

## DIGITAL TEACHING DAY

*hosted by Technische Universität Ilmenau (TU Ilmenau)*

### *Event Program*

<i>Date:</i>	29 March 2022 (Tuesday)
<i>Schedule:</i>	09:00 – 12:30 hrs (UTC + 1 / CET)
<i>Format/Tools:</i>	Cisco Webex, Webcam, Microphone
<i>Event Language:</i>	English
<i>Event Registration:</i>	By email to: <a href="mailto:johanna.gill@tu-ilmenau.de">johanna.gill@tu-ilmenau.de</a> (Meeting link will be provided upon registration)
<i>Registration Deadline for Participation:</i>	18 March 2022
<i>Call for Contributions closes on:</i>	28 February 2022

#### *Part 1: 09:00 – 10:50 hrs*

Time	Phase	Contents	Speaker(s)
9:00	Welcome	<b>Greetings, VEDIAS@TU Ilmenau, Schedule</b>	<b>Prof. Dr. Jens Müller</b> (Vice President for International Affairs and Transfer, TU Ilmenau) / <b>Johanna Gill</b> (Event Coordinator Digital Teaching Day, TU Ilmenau)
9:15	Warm-Up	<b>Ice-Breaker – Intercultural Communication Online</b>	<b>Irina Tribusean</b> (Media and Communication Science, TU Ilmenau)
9:25	Keynote	<b>Virtual Spaces for Learning and Collaboration</b>	<b>Prof. Dr. Rolf Kruse</b> (Digital Media and Design, Applied Computer Science Department, Erfurt University of Applied Science)
9:45	Feedback/Exchange	Q&A	
9:55	Break		
10:00	Short Input	<b>Ethical aspects of online exams - How can online exams be less stressful and intimidating?</b>	<b>Dr. Mathias Magdowski</b> (Chair of Electromagnetic Compatibility, Institute for Medical Technology, Otto von Guericke Universität Magdeburg)
10:15	Feedback/Exchange	Q&A	
10:25	Experience Reports	<b>Breakout Room 1: Social Virtual Reality in Digital Teaching</b>	<b>Prof. Dr. Liane Rothenberger</b> (School of Journalism, Katholische Universität Eichstätt-Ingolstadt) & <b>Kathrin Knutzen</b> (Virtual Worlds and Digital Games Group, TU Ilmenau)
	<i>Parallel Sessions (Please decide to attend one session, as these take place at the same time)</i>		

		<b><u>Breakout Room 2: Online-Merge-Offline (OMO) Learning and Design Practice</u></b>	<b>Dr. FAN Fei (Michelle)</b> (Associate Professor, Head of Learning Support Center, Shanghai International College of Design and Innovation / College of Design and Innovation Tongji University)
10:40	Feedback/Exchange	Q&A	
10:50	Break		

*Part 2: 11:00 – 12:30 hrs*

Time	Phase	Contents	
11:00	Welcome to Part 2	<b>Schedule</b>	<b>Johanna Gill</b> (Event Coordinator Digital Teaching Day, TU Ilmenau)
11:05	Short Inputs  <i><u>Parallel Sessions</u> (Please decide to attend one session, as these take place at the same time)</i>	<b><u>Breakout Room 1: Gamification Elements in E-Learning Systems for Fostering Learning Motivation and User Experience</u></b>  <b><u>Breakout Room 2: Getting Students to Interact Online</u></b>	<b>Dr. Mathias Bauer</b> (Institute of Media Technology, TU Ilmenau)  <b>Dr. Vita N.P. Astuti</b> (Assistant Professor, Communication Department, Faculty of Social and Political Science. Universitas Atma Jaya Yogyakarta)
11:20	Feedback/Exchange	Q&A	
11:30	Mini Workshops:  <i><u>Parallel Sessions</u> (Please decide to attend one session, as these take place at the same time)</i>	<b><u>Breakout Room 1: Remote Labs in Photonics</u></b>  <b><u>Breakout Room 2: Social VR*</u></b> <small>*max 25 participants</small>  <b><u>Breakout Room 3: Online Interaction and Teamwork using Gamification through WorkAdventure Maps</u></b>	<b>Johannes Kretzschmar &amp; Dr. Falko Sojka</b> (Abbe Center of Photonics, Friedrich Schiller University Jena)  <b>Kathrin Knutzen &amp; Gunther Kreuzberger</b> (Virtual Worlds and Digital Games Group, TU Ilmenau)  <b>Zaryab Chaudhry, Uwe Cämmerer-Seibel, Martin Backhaus &amp; Christine Hess</b> (Affiliation: eTeach-Netzwerk Thüringen)
12:05	Break		
12:10	Discussion Forum & Final Words	<b>Opinions/Perspectives/Farewell</b>	<b>Prof. Dr. Martin Löffelholz</b> (Media and Communication Science, TU Ilmenau) as session facilitator & <b>Discussants from the Audience</b>
12:30	End		

## Program Abstracts

### **Welcome (9:00 hrs): Greetings, VEDIAS@TU Ilmenau, Schedule (Prof. Dr. Jens Müller / Johanna Gill)**

Participants are welcomed, the event context is illustrated and the event schedule confirmed.

