Immersive Learning, France</li> <li>• <b>Nynke Kruidenink</b>, Npuls, The Netherlands</li> <li>• <b>Ivana Juraga</b>, European Commission</li> </ul>						
10:30	Coffee						
11:00	Auditorium	Provincieraadzaal (120)	Press (35)	Zaal 2/3 (32)	Zaal 4/5 (24)	Zaal 6/7 (24)	Zaal 8/9 (20)
	Presentations  Ethical and innovative integration of AI	Presentations  DIY Media Production Training	Discussion  MOOC Production Uncovered: Lessons, Pitfalls, and Decision-Making in (Higher) Education	Workshop  Once upon a time... The power of storytelling in instructional design	Biamp sound space  The Power of Listening: from field recordings to audio drama.	Workshop  Exploring XR in Education: A Practical Guide for Educational Institutions	
	Moderator: <b>Andy Thys</b> , KU Leuven, Belgium  <b>Sonia Hetzner</b> , FAU, Germany <i>From Awareness to Action: A Strategic Approach to AI</i>	Moderator: <b>Anke Pesch</b> , KU Leuven, Belgium  <b>John Murray</b> , University of Galway, Ireland <i>Jazzing up online</i>	In this combined input & discussion session, the MOOC production teams from the University of Vienna and KU Leuven will take participants through their most important insights	Workshop leaders: <b>Evert Binnard &amp; Elke Van Ael</b> , KU Leuven, Belgium  In this workshop, participants will team up and join Dan, a university	Moderator: <b>Lucy Kendra</b> , Heriot-Watt University, UK  An audio-rich session exploring the many affordances of sound for learning and engagement,	Workshop leader: <b>Alexander Vanhulsel</b> , Thomas More, Belgium  Participants will discover what XR (VR, AR, MR) is, explore existing hardware	

	<p><i>in Higher Education</i></p> <p><b>Hussein Dawood</b>, University of North Texas, United States <i>Ethical perspectives on Generative AI in higher education</i></p> <p><b>Cornelia Amon</b>, IMC Krems University of Applied Sciences, Austria <i>Using artificial intelligence in teaching. Insights in conception and design considerations from the iMooX course "All But how?"</i></p> <p><b>Jessy De Cooker</b>, Fontys Hogescholen, The Netherlands <i>Four dimensions of AI literacy: the do's and don'ts in AI education in J-schools</i></p>	<p><i>lectures [on a budget]</i></p> <p><b>Bjørn Ivar Haugdal</b>, University of South-Eastern Norway, Norway <i>The 90-sec school, nanolearning in media production for academic staff</i></p> <p><b>Jorg Pareigis</b>, Karlstad University, Sweden <i>Ten years of SPLOTs at Karlstad University</i></p> <p><b>Geoff Fortescue</b>, University of Edinburgh, UK <i>Enabling all university staff to create high quality video content</i></p>	<p>– as well as their worst moments of failure, including production decisions, job profiles &amp; roles, MOOC elements, didactic integration, resources, and internationalization. The audience is actively invited to participate, sharing their knowledge, useful MOOC production tools and workflows.</p> <p>Panellists:</p> <p><b>Jana Herwig</b>, University of Vienna, Austria</p> <p><b>Elke Van der Stappen</b> KU Leuven, Belgium</p> <p><b>Kenny Verbeke</b>, KU Leuven, Belgium</p> <p><b>Stefan Wackerig</b>, University of Vienna, Austria</p>	<p>professor on a mission to engage his apathetic students. First, they will be immersed in an interactive audioplay as they explore different storytelling elements and techniques. The teams will then apply what they learned to optimize an online course. Finally, they will pitch their solutions, get feedback and key takeaways on the use of storytelling in instructional design. That is, at least, if they make it out alive... For anyone interested in using/teaching storytelling in instructional design.</p>	<p>through presentation, discussion and listening examples.</p>	<p>and software, understand its value in education, and learn how to assess it effectively. Using their own case as a starting point, they will evaluate and apply XR tools through frameworks like DICE, PIC RAT, and the Knoster Model. The workshop includes hands-on XR experiences and strategies for school- and classroom-level integration, with a focus on secondary education. Target audience: teachers, ICT coordinators, and school management of all educational institutions.</p>	
12:30	Lunch						

