

Introduction

The University of the Aegean/LTEE (<http://ltee.gr>) will participate as a receiving organization in EU Program: “Erasmus+/Key Action 1: Learning Mobility of Individuals/Mobility project for school education staff/Staff training”, providing a structured course and training events for the professional development of teachers. The course focuses on areas of Information and Communication Technology (ICT) enhanced learning and teaching, as well as in using foreign languages and European cultural environment. This document concerns the detailed description of the professional development course and the related training events.

Title of the professional development course:

Creative learning and teaching using ICT and the cultural environment

Organization/Host institution/Receiving organization: University of the Aegean/Laboratory of Learning Technology and Educational Engineering (LTEE) – PIC: 999840693

Founded in 2000, the Laboratory of Learning Technology and Educational Engineering (LTEE), is a Research and Development laboratory at the School of Humanities, University of the Aegean, located in the island of Rhodes in Greece. The LTEE lab focuses on Learning Technology (development of technological learning environments and applications) and on Instructional Engineering (development, adaptation and evaluation of learning programs). LTEE laboratory supports academic research and teaching needs in the field of educational applications of Information and Communication Technologies (ICT) as well as in Mathematics and Science Education. Since its foundation LTEE Lab has significant contribution in national and European educational community consisting of research projects, national and international conferences organization, professional development programs for teachers, the development of curricula, digital learning objects, physical and virtual manipulatives for learning, and technologically enhanced learning environments. The Lab is directed by Professor, PhD, Fragiskos Kalavassis (<http://www.ltee.gr/kalavasis/>), while the scientific responsibility for the ICT domain is exercised by Professor, PhD, Angelique Dimitracopoulou (<http://www.ltee.gr/adimitr/>). For the specific professional development course, designer and leader is Assistant Professor, PhD, Georgios Fesakis (<http://www.ltee.gr/gfesakis>) member of the LTEE Lab. The extended experience of the LTEE Lab in organizing high quality professional development events for teachers and the leading research background of its scientific team, in ICT and Learning, ensures you an effective and engaging training experience in the hospitable island of Rhodes. For more information of the laboratory please visit the website: <http://ltee.org>.

Location: University of the Aegean, Learning Technology and Educational Engineering Laboratory, Dimokratias 1, Rhodes, 85100, Greece

For the University location see Google maps: <http://goo.gl/U2HgAH>

For information about Rhodes please visit:

- <http://en.wikipedia.org/wiki/Rhodes>
- <http://www.rhodes.gr/en/ipolimas/touristikosodigos/>
- <http://www.rodosisland.gr/>
- http://www.visitgreece.gr/en/greek_islands/dodecanese/rhodes

Language of the course: English

Key competences: ICT enhanced learning, digital storytelling, interactive storytelling, mobile augmented reality games learning, digital citizenship, creative computing, learning design,

creative teaching, creative learning, learning by design, online communities, sociocultural learning.

Dates: The course takes 5 days to complete from Monday to Friday; participants should arrange their arrival before the first day of the program. The program will be offered in the following dates:

Session 1: ~~06-10 JUL 2015~~ => Canceled due to delayed results by the national agencies

Session 2: ~~21-25 SEP 2015~~ => Canceled due to delayed results by the national agencies

Session 3: 18-22 JUL 2016

Session 4: 26-30 SEP 2016

Session 5: 17-21 JUL 2017

Registration deadline:

Session 1: Canceled

Session 2: Canceled

Session 3: 20 JUN 2016

Session 4: 26 JUL 2016

Session 5: 16 JUN 2017

Cost: 70 Euros per day per participant that is 350 Euro per participant in total for the five days of the training program. The tuition cost includes learning materials, certificates, and coffee breaks. The tuition cost of the program should be paid at least one month before the starting date of the program.

Cost of lunches, hotel/apartment and travelling from/to airports are the responsibility of the participants. The program will propose hotels for accommodation in special prizes for the participants. Rhodes as a main touristic destination has direct airport connections with many European airports by several airlines. During the touristic season, there are available competitive vacation offers from many tour operators, which could be combined with the training program.

Funding: The cost can be funded by Erasmus+/KA1 mobility of staff program. You can request an Erasmus+ grant from your National Agency to cover the costs of this course (tuition, travel and accommodation). The organizing team of the training can offer support to the pre-registered participants through the process of application for funding. See details for pre-registration in the section registration.

Registration: Online pre-registration is needed for the participants through the following link: <http://goo.gl/forms/lKRsdMhCh7>

Cancellation rules: Cancellation is possible until 30 days before the starting of the course.

Information:

For more information please contact Ms Stella Lamprianou by email: stellala@yahoo.com

Number of participants: 20-30

Certification on completion: The participants will receive on completion certificate of attendance, by the University of the Aegean, with detailed description of the training content

and the duration of the course. In addition the program prepares the issue of Mobility Europass for 1.275 ECVET points.

