

LDE Centre for Education and Learning (CEL)



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CEL is a multidisciplinary inter-university research centre for digital higher education. CEL interlinks innovation centres, and education communities with a common research framework and shared methods to research more effective, efficient and enjoyable learning in higher education of the future. CEL creates an ecosystem of research, innovation, and professionalisation partners and links this with an entrepreneurship program for strengthening the impact on societal relevant questions.



LDE CEL Strategy

2019-2024

Towards Digital Higher
Education

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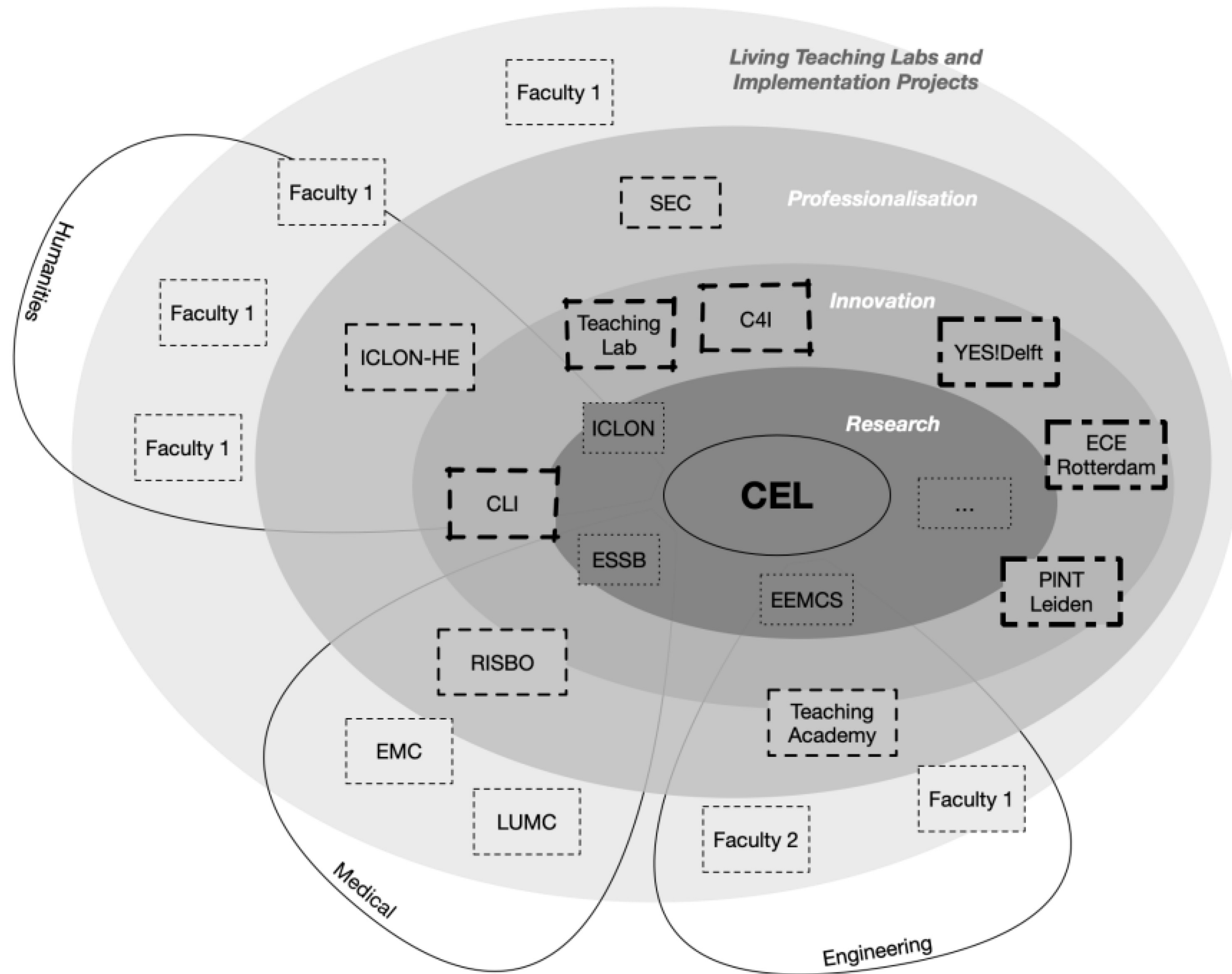
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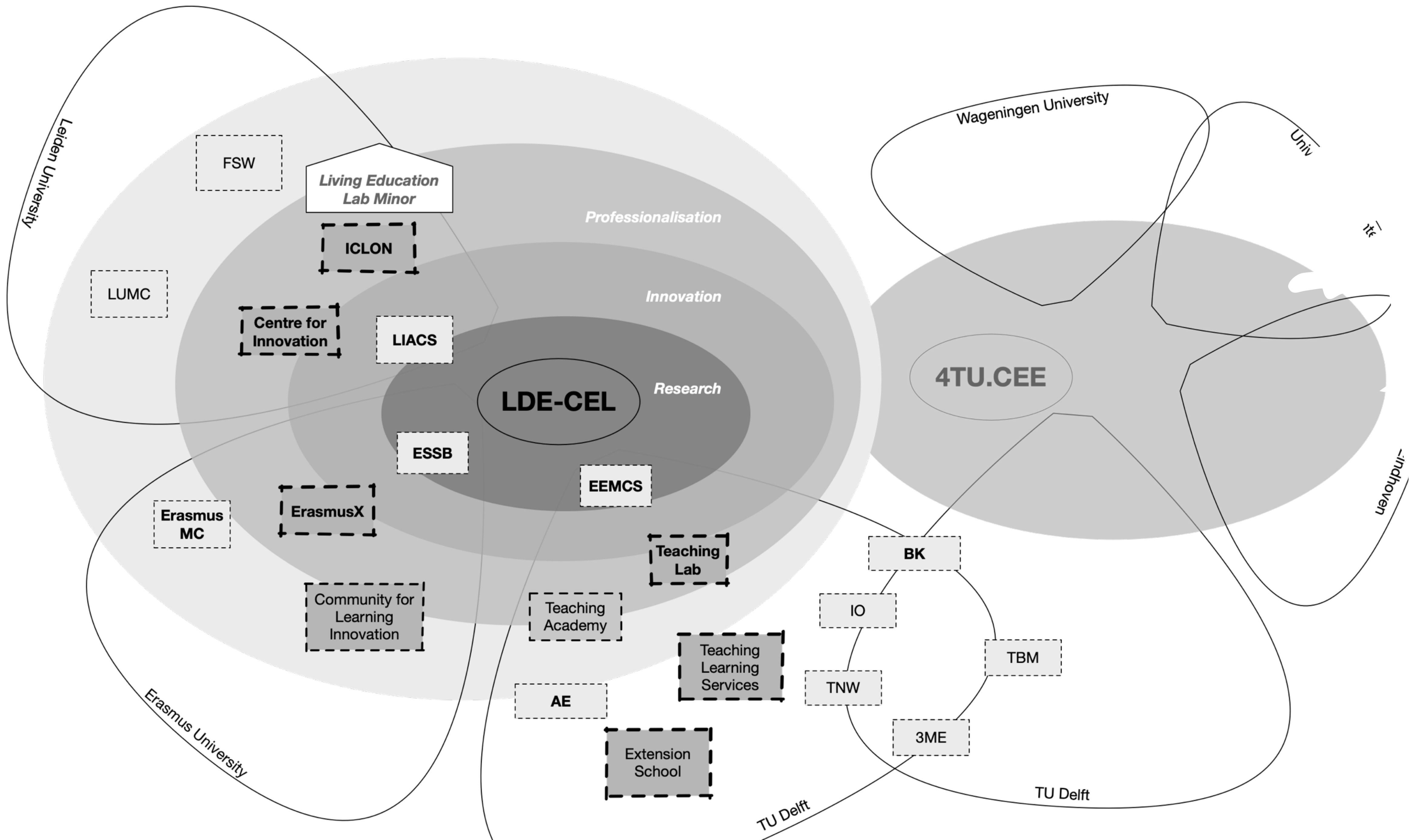


