

Wednesday 17 June 2026

The conference programme is subject to change

09:00	Auditorium						
	<p>Welcome to Media & Learning 2026</p> <p>Our conference this year is run under the banner “Co-creating the future of learning” and it is this theme of co-creation that will form the red-thread for our keynote speakers in this opening plenary session. Our panel of speakers will explore the fine line between effective use of technology and sound pedagogical practice. They will talk about the roles of different people involved in creating effective learning experiences; the student, the academic, the support team. They will also reflect on the impact of AI along with changing student expectations and explore the best ways for our community to navigate in the changing times in which we live and work.</p> <p>Welcome by Margriet Van Bael, Vice Rector of Education Policy, KU Leuven, Belgium</p> <p>Rob Morgan, Visiting Fellow at King’s College London & Creative Director at Playlines, UK <i>The Age of “Reality Literacy”: XR, AI and Reskinnable Realities</i></p> <p>Sharon Klinkenberg, psychometrician, statistician, and educational innovator at the Department of Communication Science, University of Amsterdam, the Netherlands <i>Multimodal learning: Where technology meets pedagogy</i></p> <p>Moderator: <i>TBC</i></p>						
10:30	Coffee						
11:00	Auditorium	Raadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Leslokaal 2 - 1.04
Format	Presentations	Discussion	Pecha Kucha session	Showcase	Workshop	Workshop	Workshop
Title	Centres for Teaching and Learning: Driving Innovation	How AI is changing Educational Media Production Workflows: From Pre-Production-Post to Layered Assembly Production	Short talks on making the most of media and AI in teaching and learning	Teachers and how they can and do use media	Workshop on the Teacher Support Competency profile	Deconstructing Representation in Text-to-Video Generative-AI	Immersive Learning Strategies for Sustainable Education: The Case of TRENd
Description	During this presentation session, CTL staff in different	This session will begin with a presentation of a practical model for	These short presentations include results of research into effectiveness, methods and approaches aimed at	These two sessions highlight and demonstrate the role			

	higher education settings will share their experience in how different centres operate, how they are addressing topics like assessment and the ways in which they are driving innovation.	current AI-driven workflow change in educational media production. It will be followed by a discussion on what this type of change means for production teams, quality assurance and sustainable workflows in higher education.	enhancing the application of educational media and ways to make video more interactive	and value of video in teacher education and CPD			
	<p>Charlotte Rose, Adelaide University, Australia <i>In the midst of a merger: How to create innovative and engaging media at scale</i></p> <p>Ines Springael, Breda University of Applied Sciences, the Netherlands <i>Merging AI Innovation with Teaching Community: Building a CTL from two existing strengths</i></p> <p>Cecille Plomp, Bogaard, Saxion University of applied sciences, the Netherlands <i>From Studio to Skillset: How a CTL-Led Podcast Lab sparks Innovation in Teaching and Learning</i></p> <p>Corinna Stiefelbauer, WU Wien, Austria <i>Designing a Support</i></p>	<p>Moderated by Markus Tischner, FAU, Germany</p> <p>Panelists:</p> <p>Lana Scott, MIT, USA</p> <p>Lizzy Bleumers, Thomas More, Belgium</p> <p>Jana Herwig, University of Vienna, Austria</p>	<p>Fiachra McCleary, Dublin City University, Ireland <i>Maximising Interactivity in Educational Videos</i></p> <p>Rüdiger Rolf, University of Osnabrück, Germany <i>AI in Opencast Video Portal</i></p> <p>Oleksiy Yevsyeyev, Simon Kuznets Kharkiv National University of Economics, Ukraine <i>Semantic-to-Immersive: Knowledge Transformation into Interactive, Personalized Media Experiences</i></p> <p>Daria Bogdanova, KU Leuven, Belgium <i>Developing a Copilot agent to coach conceptual data modelling</i></p> <p>Marina Merkaš, Catholic University of Croatia, Croatia, <i>The Application of Artificial Intelligence in Education in Croatia: From Research to Recommendations in the BrAI n Project</i></p> <p>Greet Leysens, KU Leuven, Belgium <i>Real-life or video demonstration? Evidence on learning outcomes of</i></p>	<p>Part 1: <i>EDIT results 10 years</i></p> <p>Led by Janne Länsitie, OAMK, Finland</p> <p>This session explores the 12-year journey of the EDIT - Educational Video Challenge. The session features a curated screening of "favourite films" from the EDIT archives, showcasing how student creations have mirrored trends like vlogging, 360-videos, interactive storytelling, and AI-generated videos. The session includes a discussion on how different video formats and evolving technology have influenced video pedagogy.</p> <p>Objectives/learning goals: Participants will discuss how</p>	<p>Led by Milou Timmer, Npuls, The Netherlands</p>	<p>Led by Shant Bayramian, Inholland University of Applied Sciences, The Netherlands</p> <p>This hands-on workshop explores how text-to-video generative AI shapes audiovisual representation and meaning. Participants learn a practical critical method—Deformative Criticism—to analyse bias, cultural assumptions, and ethical implications in AI-generated video. Combining short lectures with collaborative experimentation, the workshop equips media educators, learners, and professionals with transferable tools for</p>	<p>Led by Dario Fazzi, Leiden University, The Netherlands; Jola Ajibade, Emory University, USA and Gaetano Di Tommaso, Roosevelt Institute for American Studies, The Netherlands</p> <p>This workshop introduces TREN (Teaching Resilience and Environmental Democracy), a transatlantic initiative advancing Education for Sustainable Development through problem-based learning, virtual exchange, and immersive experiences. Using TREN as a lens, it explores how networked pedagogies can deepen environmental learning and intercultural understanding in the face of global socio-ecological challenges. Participants will engage with approaches such as virtual exchange, critical mapping, and immersive technologies, while considering practical</p>

