

# A Unite!-Ed Future

## Teaching and Learning Unite! Conference 2022

Date: November 10, 9-16 CET

Venue: Zoom (link to come)

### Detailed Programme

9.00–9.15	Introduction, Arnold Pears	
9.15–9.45	Keynote I - Andreas Winkler, Unite!	
9.45–10.15	Keynote II – Leif Kari, KTH	
10.15–10.30	Information and short break	
10.30–11.30	<b>Track 1</b>	<b>Track 2</b>
	Teaching with MOOCs: Possibilities and Experiences from the national Austrian MOOC platform (TU Graz) Micro-credentials as innovative approach for fostering lifelong learning (TU Graz) Gamifying physical chemistry - Universal Design for teaching engineering subjects (Wroclaw Tech)	<b>Workshop</b> “Standardization” as a way of enhancing variety in teaching and learning. A contradiction? Blended Learning as institutional setting in all bachelor programs.



<b>11.30–12.30</b>	<b>Track 1</b>	<b>Track 2</b>
	<p><b>Workshop</b></p> <p>Metacampus and Open Badges. A flexible opportunity to recognise skills in Unite!</p>	<p>Combining Real-Life Experiences with Data Tools - The Case of "Increasing Well-Being with Data Analytics" (TUDa)</p> <p>Approach for project-based teaching and learning in the context of engineering sciences (TU Graz)</p> <p>On the sequence between CBL and PDP courses (UPC)</p>
<b>12.30–13.30</b>	<b>Lunch</b>	
<b>13.30–14.30</b>	<b>Track 1</b>	<b>Track 2</b>
	<p>Beyond magical thinking: linguistic and cultural diversity for Unite! 2.0 (KTH, Grenoble INP-UGA, PoliTO)</p> <p>The International Classroom at Politecnico di Torino. (PoliTO)</p> <p>Adaptive Learning: An Experience Report on Piloting an H5P Content for Novice Programmers (TUDa)</p>	<p><b>Workshop</b></p> <p>From peer to peer - how can didactic qualification and educational development be fostered through exchange among colleagues?</p>
<b>14.30–14.45</b>	<b>Break</b>	
<b>14.45–15.45</b>	<b>Track 1</b>	<b>Track 2</b>
	<p><b>Workshop</b></p> <p>Taking up the challenge: working effectively with cultural and linguistic diversity (MM Team)</p>	<p>Teaching professional communication to engineers through Virtual Reality (UPC)</p> <p>A process of translating Physical Design Studio into emergency Virtual Design Studio as a starting point for a design guideline for blended architecture education. (Wroclaw Tech)</p>
<b>15.45–16.00</b>	<b>Conference closing – Arnold Pears</b>	