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Digital Education

DATA AND AI ENHANCED LEARNING:

A new wave of AI applications have been developed in the last years based on the progress in Deep Neural Networks and Machine Learning approaches. The impact of these AI technologies on educational technologies is to be high considering the focus of personalisation of learning support, upscaling of assessment and formative review instruments.

Datafication

DIGITAL LITERACY:

Using data and digital tools defines the new instrumentarium of scientific work in nearly all disciplines. LDE-CEL develops programs in learning programming and development of digital and data skills from interdisciplinary perspectives.

Digital Skills

AUGMENTED AND VIRTUAL REALITY:

Augmented and Virtual reality enable new forms of learning support enabling feedback in either real world situations as also the design of virtual experience and training environments.

Virtualisation



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Datafication

- Learning Analytics
- AI for Education
- Intelligent Assessment
- Networked Learning

Virtualisation

- Collaboration in AR/VR
- Game-based Learning
- Hybrid Teaching
- Multi-modal Interfaces

Digital Skills

- Digital Literacy
- Data Literacy
- Computational Thinking

Research Methods and Education

- **MOOC Research Methods**
- MOOC Computational Thinking
- Minor Education Living Lab



PROJECT OVERVIEW

RESEARCH AND EDUCATION INITIATIVES

Centre for Education
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Leiden-Delft-Erasmus Universities



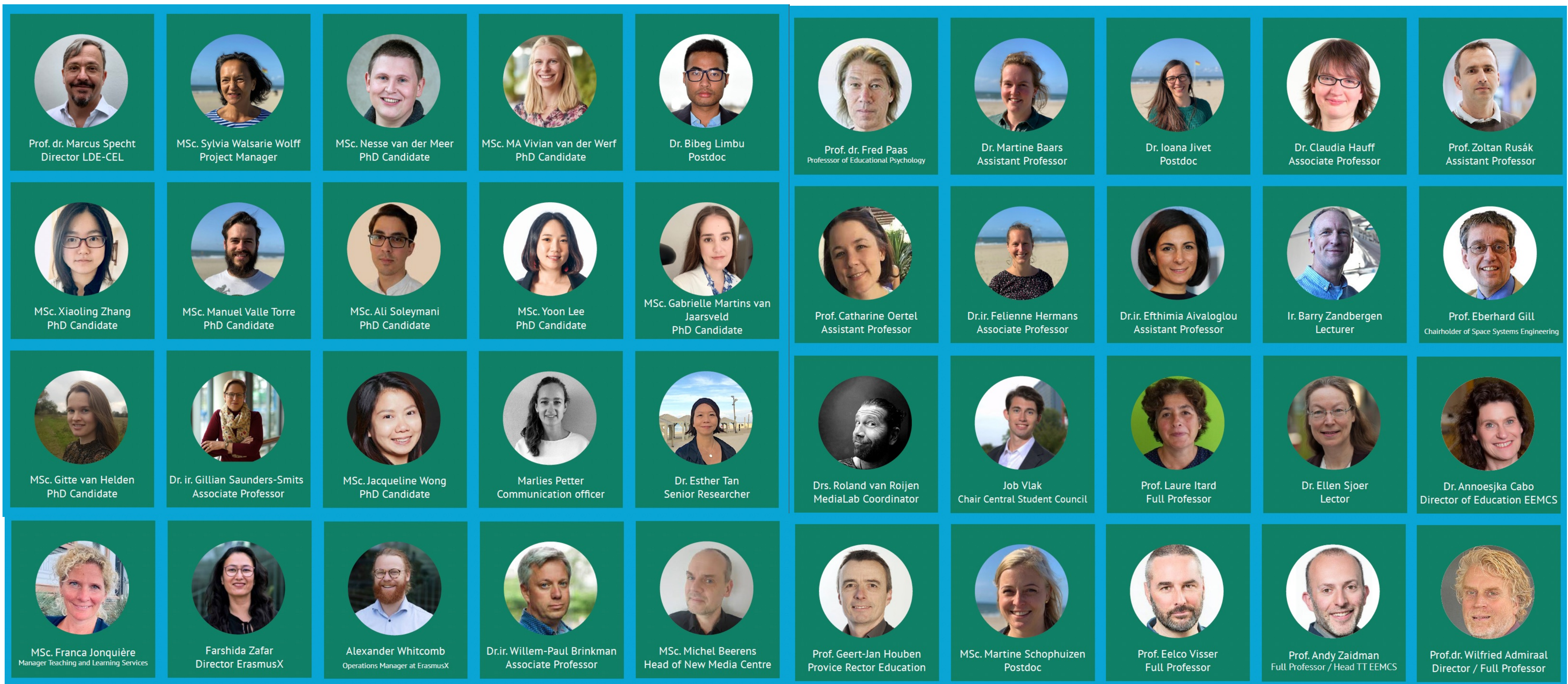
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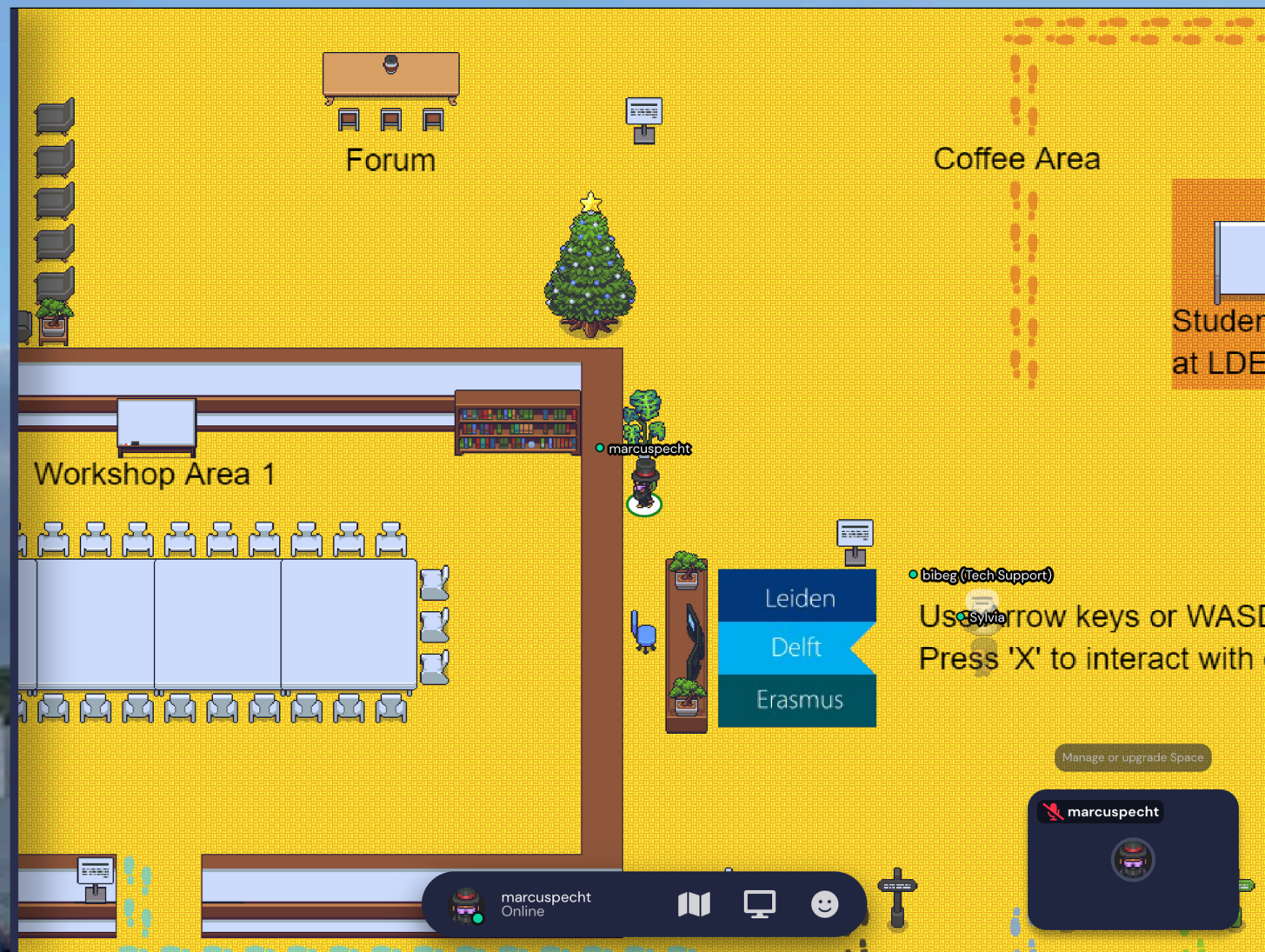
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LDE CEL Annual Meeting 2021



