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Virtual Albanian European Universities eXchange

# Hands on VCL - Training

## Erasmusdays 2020 – Webinar & Hands on VCL
## 16.10.2020

Mattis Altmann

Anna Leichsenring

Co-funded by the Erasmus+ Programme of the European Union

# Hands on VCL

Agenda:

1. Introduction
2. Interactive tools - examples
3. Exercises
4. Reflection
5. Q&A

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# 1. Introduction

**Netiquette for online event**:

- Keep Microphone and Video muted, activate after the moderator picks you
- If you have a question, post it into the chat during the live session; use the “raise hand” function during Q&A Sessions
- Be precise in your explanations, avoid long stories to allow further question
- Recognize diversity, respect everyone

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# 1. Introduction

**Virtual Mobility**

- Modern ICT enables more flexible, interactive, attractive and user-friendly collaborative **virtual exchange** settings
- Allows to bring local students together with students abroad at an **affordable** price using **virtual** devices
- Social media allows **active participation** in virtual group learning processes, which significantly increases learning success compared to passive reception (Davies and Merchant, 2009).

*"The use of information and communication technologies (ICT) to obtain the same benefits as one would have with physical mobility but without the need to travel" (van Schaik, 2019).*

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Sources: Olivos Rossini, Rincon, & Rutkowski (2015), Tawileh (2016), Teresevičienė & Volungevičienė, (2011), Van Schaik (2019)

# 1. Introduction

| Didactical Dimension | Technical Dimension | Social Dimension |
|---|---|---|
| Active Forms of Learning:<br>• Problem-based-learning<br>• Seamless learning<br>• Peer reviews<br>• Self-study<br>• Project based learning<br><br>Realistic and authetic case:<br>• Personal responsibility<br>• Roles / Profiles<br><br>Concept for Teachers/Support:<br>• Communication mandatory?<br>• Communication possible?<br>• Protocols of informal communication<br><br>Learning objectives:<br>• Informal learning obj.<br>• Formal learning obj.<br>• VM Competences<br><br>Assessment:<br>• Formative, summative<br>• Self Assessment<br>• Transparent Assessment | **Selection of Tools:**<br>• In relation to learning method, tasks, learning objectives<br>• Usability<br>• Useful<br><br>**Training:**<br>• Use of Tools<br><br>**Concept for teachers / support:**<br>• Is communication possible without technical issues?<br>• Support reachable through desired channel?<br><br>**Demanding and supporting the use of tools:**<br>• Through Case study design<br>• Changing patterns of interaction (in tasks) | **Interaction:**<br>• Creation of optimal conditions<br>• Intercultural experience through varying task types<br>• Rules of Interaction / Commitment<br><br>**Necessity of interaction:**<br>• Putting students in a situation where interaction is necessary<br>• through guidance and task design<br><br>**Motivation & intercultural competence:**<br>• Increases with meaningful interaction<br>• Collaboration in small groups particularly effective<br>• Motivation through feedback, coaching, credit points and authentic tasks |

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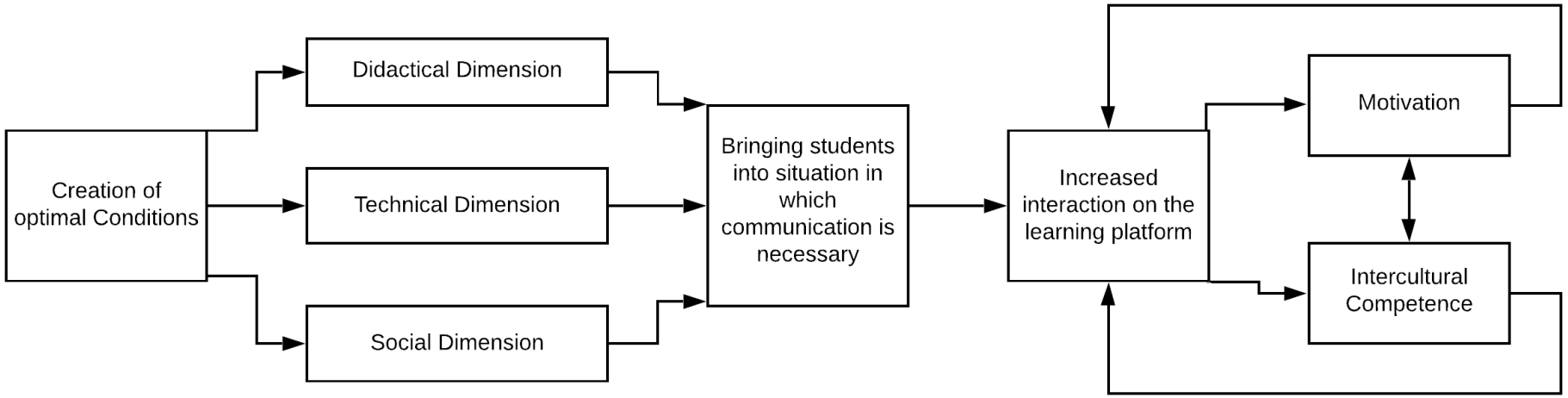
# 1. Introduction

**Key Factors** for positive VM perception in international case studies:

- No single element can achieve a positive perception of Virtual Mobility on its own, but in a **causeway**
- Through case study design, provision and support of tools and support of participants, the **formation of a positive perception can only be supported**, but not created.