	<i>Concept for Innovative Media-Based Assessment</i>		<i>students' psychomotor skill performances in health professions education</i>	<p>technological shifts influence student engagement and digital storytelling. The session deals with the balance between pedagogical substance and media entertainment, and discusses how to maintain authentic human connection in an increasingly automated landscape.</p> <p>Target audience: Educators, media producers, and educational technologists interested in the evolution of video-based learning and practical frameworks for international student collaboration.</p> <p>Part 2: <i>Vloscars Awards - The Creation of a Transnational Vlog Community</i></p> <p>Led by Yvonne Crotty, Dublin City University, Ireland</p>		critically teaching and using generative AI in media and learning contexts.	strategies for curriculum integration, assessment, inclusion, and ethics, and examining how these methods can foster resilience, digital skills, and participatory environmental citizenship.
12:30	Lunch						

14:00	Auditorium	Raadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Leslokaal 2 - 1.04
Format	Presentations	Discussion	Showcase	Presentations	Discussion	Workshop	Workshop
Title	Playful and narrative-driven learning experiences	A platonic forum on the principles of AI in education	MEDEA Finalists showcase session	Next-generation educational media production	Strategic Blueprints for Scaling Innovation in Centers for Teaching and Learning (CTLs)	Hacker room Agentic production for multimedia learning	The Ten-Minute Experiment: Using Microlearning to Reduce Cognitive Load
Description	Speakers in this presentation session will talk about how they are using playful and narrative-based approaches in different ways. This includes interactive storytelling, augmented reality and gamification to support specific learning goals.		Showcases by the finalists in this year's MEDEA Awards, recognising excellence in the use of media to support learning and teaching	Immersive environments offer significant opportunities for the future-oriented educational media producer. Join this session to hear about the latest developments in scalable and collaborative use of XR.			
	<p>Elke Van Ael, KU Leuven, Belgium <i>Teaching storytelling through storytelling @ KU Leuven: from early beginnings to output</i></p> <p>Markus Weber & Christian Hoppe, TU Darmstadt, Germany <i>Campus Quest: Gamified 360° exploration as an innovative format for online self-assessments for study orientation</i></p> <p>Bas Heerink, ROC van Twente, Netherlands <i>Empowering the Teachers: Building Immersive Learning Scenarios through a Professional Learning Community</i></p> <p>Charlotte Rose, Adelaide University, Australia <i>Storytelling in Higher Education; how to design and</i></p>	<p>Moderator: Julian van der Kraats, Universiteit Leiden, the Netherlands</p> <p>Panelists:</p> <p>Andy Thys, KU Leuven, Belgium</p> <p>Markus Tischner, Friedrich-Alexander-University, Germany</p>	<p>Meet the 2026 MEDEA Finalists</p>	<p>Sjiewke Dankert, SURF, The Netherlands <i>Designing the education area of the future; Case study collaborative co-creating in networked XR-environments</i></p> <p>Alexander Vanhulsel, Thomas More University of Applied Sciences, Belgium <i>Designing the Cross-Border EduXR Library Based on User Needs</i></p>	<p>Moderator: Sonia Hetzner, Friedrich-Alexander-Universität Erlangen-Nuremberg, Germany)</p> <p>Panelists:</p> <p>Jana Herwig, University of Vienna, Austria</p> <p>Elke Van Ael, KU Leuven, Belgium</p>	<p>Led by Serge de Beer, LearningTour, The Netherlands</p> <p>This