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100

DAYS OF REFLECTION



Organised by

4TU.CEE

Centre for Education
and Learning
Leiden-Delft-Erasmus Universities

TU Delft | Teaching & Learning Services

TU Delft | Teaching Academy



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Time	Room	
10:00	Auditorium	Introduction and word of welcome by LDE CEL Director Marcus Specht
10.15 – 11.00	Auditorium	Keynote Dr. Martine Baars : The self in supporting self-regulated learning
11:00 – 11:45	Workshop1	Eric Slaats : Reframing Education, the quantified student
	Forum	Calvin Rans : Online Teaching, Hybrid Teaching
	ErasmusX	Koen Swinnen & Danielle Ceulemans : Gamification of Learning
	Workshop 3	Ujwal Gadiraju, Gabrielle van Jaarsveld : Chatbots for Goal Setting and student well-being
	Workshop 2	Wiebe Dijkstra : Blended Learning
11.45 – 12.00		Short break
12:00 – 12.45	Auditorium	Keynote Donald Clark : Artificial Intelligence in Education
12:45 – 13.45		Lunch break



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Our first keynote speaker will be Dr. Martine Baars. Martine Baars, Ph.D., is an educational psychologist at the Department of Psychology, Education and Child Studies, Erasmus University Rotterdam, The Netherlands. Her research concerns instructional strategies and technologies to improve self-regulation of learning in primary, secondary and higher education. She focuses on several aspects of self-regulated learning such as self-monitoring accuracy, motivation, learning strategies and cognitive load during learning in both offline and online learning environments.