### **Warm-Up (9:15 hrs): Ice-Breaker – Intercultural Communication Online (Irina Tribusean)**

One of the main challenges of digital teaching is creating an environment where students would feel safe and eager to get involved. Ice-breakers and warm-up exercises seem to be a good solution to overcome this challenge. Imagining the audience of this conference as a group of students, a warm-up activity is proposed, with the aim to create a suitable environment for the following talks and workshops.

### **Keynote (9:25 hrs): Virtual Spaces for Learning and Collaboration (Prof. Dr. Rolf Kruse)**

Using immersive technologies like VR & AR for learning can help to better understand complex topics. As interactive technologies they better adapt to individual preferences of learners. The “Immersive Learning Lab” of the Erfurt University of Applied Sciences built up a virtual space called “InfoSpace” as extension of its physical campus. It is e.g. used for fairs to connect companies with students, interactive exhibitions for guided and self-guided learning, joint teaching with Technical University of Ilmenau and project presentations to an audience from distant places. The talk will introduce into technologies and concepts and will provide insights from practical research.

### **Short Input (10:00 hrs): Ethical aspects of online exams - How can online exams be less stressful and intimidating? (Dr. Mathias Magdowski)**

Online exams are often perceived as particularly stressful and intimidating by students. In addition to answering subject-specific questions and completing content-related tasks, the students have to deal with extracurricular challenges such as remote video monitoring and online proctoring of the exam. What happens if the Internet connection goes down? What aspects are taken into account by the human- or algorithm-based online proctoring of the exam? What actions might be considered as misconduct and attempted fraud? In this presentation, I will try to describe concepts for contemporary, authentic, and competency-oriented online exams that intrinsically work without remote online proctoring.

**Experience Reports (10:25 hrs):**

**Breakout Room 1: Social Virtual Reality in Digital Teaching (Prof. Dr. Rothenberger & Kathrin Knutzen)**

Prof. Dr. Liane Rothenberger, together with the Research Group Media Studies and Kathrin Knutzen, used the Social Virtual Reality platform in the Intercultural Communication course for the kick-off of the new teaching and learning experience. They report on their insights and discuss the opportunities and challenges of the new medium.

**Breakout Room 2: Online-Merge-Offline (OMO) Learning and Design Practice (Dr. FAN Fei (Michelle))**

With the normalization of the epidemic and the continuous development of technology, the combination and application fields of online-merge-offline (OMO) mode and the education industry are continuously explored. More and more schools and educational institutions adopt the OMO learning mode. OMO learning refers to the merging of online learning products and offline learning spaces. During OMO learning in Chinese universities, online learning products are widely used as core or supporting tools.

We will introduce the teaching practices of online and OMO mode for a design innovation course, present a student project to improve their OMO learning experience from the learner-centered perspective and further show the OMO design case from Future Learning Lab.

We intent to discuss with the audience about the recent OMO learning and promote educational innovation from the design perspective. The design and quality improvement of online learning products will provide students, teachers, and administrators with new ideas for the learning design and online education.

**Short Inputs (11:05 hrs):**

**Breakout Room 1: Gamification Elements in E-Learning Systems for Fostering Learning Motivation and User Experience (Dr. Mathias Bauer)**

The talk will provide an overview of gamification elements that are used in current e-learning applications. Additionally, potentials of these elements for supporting a positive learning motivation and user experience will be presented. Besides suitable examples and case studies, also a framework for motivational design in e-learning systems will be introduced.

**Breakout Room 2: Getting Students to Interact Online (Dr. Vita N.P. Astuti)**

Universitas Atma Jaya Yogyakarta, Indonesia (UAJY) had started conducting blended learning classes in 2019. When the pandemic outbreak occurred, we began our online classes on 16 March 2020. Problems have started to arise on the lack of students' engagement in the class activities, particularly for students of 2020 batch. In November 2021, the situation got better that the university decided

to have hybrid classes in a way that a limited number of students attended the on-campus classes and the rest stayed joining online. Problems of students' low engagement remained the same. Moreover, another issue arose from students' perspective. From the students' evaluation, they state that the teachers were not able to balance their attention between online and offline students. Two challenges on students' engagement and teachers' balanced attention were solved by three methods: connection, physicality and variations. The first is by using discussion in breakout rooms, interactions between online and offline students, and games in groups. The second is by asking both types of students to move around with certain instructions. Lastly, teachers should give different types of activities, such as challenging the students with solutions, comparisons, emotions, stories, contrasts, and controversy.