Sources: Altmann M. & Clauss A., (2020). Designing cases to foster Virtual Mobility in international collaborative group work. EDULEARN proceedings.

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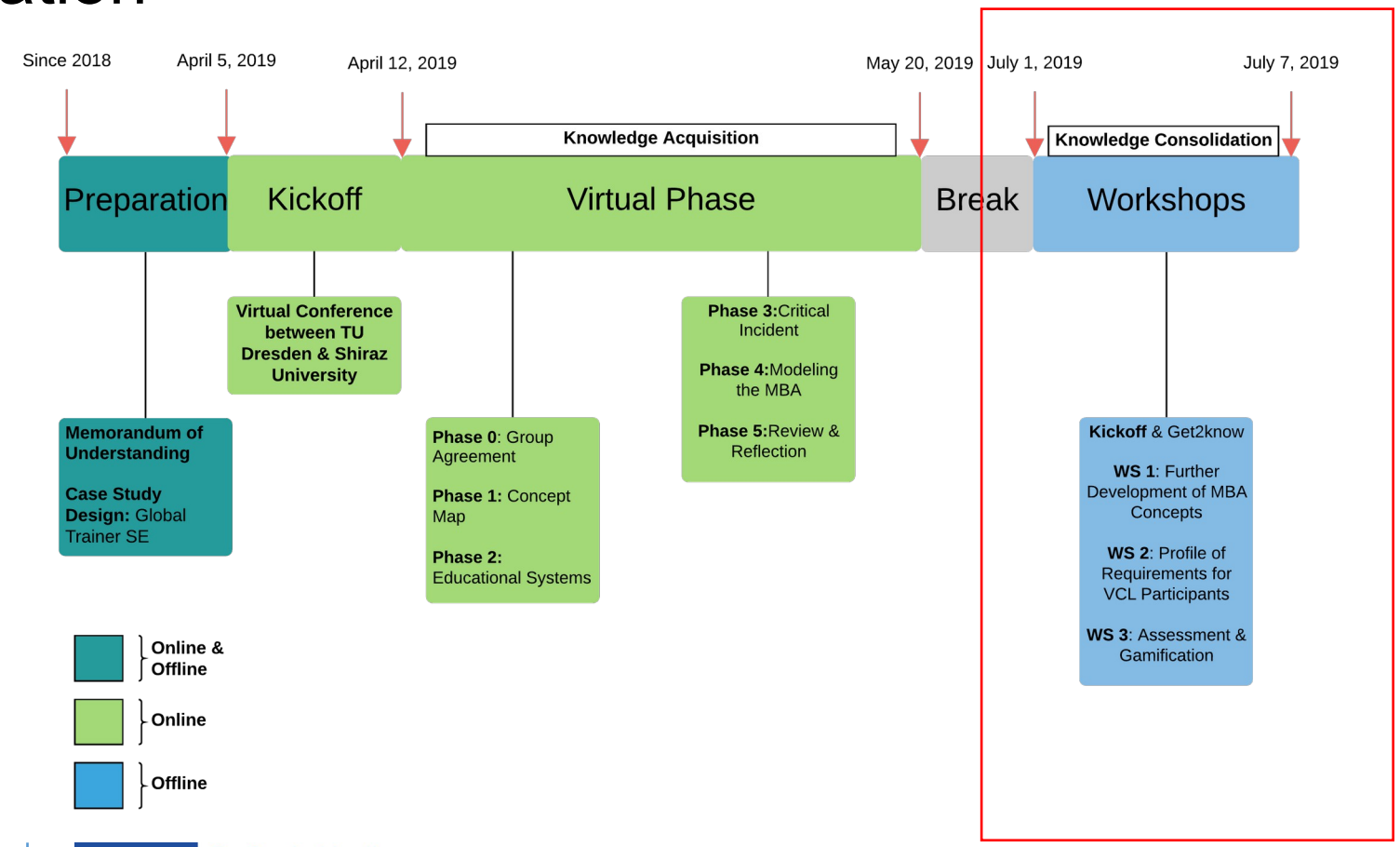
# 1. Introduction