Hacker Room session explores augmented agency through agentic production for multimedia learning. Participants enter an experimental, build-first environment where learners, media agents, and AI companions collaborate in open-ended AI workflows. The focus is on exploration, rapid prototyping, and creative misuse of tools rather than step-by-step instruction. Educators, designers, and L&D professionals work with AI APIs to analyze learning needs, generate audiovisual media, and test personalized learning concepts. Participants</p>	<p>Led by Alice Pistono, JoVE, Italy</p> <p>This interactive workshop helps educators design effective microlearning experiences that reduce cognitive overload and enhance engagement. Participants will compare content delivery methods, reflect on learning fatigue, and collaboratively create a short, modular learning module with clear objectives and simple assessment. The session provides practical strategies for improving clarity, retention, and instructional impact across disciplines, leaving participants with a ready-to-use prototype and actionable approaches for their own teaching contexts.</p>

	<i>deliver for maximum engagement and longevity</i>						leave with a working prototype. Bring your laptop!	
15:30	Coffee							
16:00	Auditorium	Raadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Leslokaal 2 - 1.04	
Format	Presentations	Discussion	Showcase	Workshop	Workshop	Workshop	Workshop	
Title	Impact of AI on institutional planning when it comes to educational media production and support	When XR meets AI: Data, Privacy, and the Need to Broaden Approach to Ethics	MEDEA Finalists showcase session	Learning languages with a combined approach of storytelling, visual learning, and AI driven Socratic dialogue	Creating an artifact: Immerse yourself in a possible future	Make Support Strategic: A CTL Alignment Workshop for Digital Teams	Rapid Photorealism: Getting to Grips with 3D Gaussian Splatting	
Description	During this presentation session you will hear about different ways in which higher education institutions are preparing staff and students for the AI revolution including how educational processes and practices are being adapted.		Showcases by the finalists in this year's MEDEA Awards, recognising excellence in the use of media to support learning and teaching					
	Katja Shcherbakova , Maastricht University, the Netherlands <i>Building Coherent Digital Literacy Ecosystems in Higher Education</i> Lucia Mesquita , Lusófona University, Portugal <i>Beyond the Tool: Mapping Evidence-</i>	Moderated by Alina Kadlubsky , Open AR Cloud Europe gUG, University of Applied Sciences Mittweida, Germany Panelists:	Meet the 2026 MEDEA Finalists	Ruth Maloszek , University of Erlangen-Nuremberg,, Germany This workshop invites learning technologists and educators in the field of language learning, policy makers on regional and European level, as well as	Led by Yentl Croese , LLInC - Universiteit Leiden, The Netherlands Step into one of the imagined future scenarios and explore what learning might look like in the years ahead. Using your assigned	Nynke Kruidenink , Npuls, The Netherlands Interactive 60-minute workshop for CTL leads and digital support teams (edtech/LMS, AV/media, learning design, library/IT). We introduce the five Npuls CTL framework, then	Led by Nathan Saucier , Leiden University, The Netherlands 3D Gaussian Splatting (3DGS), first released by Inria in 2023, is a novel method of constructing 3D scenes from simple photos or videos. This workshop covers its technical history, comparing it favorably against previous	