### **Mini Workshops (11:30 hrs):**

#### **Breakout Room 1: Remote Labs in Photonics (Johannes Kretzschmar & Dr. Falko Sojka)**

Remote labs are a trendsetting way of teaching, communicating, and experiencing science as well as enabling collaborative work. At the Friedrich Schiller University in Jena, the digiPhoton project is experimenting with various ways of virtualizing the practical training in the master of photonics studies program. In this workshop, we like to discuss best practices ranging from buddy programs with Zoom and VPN sessions or software implementations to enable remote access to lab setups. Additionally we like to focus on the possibilities of Virtual and Augmented Reality (ARVR) technologies to contemporarily provide learning content or information, and to minimize the discontinuity between real and virtual lab presence.

#### **Breakout Room 2: Social VR (Kathrin Knutzen & Gunther Kreuzberger)**

Social Virtual Reality (VR) offers a new immersive approach for teaching and learning for remote studies. The Virtual Worlds and Digital Games Group implemented a virtual campus experience to provide local and remote students a common platform to study together in joint spatial rooms. In this workshop, we will give insights into practical aspects of this innovative teaching method with special focus on Social VR course design. Those who are not familiar with Mozilla Hubs yet may explore the introductory VR room at <https://hubs.mozilla.com/SibnqoZ/vedias-vr-introduction>

#### **Breakout Room 3: Online Interaction and Teamwork using Gamification through WorkAdventure Maps (Zaryab Chaudhry, Uwe Cämmerer-Seibel, Martin Backhaus & Christine Hess)**

One of the most crucial challenges that we, as teachers and students, have faced in the time of the pandemic and online teaching, is to motivate participants to turn on their cameras or microphones during a seminar making them amenable to online interaction and teamwork. This factor has been one negative aspect of online learning and teaching, and cannot be replaced by on-campus experience so far. As a teacher, we ask others and ourselves too often, how can one activate or motivate a group of students to be active in an online class? How can we engage interaction among the students and get them excited to interact with each other, with the learning content and with us?

Let us dive into one of the possible solutions: Imagine walking through an enchanted forest of the unknown, you are new here but not alone. This WorkAdventure1 map provides the opportunity for students to work, explore and interact with each other. By integrating tools such as interesting visuals, puzzles and video conference systems, a teacher cannot only reach the didactic goals of a seminar but also,

- Create meeting rooms for a large group
- Incorporate video and livestreams
- Share documents
- Connect to whiteboards
- Integrate a chat
- and more.

None of this has to be overly time consuming or require tons of experience. Based on four basic defining traits of game design, a goal, rules, a feedback system, and voluntary participation, using a WorkAdventure map as an example, the eTeach-Netzwerk Thüringen provides a prototype of how simple gamification ideas can aid the process of online interactions and add another dimension to didactics.

**Discussion Forum & Final Words (12:10 hrs): Opinions/Perspectives/Farewell (Prof. Dr. Martin Löffelholz & Discussants from the Audience)**

In this closing session, Prof. Dr. Martin Löffelholz, as the session facilitator, invites all event participants to discuss their most important realizations and take-home messages from the event for future digital teaching praxis.

## Event Information & Call for Contributions:

Digital Teaching Day, TU Ilmenau

*29 March 2022*

The *Digital Teaching Day* will be organized online and in English at TU Ilmenau on Tuesday, 29th March 2022. It provides a space for the higher education community to exchange experiences on digital teaching, share knowledge, present innovative approaches, and expand networks.

TU Ilmenau's participation in the DAAD's call for international digital programs ([VEDIAS project](#), funded by the BMBF) has particularly influenced the event's format. The VEDIAS project pursues the preparation and testing of digital, internationally oriented master degree programs supported by a social virtual reality (VR) application at TU Ilmenau. While digital teaching is not new and has been successfully practiced before in the context of globalization, digital teaching became an even greater necessity in 2020 due to the COVID-19 pandemic. Since then, it has been gaining importance in many higher education settings.

The event aims to compare on-campus and digital teaching experiences: How are digital teaching challenges dealt with across different higher education settings? What can we learn from one another to improve digital teaching in the future?

The Digital Teaching Day on 29th March 2022 seeks to address these and similar questions in an interactive format. We look forward to higher education professionals involved in digital teaching in Germany and abroad sharing their insights, creative ideas, and knowledge application via short inputs, experience reports, mini workshops or discussion sessions. As part of the enclosed preliminary agenda, we have already provided some topics that we would be interested to discuss. However, we also invite further suggestions for topics related to digital teaching in higher education.

**To present at the event:** Email your ideas for contributions at the latest by 28 February 2022 to [johanna.gill@tu-ilmenau.de](mailto:johanna.gill@tu-ilmenau.de)

**To register for the event:** Email to [johanna.gill@tu-ilmenau.de](mailto:johanna.gill@tu-ilmenau.de) at the latest by 18 March 2022. Please include your contact details. (The meeting link will be provided upon registration)

Further information on the Digital Teaching Day can be found here:

<https://www.tu-ilmenau.de/veranstaltungen/digital-teaching-day>