## Initial Situation

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# 1. Introduction

The **original planning** of the Workshop:

1. Welcome the participants
2. Theoretical Background (Tools)
3. Brainstorming “how to increase interactivity on the black/smartboard
4. Wordcloud
5. Debating
6. Reflect on the learned content
7. Let the students evaluate the event

Lets see what we have made virtually

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# 2. Interactive Tools – Examples

## Tricider


| | |
|---|---|
| **Link** | https://www.tricider.com/home |
| **Functions** | • facilitates brainstorming and decision-making<br>• enables groups and institutions to collect ideas, support them with arguments and finally vote on them |
| **Use Cases** | • problem-oriented group work<br>• making decisions about activities or products in a project work |
| **Costs** | • free of costs |
| **Registration** | • no registration necessary |

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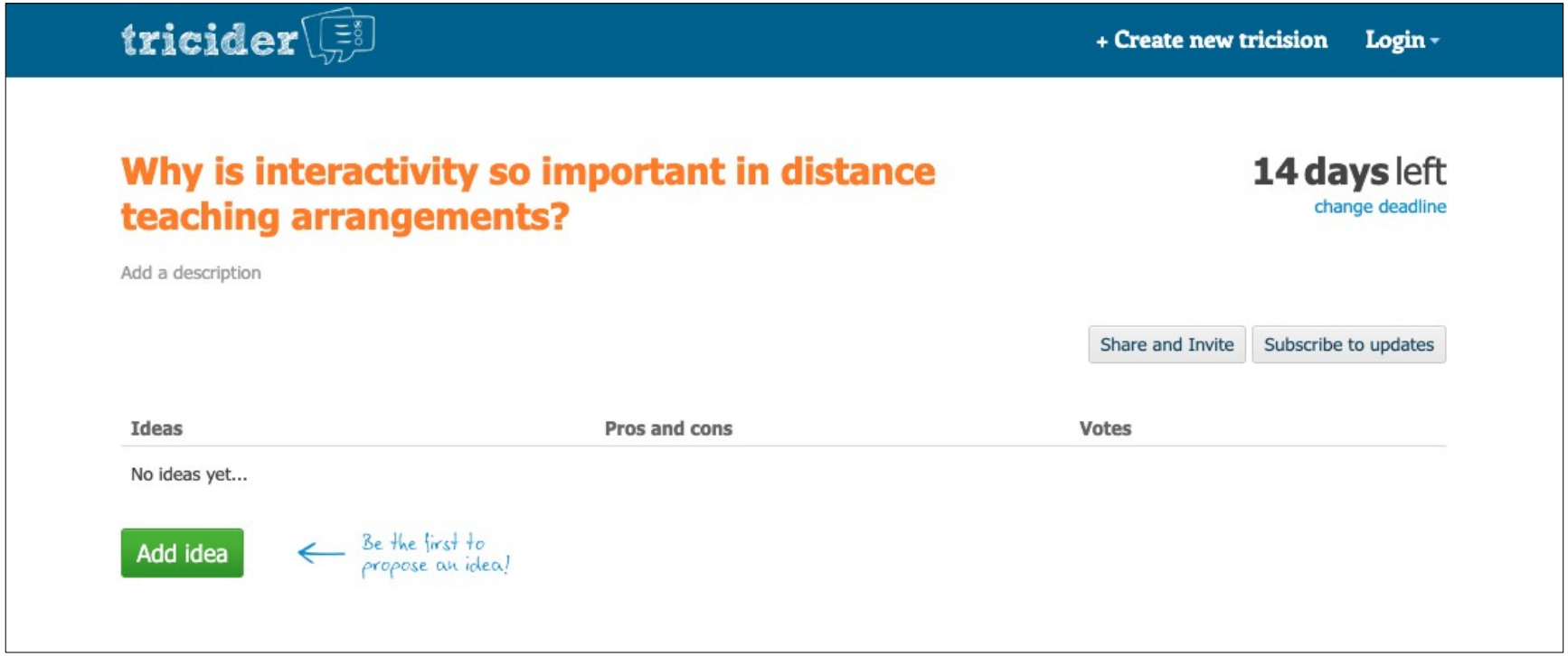
# 2. Interactive Tools – Examples

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# 2. Interactive Tools – Examples

## Slido

| | |
|---|---|
| **Link** | https://www.sli.do/ |
| **Functions** | • enables more interaction in lectures<br>• organizers can receive immediate feedback or ask questions via a live chat and live survey<br>• audience has the opportunity to ask questions, rate and comment on them |
| **Use Cases** | • interactive Q&A during lectures<br>• real-time voting<br>• live quiz<br>• analyze events<br>• brainstorming |
| **Costs** | • basic version is free of costs |
| **Registration** | • registration necessary |