14:00	Auditorium	Provincieraadzaal (120)	Press (35)	Zaal 2/3 (32)	Zaal 4/5 (24)	Zaal 6/7 (24)	Zaal 8/9 (20)
	<p>Presentations</p> <p>Choosing the right format</p>	<p>Presentations</p> <p>Media-driven Assessment</p>	<p>Presentations</p> <p>XR demos and showcases</p>	<p>Workshop</p> <p>Should I really make that video? How format selection can save</p>	<p>Workshop</p> <p>Making sure of excellent audio in lecture capture and</p>	<p>Discussion</p> <p>ViBes Empowering creativity, identity and digital skills in Primary</p>	

				time, effort and lives	other settings	education	
	<p><b>Stuart Dinmore</b>, University of South Australia, Australia <i>Enhancing Accessibility and Engagement: Multimedia Content Production at UniSA Online</i></p> <p><b>Virginia Jagusch &amp; Alexander Piowar</b>, Universität Osnabrück, Germany <i>Lessons learned from 3 years of developing and implementing instructional media in a university makerspace</i></p> <p><b>Roland Boettcher</b>, Bochum University of Applied Sciences, Germany <i>Engineering Digital Learning: Good practices for building cross-university digital courses</i></p>	<p><b>Klinta Locmele</b>, University of Latvia, Latvia <i>From Podcasts to TikTok videos: media formats selected by university students in their role as media literacy ambassadors</i></p> <p><b>Ilaria Bucciarelli</b>, University of Florence, Italy <i>Student as visual researcher: emotional and cognitive dimensions of visual and media literacy integration</i></p> <p><b>Anouk den Hamer</b>, Universiteit Utrecht, The Netherlands <i>When to choose podcasts or videos as student assignments — and when not?</i></p>	<p><b>Minjung Cho</b>, Leiden University, The Netherlands <i>Student centered research clinic on virtual reality for Global Challenges</i></p> <p><b>Eline Wydooghe</b>, VIVES University of Applied Sciences, Belgium <i>Modernizing laboratory skills training: student perceptions of XR-based simulations for mice drug administration</i></p> <p><b>Florence Mei Kuen Tang</b>, The Chinese University of Hong Kong, Hong Kong <i>Health Professional Virtually Reality Simulation: Replacement of Manikin for the Digital Eva Education</i></p> <p><b>Emerald Grimshaw</b>, Durham University, UK <i>Immersive Virtual Reality as an educational tool: how do the multisensory and interactive capabilities of an educational IVR experience contribute to its success?</i></p>	<p>Workshop leaders: <b>Evert Binnard &amp; Elke Van Ael</b>, KU Leuven, Belgium</p> <p>In this workshop, participants will team up and join Dan, a university professor on a mission to engage his apathetic students. First, they will be immersed in an interactive audioplay as they explore different storytelling elements and techniques. The teams will then apply what they learned to optimize an online course. Finally, they will pitch their solutions, get feedback and key takeaways on the use of storytelling in instructional design. That is, at least, if they make it out alive... For anyone interested in using/teaching storytelling in instructional design.</p>	<p>Moderator: <b>Carlos Turró</b>, Universitat Politècnica de Valencia, Spain</p> <p>This presentation and discussion session will begin with two inputs on getting sufficiently high-quality audio in lecture capture settings. It will then move to a discussion and trouble-shooting format whereby the audience are welcome to highlight challenges they face in capturing high quality audio in various technology supported learning environments.</p> <p><b>Frederic Senny</b>, HELMo, Belgium <i>HELMotion, our optimised podcast experience</i></p> <p><b>Carlos Turró</b>, Universitat Politècnica de Valencia, Spain <i>Making friendlier summaries of lectures with automatic podcasts using Open Source tools</i></p>	<p>Moderator: <b>Yvonne Crotty</b>, DCU, Ireland</p> <p>Panelists:</p> <p><b>Carl Eltervaag</b>, NTNU, Norway</p> <p><b>Even igland Diesen</b>, NTNU, Norway</p> <p><b>Esben Kamstrup</b>, NTNU, Norway</p> <p><b>Ken Molloy</b>, Oide, Ireland</p>	
15:30	<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 &amp; Learning 2024 and to summarise the association's plans for the coming 12 months.</p>						



	<p>Panellists:</p> <ul style="list-style-type: none"><li>• <b>Andy Thys</b>, KU Leuven, Belgium</li></ul>
16:00	Coffee
16:15	MLA AGM
17:30	Closing reception