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Donald Clark, he is an EdTech Entrepreneur, CEO, Professor, Author, Researcher, Blogger and Speaker. He was CEO and one of the original founders of Epic Group plc, which established itself as the leading company in the UK online learning market, floated on the Stock Market in 1996 and sold in 2005. As well as being the CEO of Wildfire, an AI-driven learning company, he also invests in, and advises Learning technology and EdTech companies.



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12:45 – 13.45		Lunch break
13.45 – 14.30	Workshop 1	Simon Tiemersma: Game-Based Learning
	Workshop 2	Nesse van de Meer: Virtual Reality for Learning
	Forum	Manuel Val Torre, Marcus Specht: Learning Analytics what does it do and does it help?
	Workshop 3	Gillian Saunders, Viviab van der Werf, Gitte van Helden: Peer Assessment and Peer Review
14.30-15.00		Coffee Break
15.00 – 15:45	Auditorium	Keynote Anique de Bruin: Worth the effort. The self-regulation of desirable difficulties
15.45 – 16:00	Auditorium	Henk Dekker, Rob Mudde, Marcus Specht : Henk Dekker award ceremony
16:00	Auditorium	Wrap up



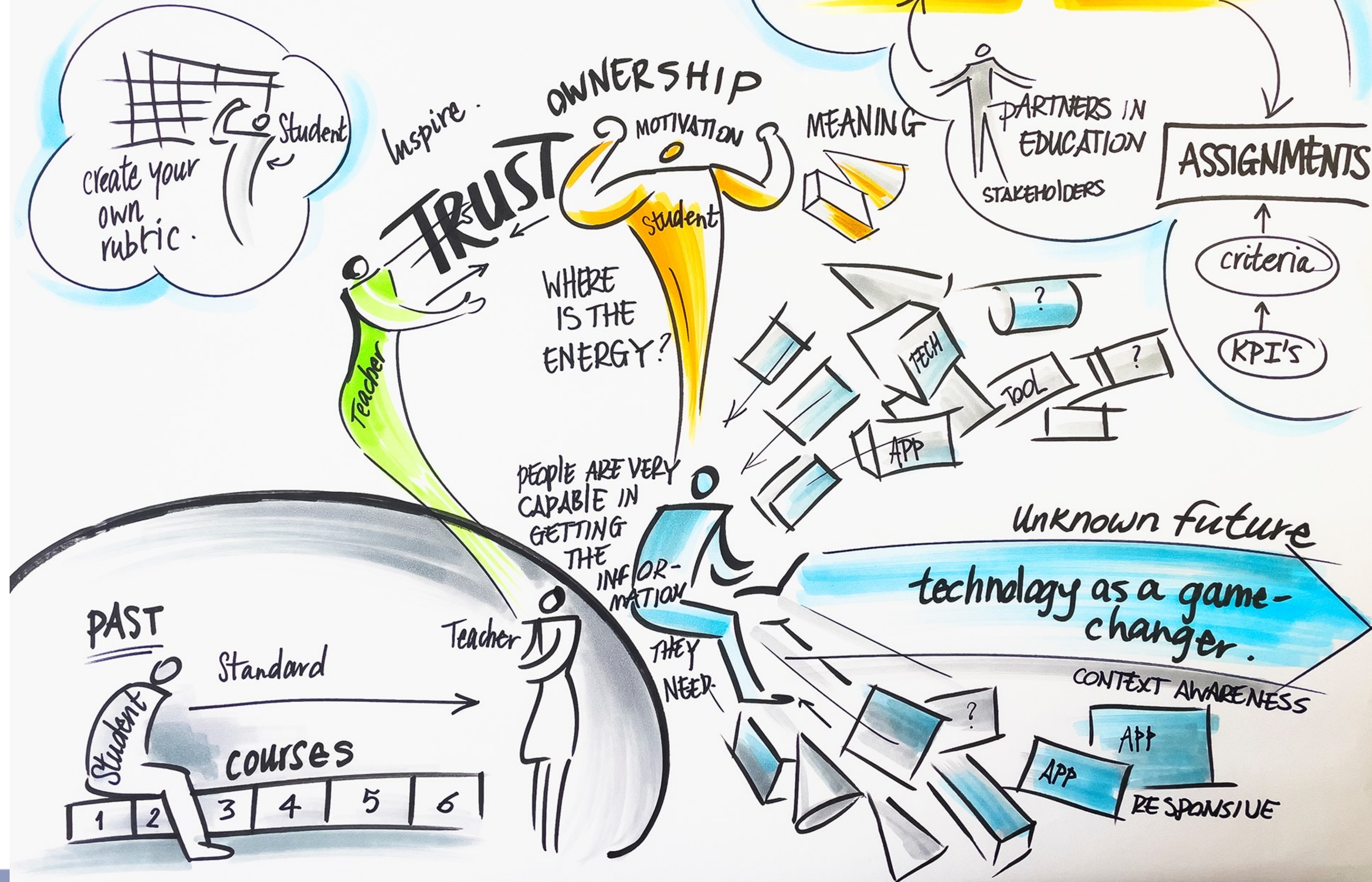
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Workshop Eric Slaats ICT challenges