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# 2. Interactive Tools – Examples

**Screenshot**


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# 2. Interactive Tools – Examples

## Kahoot

| | |
|---|---|
| **Link** | https://kahoot.com/ |
| **Functions** | • creation of quiz questions, discussions and surveys |
| **Use Cases** | • feedback<br>• control of learning success |
| **Costs** | • basic version is free of costs |
| **Registration** | • registration is required for the creation of quiz questions, discussions and surveys |

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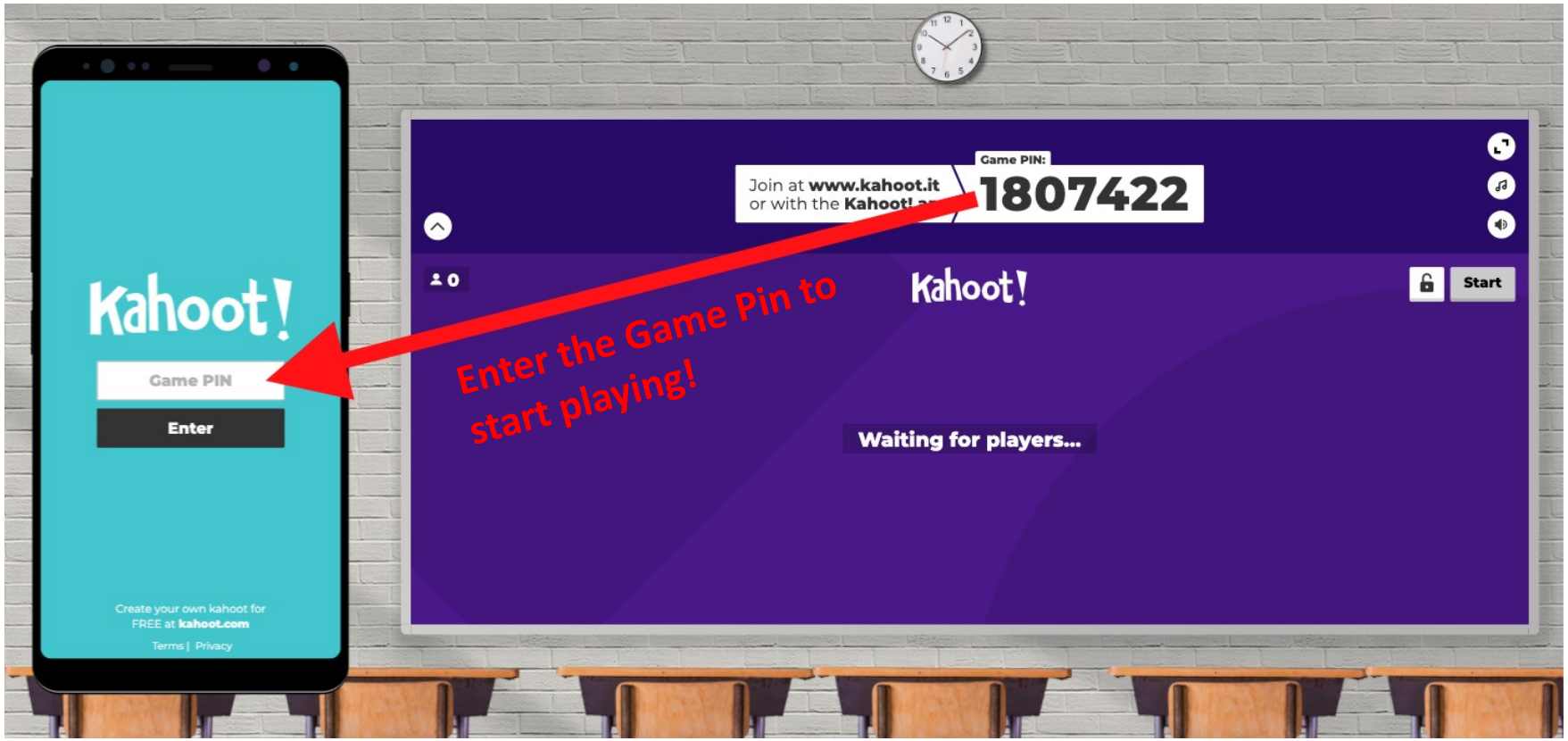
# 2. Interactive Tools – Examples