	<p><i>Based and Responsible AI Technology Use in Higher Education</i></p> <p>John Couperthwaite, Kaltura <i>Transforming the Student Experience with Conversational AI and Real-Time Learning Avatars</i></p>	<p>Kathleen Bryson, De Montfort University, UK</p> <p>Claudia Negri-Ribalta, University of Luxembourg</p> <p>Anastasia Sergeeva, University of Luxembourg</p>		<p>just every person interested in trying out a web-app developed by the European cooperation partnership Readco.AI and engaging in a discussion on the functionality and pedagogy of the app. The web-app follows a pedagogy combining storytelling, visualisation, game based learning, and an AI driven Socratic dialogue. It combines language learning with deepening the understanding of the 17 SDG by emotionally touching stories.</p>	<p>scenario as inspiration, you will design a “future artifact” — something that does not exist today but could realistically emerge in that world.</p> <p>By the end of the workshop, you and your fellow participants will have created a collection of these future artifacts. Alongside the scenarios that inspired them, they will be showcased in a small exhibition during the conference, inviting attendees to reflect, question, and discuss what the future of learning might hold</p>	<p>participants map their team’s activities onto the framework and share patterns, gaps, and boundaries. Outcome: a practical realignment plan with concrete follow-up steps to strengthen strategic positioning and sustainable digital innovation.</p>	<p>solutions while highlighting some of its challenges and limitations. A presentation of a successful use case in a research setting is followed by an interactive portion that will take participants through the entire 3DGS pipeline, from capturing to viewing their very first model on a headset.</p>
17:00	Auditorium						
	In discussion with Stephen Downes , Canada						
17:50	Spoor 95						
	<p>Informal networking opportunity – Refreshments served</p> <p>Come join us in Spoor 95 where MLA’s Special Interest Groups (SIGs) are hosting a series of 4 separate networking moments. In each of the 4 corners of the room you will find MLA members ready and willing to chat about their specific topic. Come say hello and meet others with interests in the same topics. Share your contact details, talk about some of the challenges you face, test out an idea for a project – all welcome. Every 10 minutes we will ring a bell in case you would like to switch to a different group.</p> <p>Meet the MLA SIGs!</p> <ul style="list-style-type: none"> • Audio/video (AV) in Higher Education • Artificial Intelligence in Higher Education • Extended Reality in Higher Education • Centres for Teaching and Learning 						

18:30	<p>MEDEA Awards Ceremony</p> <p>During this ceremony we will introduce you to the finalists in this year's MEDEA Awards. We will show a short clip of each entry and then announce the winners of this year's main award as well as the Special Awards for 2026 including the MEDEA Jury Prize, the Audience Favourite Prize and this year's thematic Prize – Best Use of Educational Media in Science which will be co-awarded with the International Association of Media in Science (IAMS).</p>
20:00	Close

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Thursday 18 June 2026

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09:00	Auditorium						
	<p>Moderator: TBC</p> <p>Jeff Van de Poël, AI & Teaching Advisor at the University of Lausanne (UNIL), Switzerland <i>The Augmented Teacher: Navigating AI as an instrument, not an oracle</i></p> <p>Laure Michelin, Design Solutions Architect at Fuser, a Lecturer at UCLA AUD, and a creative technologist based in Los Angeles, USA <i>Sound Architecture</i></p> <p>Agne Limante, European Commission <i>The EU Artificial Intelligence Act and Its Implications for AI in Education</i></p>						
10:30	Coffee						
11:00	Auditorium	Provincieraadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Spoor 24 (40-64)
Format	Presentations	Discussion	Pecha Kucha session	workshop	Workshop	Demonstrations	Presentation session
Title	Co-Creating Learning: partnerships between students, teaching staff, and CTLs	European sovereignty - How to find alternatives to USA tech	These short presentations cover what we can learn from influencers as well as civic projects and smart initiatives utilising media.	European project pitch and collaboration exchange	Corrupted Visions between You and I	Demonstrations of advanced tools and services	Rethinking Assessment and Learning in the Age of AI
description							