AI changes Everything by Donald Clark





Anique de Bruin is a professor in Self-Regulation in Higher Education. Her research focuses on fostering understanding of metacognitive and (meta)reasoning processes in learners of diverse ages and backgrounds (from developing children to learning professionals), in a variety of domains (e.g., language learning, problem-solving, skill development) with a specific focus on health professions education and with the aim to construct design guidelines to optimize these processes.

Worth the effort. The self-regulation of desirable difficulties.



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Henk Dekker Award 2021

Rob Mudde, Marcus
Specht, Henk Dekker



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Nominees Henk Dekker Award

Aris Politopoulos (Leiden University): The use of playful methodologies in academic education. He has been extensively using video games to teach various archaeological topics.

Eduardo Mendes (TU Delft): Eduardo is the initiator of the course Art, Empathy & Ethics, and director of the Specialisation “Awareness & Culture”, part of the Interfaculty Honours Program

Isabel Awad (Erasmus University): Development of the interdisciplinary platform Learning for Equality, challenging students to critically reflect on the societal impact of their work and find ways to communicate results to a broader public.



Nominees Henk Dekker Award

- *Mijke Slot (Erasmus University): Dr Slot considers educational innovation as a mindset of constant improvement. She contributed to the first Erasmus MOOC (Serious Gaming), transformed a theoretical seminar course to a challenge based course and was teaching in a blended way far before Corona crisis.*
- *Carlijn Bergwerff (Leiden University): Using Virtual Reality to train students in conversation techniques in order to learn how to handle complex situations in a safe environment.*
- *Anne de Pagter (Erasmus MC): Initiated evidence based programmes MATCH1 and Challenge & Support 2 to stimulate doctors to keep on developing (LLL)*



Jury Henk Dekker Award 2021

Lucas van Vliet (Dean EWI, TUD)
Paul Wouters (Dean FSW, LU)
Huub Zwaart (Dean ESPhil, EUR)

Marc Cleiren (FSW, LU)
Annoesjka Cabo (EWI, TUD)

Henk Dekker (LDE-CEL)
Marcus Specht (LDE-CEL)

- ***Problem:*** motivation for the innovation
- ***Clarity:*** informative description of the innovation itself
- ***Evidence:*** empirical research (is there empirical evidence)
- ***Impact:*** the application scale opportunities.