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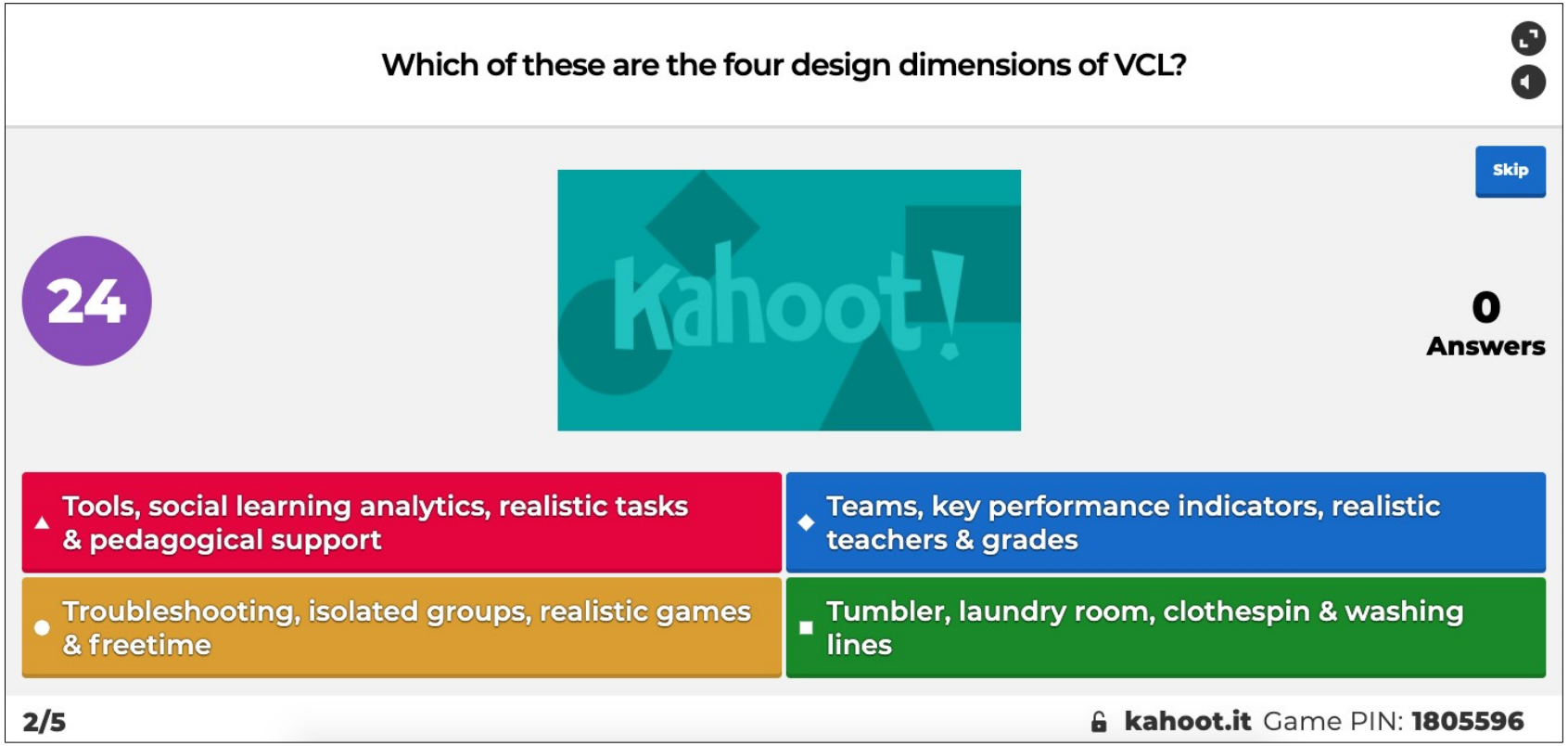
# 2. Interactive Tools – Examples

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# 2. Interactive Tools – Examples

## Kialo Edu

| | |
|---|---|
| **Link** | https://www.kialo-edu.com/my |
| **Functions** | • discussion tool for creating an argumentation structure and organizing arguments<br>• voting of arguments |
| **Use Cases** | • collaborative work<br>• plenum discussion on pro/contra |
| **Costs** | • free of costs |
| **Registration** | • registration necessary |