<p>Charlotte Meijer, Vrije Universiteit Amsterdam, The Netherlands <i>The Success Factor: How to Build a Thriving Students as Partner CTL?</i></p> <p>Stuart Dinmore, Adelaide University, Australia <i>Student perceptions of digital media for learning: A guide for implementing effective content at scale</i></p> <p>Tomi Tolonen, Laurea University of Applied Sciences Finland <i>Lights, Camera, Co-Creation: Building Authentic Learning Scenarios with Students and Lived-Experience Experts</i></p> <p>Fotis Begklis, UAL, UK, <i>The Elephant Never Forgets - Student-Led Documentary Production</i></p>		<p>Ani Yeghiazaryan, Media Initiatives Centre, Armenia <i>Ethics-in-Action: Co-creating Responsible Digital Presence for Educators in AI-Mediated Learning Environments</i></p> <p>Giacinto Bottone, NHL Stenden - Professorship of Organizations and Social Media, The Netherlands <i>Can we inspire better practices? Cultivating skills for responsible influencers at the European Influencers Academy</i></p> <p>Marco Toffani, University of Padova, Italy <i>Influencers and multimedia learning principles</i></p> <p>Lisa Titz, University Osnabrueck, Center for Digital Teaching, Information Management and Higher Education Didactics, Germany <i>Shared Responsibility in Practice: Establishing the Cognitive Science Student Journal as a Co-Created Learning Space</i></p> <p>Sophie Vèriter, Leiden University, The Netherlands <i>Global Society Foundation Gamifying Democracy: Rethinking Civic Participation and Education Through Play</i></p> <p>Brian Shee, University of Limerick, Ireland <i>Scaling Inclusive Lifelong Learning</i></p>	<p>During this session MLA members will have the opportunity to discuss potential collaboration and joint project bids including those aimed at European funding programmes.</p>	<p>Led by John Ford Walker & Sanderijn Kuijvenhoven, SURF, The Netherlands</p> <p>Millions of smart glasses are already sold and they're coming to your institution soon. This workshop prepares you by putting the glasses on. Come wear student-designed smartglasses which deliberately create ethical tensions through group discussion and led activities. Our "Corrupted visions" scenarios explore surveillance, consent, and information asymmetry. Participants experience both sides; augmented advantage and un-augmented disadvantages in our workshop!</p>	<p>Alejandro Carbonell Alcocer, Rey Juan Carlos University, Spain <i>From Data to Immersion: Accessible XR Tools for Science and Climate Communication</i></p> <p>Karel Kreijns, Open Universiteit, The Netherlands <i>Real-Time Remote Coaching of Teachers at a Distance</i></p> <p>Judith Hoste, VIVES University of Applied Sciences, Belgium <i>Entering the arena: A 360° VR tool to explore and understand canine social responses</i></p>	<p>Zac Woolfitt, Inholland University of Applied Sciences, Netherlands <i>From AI Risks to Authentic Learning: Media-Enhanced Assessment in Living Labs</i></p> <p>Paschalia Terzi, Georgetown University in Qatar, Qatar <i>Library support for alternative assessemnt through media and information literacy instruction</i></p> <p>Jonas Schug, Hochschule Bochum, Germany <i>"The Never-Skilled Generation" - Deskilling, Cognitive Offloading and the Long-Term Risks of AI-Supported Learning</i></p>
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			<i>Through Micro-Credentials: How University of Limerick Is Leveraging National and European Partnerships to Transform Access for Disadvantaged Learners</i>				
12:30	Lunch						