Short description:

“Creative learning and teaching using ICT and the cultural environment” professional development program for teachers concerns the use of ICT to create digital learning objects of multimedia form as well as the design and development of creative interactive artifacts for high quality learning experiences. More specifically the trainees will become familiar with creative coding and multimedia authoring environments: educational programming environments, video, audio, image editing tools, online maps, mobile game authoring tools, multimedia editing, and digital interactive storytelling authoring tools in order to produce learning designs and scenarios in which the learners will be creative and engaged. The themes of the scenarios will combine cultural situated themes and will be based on stories in order to be authentic and meaningful. The learning content could be a) formal school subjects like Science, Mathematics, Language, History, etc., b) educational and entertainment activities for adults (e.g. mobile learning applications for the visitors or the residents of a city). During the course the teachers will visit historical and natural monuments of the city of Rhodes to derive stories and themes for their own projects. In addition the teachers will learn how they and their students could publish online (in portals, weblogs, wikis, online communities, web 2.0 services and social networks) their interactive learning artifacts respecting the copyright laws and conserving privacy and online reputation of all the interested partners.

The course is a balanced mixture of hands-on ICT tools skills development activities, learning design of narrative intelligence based learning and sociocultural learning methodology. The trained teachers will be able to design, implement and orchestrate learning projects using easy accessible digital storytelling, interactive fiction, branching stories, simulations, mobile augmented reality games and online communities’ technology in their schools. The teachers will practice also how to design inquiry learning for their cultural and natural environment. The trainees will develop these capabilities on the convenient facilities of the University of the Aegean at Rhodes Island, Greece and derive their stories from the international cultural heritage monuments of the city which sets an unparalleled environment for the study of the European history and culture.

Target Groups/Audience:

Teachers of all kinds of educational and training organizations (Pre-school, primary, secondary, vocational, adult, special needs), school principals/managers, head teachers, inspectors, counselors, pedagogical advisors, teacher trainers, ICT teachers, learning designers.

Learning outcomes/Objectives:

The participants of the professional development program are expected to:

- Promote their understanding of the creative learning and teaching concepts
- Be familiar with ICT tools that support creative expression and enhance creative learning activities
- Be able to produce and disseminate digital storytelling, interactive fictions, branching stories, simulations, and mobile augmented reality games for learning
- Be able to design and apply digital storytelling, interactive fiction, branching stories, simulations, and mobile augmented reality games learning projects
- Extend their ability to blend cultural environment with creative computing and modern learning approaches to design and implement learning projects

- Improve their ICT skills and multimedia for learning authoring capacity to create, share and publish content on line
- Exchange best practices concerning the creative computing for learning
- Extend their understanding of digital citizenship and the implementation of online learning activities that are safe for teachers' and students' online reputation
- Implement creative computing learning activities that respect the copyright and privacy rules
- Participate and facilitate online learning communities of practice and learning
- Improve their foreign language skills
- Promote their understanding of international dimension of education and training
- Promote their collaborative and communication skills

Methodology

For the training lectures, presentations and demonstrations will be used along with more active and interactive methods such as workshops, hands-on activities, collaborative learning by design project and study trips, students presentations, discussions and online interactions. The trainees will form an online community of learning and practice in an implementation of the blended e-learning model. The online community of the participants gives the opportunity to extend the training duration beyond the face-to-face meetings and will be the base of preparation and follow-up activity. On the online community the trainees will share, comment and discuss their own creations and resources in order to exchange views and improve their practices collaboratively. The trainees are expected to be active, collaborative and creative during the program. In the field work trainees observe, research information, collect video and photos, and take interviews in order to produce learning materials and stories. During the workshops trainees will design and produce several creative artifacts for learning e.g. digital storytelling, interactive stories, story based mobile games, multimedia objects, and learning scenarios. The trainees will evaluate the program and will continue to interact online, after the face to face session, in dissemination and follow-up actions.

Follow-up

An online interaction service (e.g. a Facebook group and/or a group blog) will be created to facilitate the follow up actions of the course. Using the online interaction service the trainees will form a community of practice where they will continue their learning. The participants will share their artifacts and experiences online. Trainees' created content, during and after the course, such as digital stories, interactive fiction, games, learning scenarios, implementation cases reports and resources collected through the internet will be available online for the benefit and critical commenting and reflection of the whole group. The online community of the course will allow participants to share their experience, from the course and their applications in the classrooms after the course, supporting continuous professional development, collaboration and professional networking. Upon completion of the course the trainees will evaluate the program through an anonymous questionnaire.

Preparation

There is not required preparation to attend successfully the course. Some basic ICT skills and the availability of a laptop are helpful. Participants are encouraged to bring their own laptops if possible to be more flexible during the course. An investigative questionnaire is possible to be sent to the participants before the course in order to specify their training needs and particularities.