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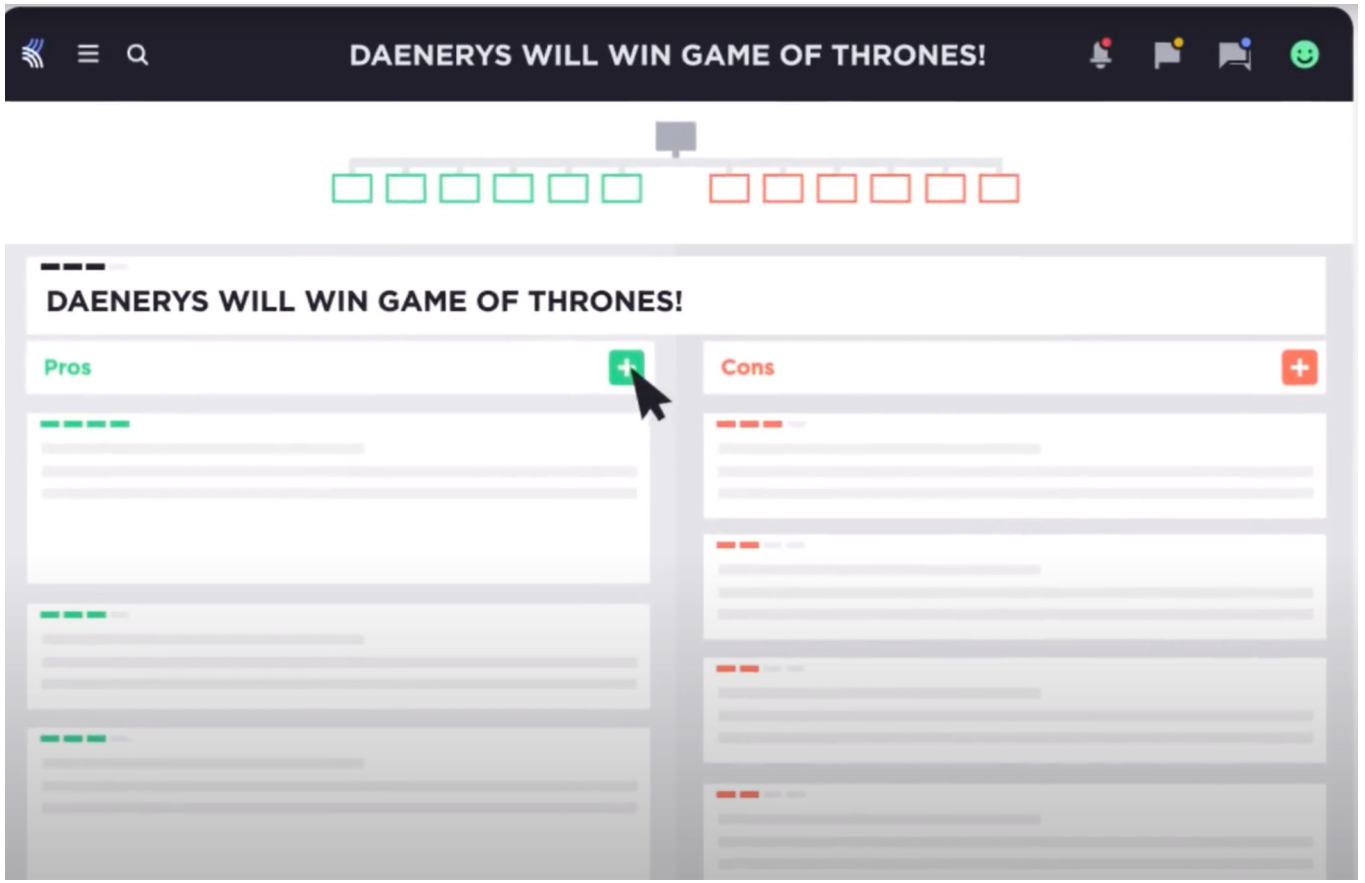
# 2. Interactive Tools – Examples

**Screenshot**

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# Tool evalutation

## MS Forms for Event evaluation


| | |
|---|---|
| **Link** | https://forms.office.com |
| **Functions** | • Tool to create surveys in a short period of time<br>• Live evaluation of single questions possible |
| **Use Cases** | • Evaluation of a course<br>• Vote / poll in live events |
| **Costs** | • Integrated in Office 365 solutions / check your lokal licenser |
| **Registration** | • registration necessary |

