

Wednesday 17 June 2026

The conference programme is subject to change!

09:00	Auditorium						
	<p>Welcome to Media & Learning 2026</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 Reskinable 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
	Presentations	Discussion	Pecha Kucha session 1	Showcase	Workshop	Workshop	Workshop
	Centres for Teaching and Learning: Driving Innovation	How AI is changing Educational Media Production Workflows: From Pre-Production-Post to Layered Assembly Production	These short presentations include results of research into effectiveness, methods and approaches aimed at enhancing the application of educational media and ways to make video more interactive	These two sessions highlight and demonstrate the role and value of video in teacher education and CPD	Workshop on the Teacher Support Competency profile	Deconstructing Representation in Text-to-Video Generative-AI	Immersive Learning Strategies for Sustainable Education: The Case of TREN
	<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</p>	Moderated by Markus Tischner , FAU, Germany	<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>Part 1: <i>EDIT results 10 years</i></p> <p>By Janne Länsitie, OAMK, Finland</p> <p>Part 2:</p>	Led by Milou Timmer , Npuls, The Netherlands	Led by Shant Bayramian , Inholland University of Applied Sciences, The Netherlands	Led by Dario Fazzi , Leiden University, The Netherlands; Jola Ajibade , Emory University, USA and Gaetano Di Tommaso , Roosevelt Institute for American

	<p>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, 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 Concept for Innovative Media-Based Assessment</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 Project</i></p> <p>Veronika Pelle, Corvinus University of Budapest / National Media and Infocommunications Authority, Hungary <i>Experiencing Cognitive (Im)Balance: Digital Detox as Reflective Media Literacy Practice in Higher Education</i></p> <p>Greet Leysens, KU Leuven, Belgium <i>Real-life or video demonstration? Evidence on learning outcomes of students' psychomotor skill performances in health professions education</i></p>	<p><i>Vloscars Awards - The Creation of a Transnational Vlog Community</i></p> <p>By Yvonne Crotty, Dublin City University, Ireland</p>	<p>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 critically teaching and using generative AI in media and learning contexts.</p>	<p>Studies, The Netherlands</p>
12:30	Lunch					

14:00	Auditorium	Raadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Leslokaal 2 - 1.04
	Presentations	Discussion	Showcase	Presentations	Workshops	Workshop	Workshop
	Playful and narrative-driven learning experiences	A platonic forum on the principles of AI in education	MEDEA Finalists showcase	Next-generation educational media production	1. Evaluating AI in education: moving from hype to meaningful use 2. AI and Problem-Based Learning: Shaping Student Competencies for Uncertain Futures	Hacker room Agentic production for multimedia learning	The Ten-Minute Experiment: Using Microlearning to Reduce Cognitive Load
	<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 deliver for maximum engagement and longevity</i></p>	<p>Moderated by 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>Sjiewuکه 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>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</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 leave with a working prototype. Bring your laptop!</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>

					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 level to support competence development under conditions of increasing uncertainty.		
15:30	Coffee						
16:00	Auditorium	Raadzaal	Press	Zaal 4/5	Zaal 6/7	Zaal 8/9	Leslokaal 2 - 1.04
	Presentations	Discussion	Showcase	Workshop	Workshop	Workshop	Workshop
	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 showcases	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

	<p>Katja Shcherbakova, Maastricht University, The Netherlands <i>Building Coherent Digital Literacy Ecosystems in Higher Education</i></p> <p>Lucia Mesquita, Lusófona University, Portugal <i>Beyond the Tool: Mapping Evidence-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>Moderated by Alina Kadlubsky, Open AR Cloud Europe gUG, University of Applied Sciences Mittweida, Germany</p> <p>Panelists:</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>MEDEA Finalists showcase</p>	<p>Ruth Maloszek, University of Erlangen-Nuremberg,, Germany</p> <p>This workshop invites learning technologists and educators in the field of language learning, policy makers on regional and European level, as well as 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>Led by Yentl Croese, LLInC - Universiteit Leiden, The Netherlands</p> <p>Step into one of the imagined future scenarios and explore what learning might look like in the years ahead. Using your assigned 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>Nynke Kruidierink, Npuls, The Netherlands</p> <p>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 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>Led by Nathan Saucier, Leiden University, The Netherlands</p> <p>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 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						
17:50	Informal networking opportunities in Spoor 95.						
18:30	MEDEA Awards Ceremony						

20:00	Close
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Thursday 18 June 2026

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09:00	Auditorium						
	<p>Description</p> <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)
	Presentations	Discussion	Pecha Kucha session	workshop	Workshop	Demonstrations	Presentation session
	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

<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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			Through Micro-Credentials: <i>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	
	Presentations	Discussion	Discussion	Workshop	Workshop	Presentations	
	<p>AI driven co-creation</p> <p>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.</p>	<p>Co - Creation in Course Design. Exploring Roles of Humans and AI</p>	<p>Strategic Blueprints for Scaling Innovation in Centers for Teaching and Learning (CTLs)</p>	<p>From Content to Companions: Designing AI-Mediated Learning Experiences with COMPASS</p>	<p>HealthyMindED: Reducing Cognitive Overload and Supporting Digital Wellbeing in Higher Education</p>	<p>Next Generation educational Media production</p>	
	<p>Melanie Dejnega, University of Applied Sciences for Management & Communication, Austria <i>Opportunities and limits of AI assisted Socratic</i></p>	<p>Moderated by Cornelia Amon, IMC Krems, Austria</p> <p>Panelists:</p> <p>Jana Herwig, University of</p>	<p>Sonia Hetzner, Friedrich-Alexander-Universität Erlangen-Nuremberg, Germany)</p> <p>Jana Herwig, University of</p>	<p>Led by Olysha Magruder & James Diamond, Johns Hopkins University, USA</p> <p>This hands-on workshop introduces COMPASS</p>	<p>Led by Tanja Tillmanns, University of Erlangen-Nuremberg, Germany</p> <p>This interactive 90-minute workshop examines how digital learning</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</p>	

	<p><i>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</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>Vienna, Austria</p> <p>Christoph Winter, University of Vienna, Austria</p>	<p>Vienna, Austria</p> <p>Elke Van Ael, KU Leuven, Belgium</p>	<p>(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>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>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>	
15:30	Coffee						
16:00	<p><i>Closing discussion on key takeaways and pointers for the future for our community</i></p> <p><i>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 2026</i></p>						
17:00	Closing reception						