The participants will have to take care for the preparation of their accommodation and travel arrangements. The organizing team of the course could provide information and help on these issues.

Learning material

Learning material and objects of several forms (presentations, notes, information sheets, link collections, and sample artifacts) will be delivered to participants. The learning material will be available on-line in English language.

Program

Training program

Day 1 - Monday:	
Creative computing introduction and digital citizenship issues	
09:00-10:30	Welcome meeting at University of the Aegean <i>Registration</i> <i>Presentation of the participants' background and expectations</i> <i>Introduction to the training program (syllabus, facilities, organization)</i>
10:30-10:45	Coffee break
10:45-12:15	Creative computing for learning and teaching introduction <i>Introduction to ICT tools for creative teaching and learning e.g. Educational programming environments (Scratch, Starlogo TNG), Interactive Fiction, Branching Stories, Graphic Adventures, and Mobile Augmented Reality Games authoring tools</i> <i>Learning design for creative teaching and learning</i>
12:15-12:30	Coffee break
12:30-14:00	Creative computing, education and digital citizenship <i>Copyright, Privacy and Online Reputation Management</i>

Day 2 - Tuesday:	
Digital Storytelling for creative teaching and learning	
09:00-10:30	Introduction to Digital StoryTelling (DST) <i>Key concepts, educational value, online communities and resources</i> <i>Samples and case studies discussion. Assessment of DST</i> <i>Teaching and learning using DST</i>
10:30-10:45	Coffee break
10:45-12:15	Media editing for DST – Hands on laboratory <i>Image processing, Audio processing, Video processing, Animation</i> <i>Introduction to tools e.g. Gimp, Audacity, MovieMaker, WeVideo, and Animoto</i> <i>DST using creative programming and multimedia authoring tools e.g. Scratch, CourseLab etc.</i>

12:15-12:30	Coffee break
12:30-14:00	The DST process and educational integration - Workshop <i>DST project management process, story design/mapping, storyboarding, collecting and creating media, montage, production, publication of DST. DST in online communities.</i>
14:15-18:00	Break
18:00-21:00	Field trip to the cultural environment of Rhodes <i>Guided tour to monuments of the medieval city. Organized by thematic routes. The anchoring learning to the sociocultural environment using creative computing. Situated learning pedagogy in practice. Historical sources of Rhodes for learning activities design The information and media that trainees will collect during the field trip will be used for their practice for the program.</i>

Day 3 - Wednesday:

Interactive Storytelling for creative teaching and learning

09:00-10:30	Introduction to Interactive StoryTelling (IST) <i>Key concepts, types of interactive storytelling (Interactive Fiction, Branching Stories, Graphical Adventure Games, and Simulations), educational value Samples and case studies discussion Teaching and learning using IST</i>
10:30-10:45	Coffee break
10:45-12:15	IST Authoring – Hands on laboratory <i>IST authoring tools and step by step samples production</i>
12:15-12:30	Coffee break
12:30-14:00	IST Authoring – Hands on laboratory <i>IST authoring tools and step by step samples production</i>

Day 4 - Thursday:

Mobile Augmented Reality Games for learning and entertainment

09:00-10:30	Introduction to Mobile Augmented Reality Games (MARG) <i>Key concepts, types of MARG (Quests, Adventures, Scavenger Hunts, Treasure Hunts, Mobile Interactive Storytelling, Inquiries, Simulations, Guides), educational value Samples, case studies Teaching, learning and entertainment using MARG</i>
10:30-10:45	Coffee break
10:45-12:15	MARG Authoring – Hands on laboratory <i>IST authoring tools and step by step samples production</i>

12:15-12:30	Coffee break
12:30-14:00	MARG Authoring – Hands on laboratory <i>IST authoring tools and step by step samples production</i>

Day 5 - Friday: Practice and closure	
09:00-10:30	Scaffolded practice – Trainees Project <i>Participants form small groups and develop learning creative computing artifacts (DST, IST, and/or MARG) to practice their new capabilities. During their practice the trainers supporting them to the new ICT skills. The story contents of the trainees' projects are inspired by the cultural environment of Rhodes.</i>
10:30-10:45	Coffee break
10:45-12:15	Scaffolded practice – Trainees Project <i>Practice continuation. Presentation of the projects. Group collaboration, presentation, and discussion of the projects could continue online.</i>
12:15-12:30	Coffee break
12:30-14:00	Closure of the program <i>Evaluation and assessment of the program Follow up information, and guidelines Certificates – Mobility Europass Farewell Closure</i>

Social and cultural program:

The program will be accompanied by a rich bundle of free and optional social events e.g. visit Lindos village and Butterfly valley. Detailed social program will be announced on time.

Links:

Course webpage: <http://ltee.org/main/ka1/>

Facebook group: <http://goo.gl/FI1hzE>

Pre-registration form: <http://goo.gl/forms/IKRsdMhCh7>