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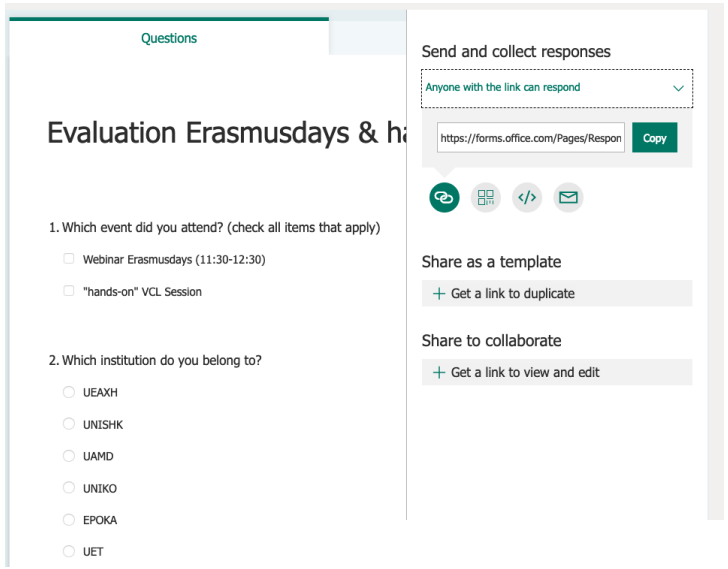
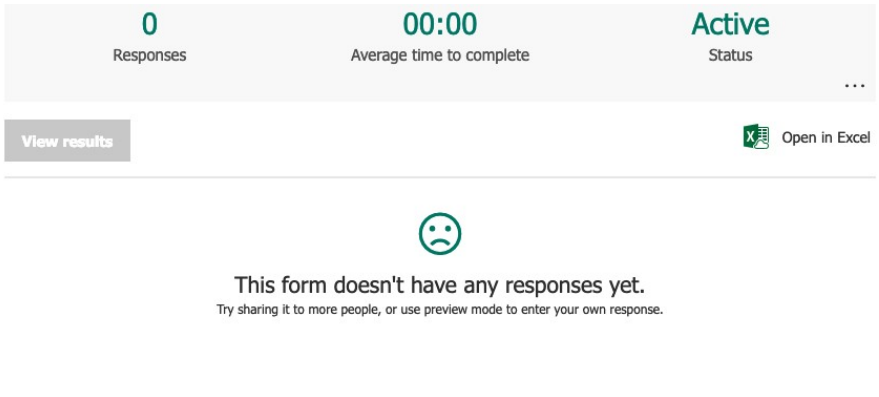
# Interactive Tools – Examples



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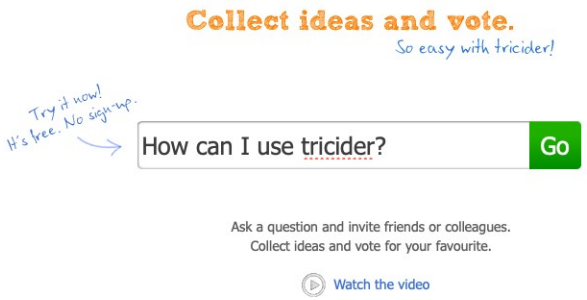
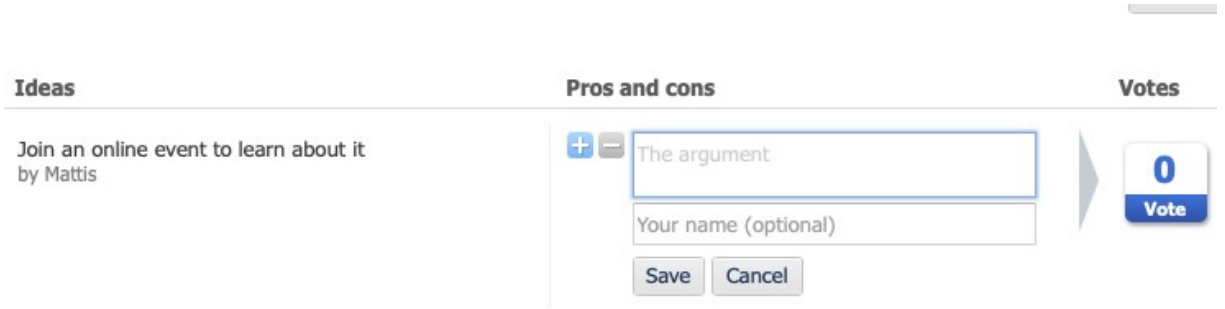
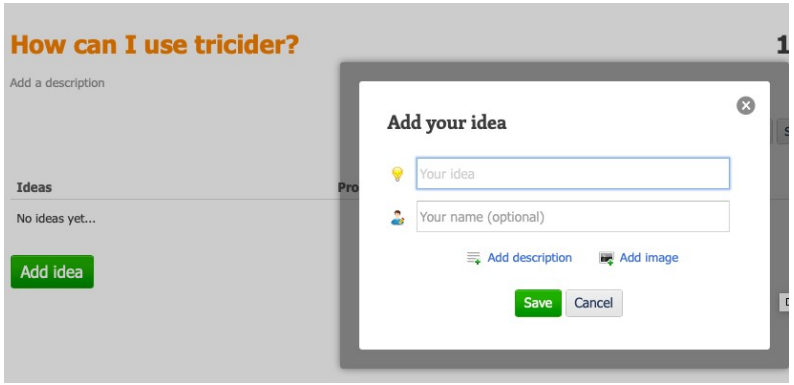
# 3. Exercises

## Exercise 1: Brainstorm with tricider





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# 3. Exercises

**Exercise/Example 1:** Brainstorm with tricider

How to:

1. Enter tricider by clicking on the link
2. Enter your idea
3. Vote for ideas of other participants
4. See the best ideas of the brainstorm
5. Make Screenshot to save the results