14:00	Auditorium	Provincieraadzaal	Press	Zaal 4/5)	Zaal 6/7	Zaal 8/9	
format	Presentations	Discussion	Workshops	Workshop	Workshop	Presentations	
title	AI driven co-creation	Co - Creation in Course Design. Exploring Roles of Humans and AI		From Content to Companions: Designing AI-Mediated Learning Experiences with COMPASS	HealthyMindED: Reducing Cognitive Overload and Supporting Digital Wellbeing in Higher Education	Next Generation educational Media production	
Descripti on	The rapid growth of AI is transforming how media is produced in higher education. Presenters in this session will share their experience of putting AI into practice in developing learning content in higher education.		1.Evaluating AI in education: moving from hype to meaningful use 2. AI and Problem-Based Learning: Shaping Student Competencies for Uncertain Futures				

	<p>Melanie Dejnega, University of Applied Sciences for Management & Communication, Austria <i>Opportunities and limits of AI assisted Socratic dialogues for research topic development. Insights from a Custom GPT Used in Bachelor-Level Research Education</i></p> <p>Elisabet Krauss & Sonia Hetzner, Friedrich-Alexander-Universität Erlangen-Nuremberg, Germany <i>A stepwise model for advancing AI in university teaching</i></p> <p>Nicola Bruno, Dataninja / University of Modena and Reggio Emilia, Italy <i>Co-Designing AI Literacy: A European Multi-Partner Approach to Creating a Blended Learning Programme on GenAI and Disinformation</i></p>	<p>Moderated by Cornelia Amon, IMC Krems, Austria</p> <p>Panelists:</p> <p>Stefan Wackerlig, University of Vienna, Austria</p> <p>Christoph Winter, University of Vienna, Austria</p>	<p>1. Led by Zohre Mohammadi Zenouzagh, Leiden Learning and Innovation Center, The Netherlands</p> <p>Artificial Intelligence (AI) is rapidly entering higher education, bringing with it a wave of tools that promise to personalize learning, automate routine tasks, and offer new ways to support students and educators. Yet as the excitement grows, so do the important questions: Which tools genuinely improve learning, and which simply add noise? Which align with our educational values?</p> <p>2. Led by Roland Böttcher, Bochum University of Applied Science, Germany</p> <p>The workshop aims to provide participants with a structured understanding of how Problem-Based Learning (PBL) can be used as a curricular response to AI-driven change in higher education. Participants will leave with (1) a shared analysis of how generative AI is reshaping student learning behaviour and curricular assumptions, and (2) concrete design principles for integrating PBL projects at programme</p>	<p>Led by Olysha Magruder & James Diamond, Johns Hopkins University, USA</p> <p>This hands-on workshop introduces COMPASS (Companion-Oriented Mediation for Pedagogical AI Support), a framework for designing AI companions that support learners' sense-making of media. Participants will work with a media artifact and engage in a rapid, collaborative design sprint to reimagine an AI-mediated learning experience, deciding when AI should mediate, how it should respond to learners, and where its authority must stop. Designed for educators, learning designers, and researchers, the session emphasizes learner agency, critical engagement, and ethical, learning-centered uses of AI.</p>	<p>Led by Tanja Tillmanns, University of Erlangen-Nuremberg, Germany</p> <p>This interactive 90-minute workshop examines how digital learning environments can be designed to reduce cognitive overload and support digital wellbeing in higher education. Participants will explore and apply emerging European guidelines from the Erasmus+ HealthyMindED project to real teaching scenarios. Through hands-on analysis and co-design activities, educators, learning designers, researchers, and support staff will gain practical strategies for healthier, more sustainable digital course design.</p>	<p>Lucy Kendra, Heriot-Watt University, UK <i>Growing Global Learning: A Producer's Playbook for the Online Campus.</i></p> <p>Lana Scott, Massachusetts Institute of Technology, USA <i>Media Professionalism at a Turning Point: Navigating AI, Organizational Change, and Creative Complexity</i></p> <p>Juuso Kojo, University of Oulu, Finland <i>From Studio Bottlenecks to Teacher-Producers: A Skills & Support Map for Scaling Pedagogical Media on Shrinking Budgets</i></p> <p>Stef Stes, KU Leuven, Belgium <i>We Automated Everything... Except Your Mouth</i></p>	
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			level to support competence development under conditions of increasing uncertainty.				
15:30	Coffee						
16:00	<i>Closing discussion on key takeaways</i>						
17:00	Closing reception						

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