**Question:** What do you think is the biggest challenge in terms of e-learning during the COVID-19 pandemic? Vote afterwards for your favorite idea! Link: https://www.tricider.com/brainstorming/2lkxKv4Qfad

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# 3. Exercises

**Exercise/Example 2:** Wordcloud with Sli.do

How to:

1. Enter the Wordcloud by using the QR code with your smartphone
2. Enter your idea
3. See the most frequent ideas highlighted
4. Make Screenshot to save the results

**Question:** Where did you join the lesson from (town)

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# 3. Exercises

**Exercise/Example 3**: Debating with Kialo

- Powerful and complex tool for 5 – 30 Students
- Debating online
- Could replace essays
- Public or private discussions (invitations possible)
- Use Kialo-edu for free as an educator!

Video Kialo: https://www.youtube.com/watch?v=MifNyU49_JA

Video 2 Kialo: https://www.youtube.com/watch?v=qWSp2yvVE4k

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# 3. Exercises

**Exercise/Example 4**: Reflection with Kahoot

How to:

1. Enter **www.Kahoot.it** (we recommend smartphone)
2. Select the ”play” button (upper right)
3. Watch the shared screen to see the questions, answer on your device
4. At the end – the best players are shown
5. Have fun

**Advice:** The free version is limited to 50 participants – first come first serve

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# Tool Overview

| Tool | Link | Purpose |
|---|---|---|
| tricider easy brainstorming & voting | https://www.tricider.com/home | • Brainstorming |
| slido | https://www.sli.do/ | • Conference Management System |
| Kahoot! | https://kahoot.com/ | • Test of learning success /Reflection |
| kialo | https://www.kialo-edu.com/my | • Debating |
| Microsoft Forms | https://forms.office.com | • Evaluation |

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# Evaluation of the Event

Microsoft Forms

Point 6 of the Agenda:

Evaluation of the course:

Use the following link or QR Code to complete the form:

https://forms.office.com/Pages/ResponsePage.aspx?id=3GKRtwSN9kSzssWh0LG5oTwPhj_7-45OnlczhLVzZYxUMVZJVEtYWFQ1TkZIV1VKQzRNQkhJRjU2MiQlQCN0PWcu

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# Conclusion

The original planning of the Workshop:

1. Welcome the participants
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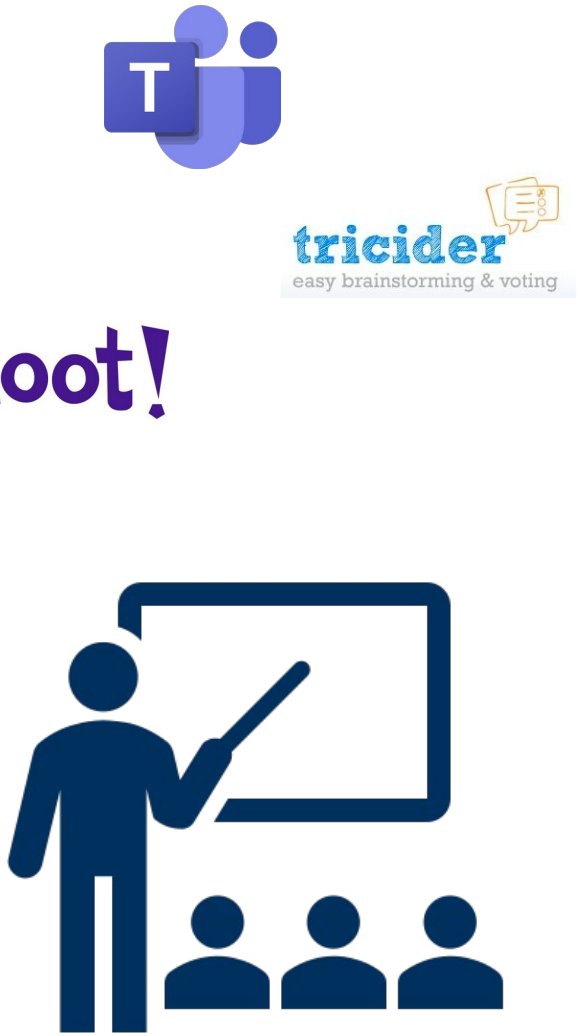


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# Sources


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# Thank you!

Questions?

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# Contact LS WIIM

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# Contact LS WIIM

## Find us on the web:

https://www.linkedin.com/in/schoop-eric-86204b141/

https://tu-dresden.de/bu/wirtschaft/winf/wiim/die-professur/team/inhaber

https://www.researchgate.net/profile/Alexander_Clauss2

https://www.xing.com/profile/Alexander_Clauss15/cv

https://www.researchgate.net/profile/Mattis_Altmann

https://www.linkedin.com/in/mattis-altmann-70271a1a4/

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