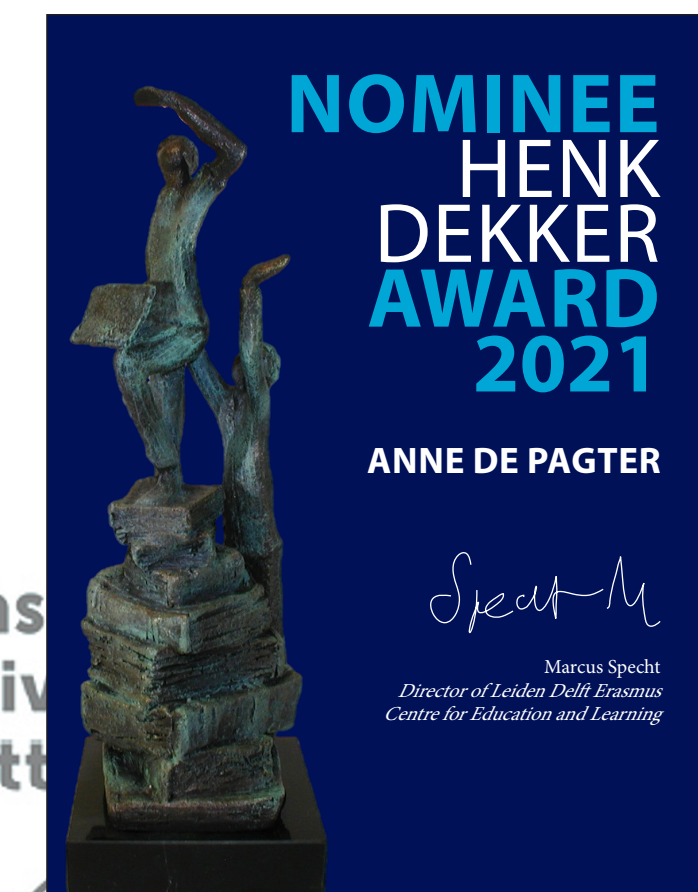
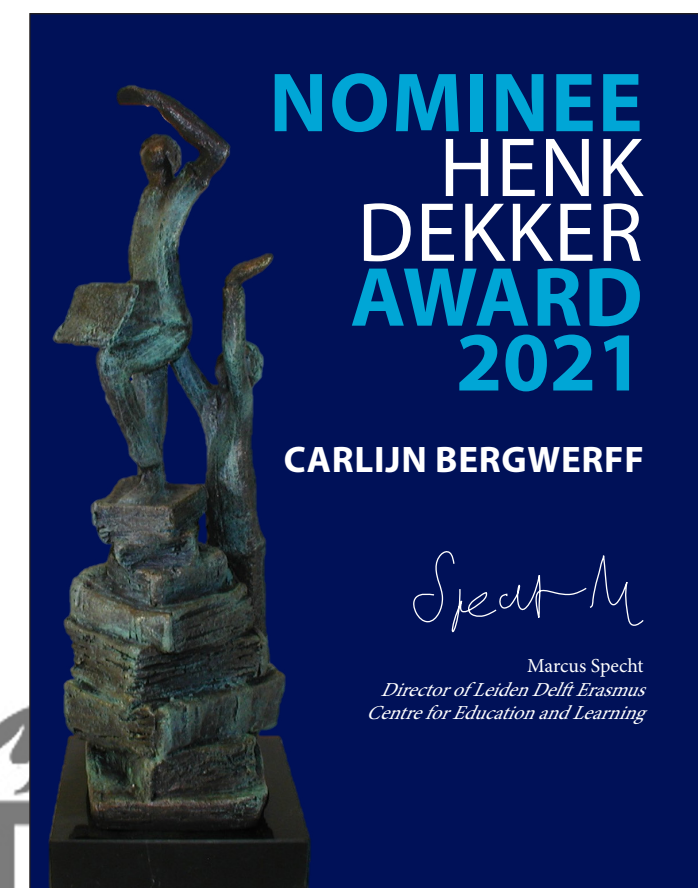
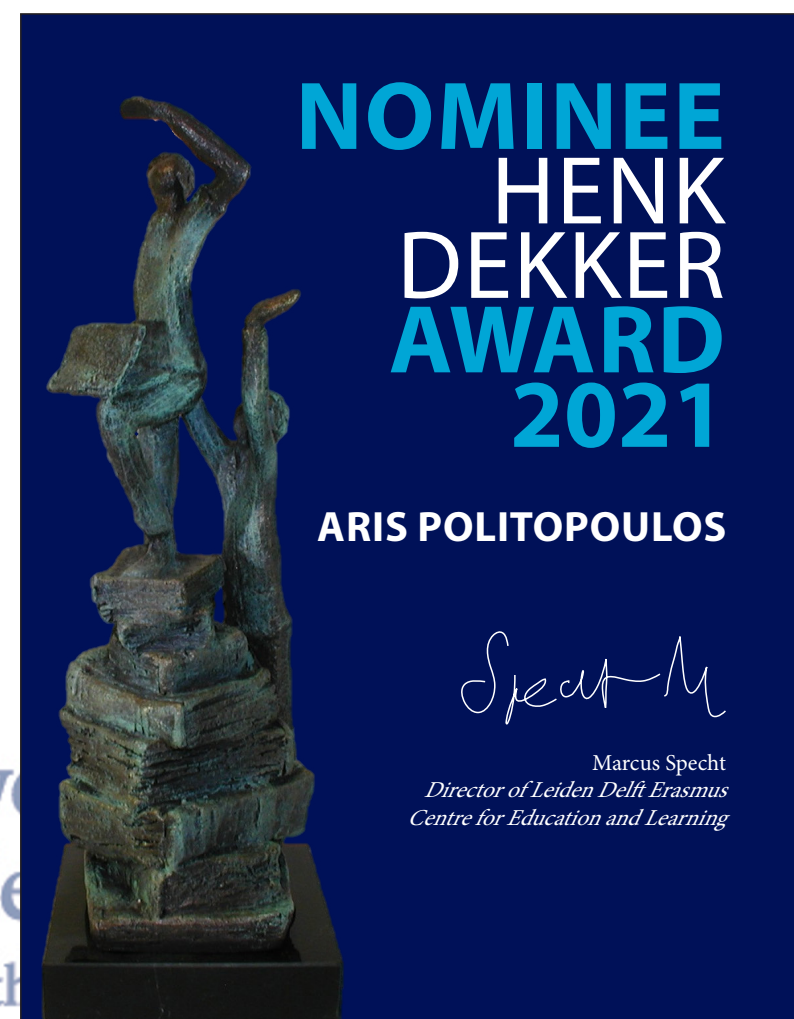
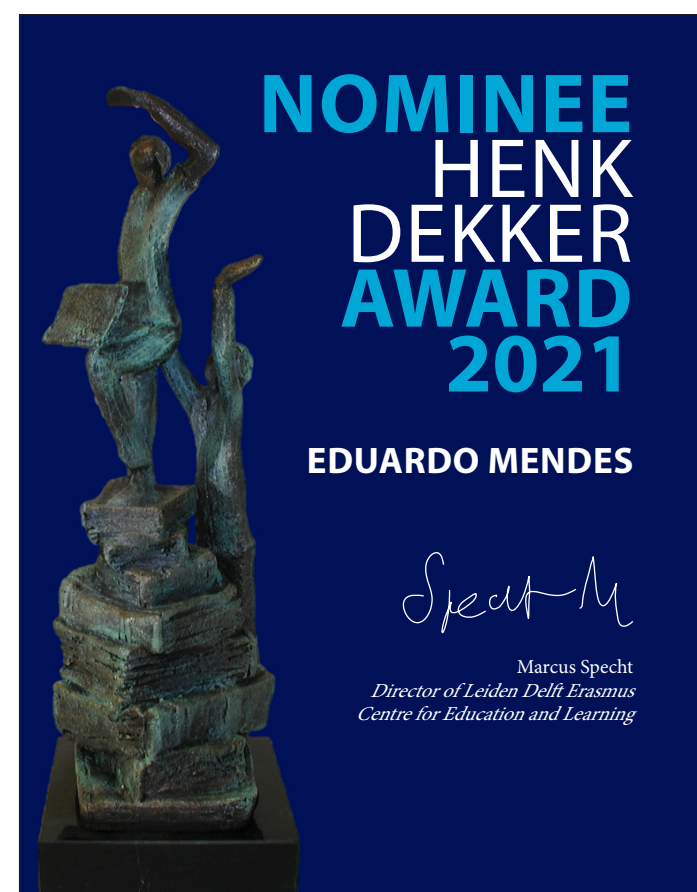
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the considerations ...



Nominees Henk Dekker Award

Aris Politopoulos (Leiden University): The use of playful methodologies in academic education. He has been extensively using video games to teach various archaeological topics.

- variety of forms of using games and gamification, student centred approach

Eduardo Mendes (TU Delft): Eduardo is the initiator of the course Art, Empathy & Ethics, and director of the Specialisation "Awareness & Culture", part of the Interfaculty Honours Program

- use of art for social and ethical aspects of engineering, new form of developing personal leadership in engineering

Isabel Awad (Erasmus University): Development of the interdisciplinary platform Learning for Equality, challenging students to critically reflect on the societal impact of their work and find ways to communicate results to a broader public.

- addresses the the difficult lining between society and science, and addressing a highly important issues of social inequality



Nominees Henk Dekker Award

Mijke Slot (Erasmus University):. She contributed to the first Erasmus MOOC (Serious Gaming), transformed a theoretical seminar course to a challenge based course and was teaching in a blended way far before Corona crisis.

- Continuous development of educational materials aiming at students engagement and motivation

Carlijn Bergwerff (Leiden University): Using Virtual Reality to train students in conversation techniques in order to learn how to handle complex situations in a safe environment.

- Combination of new technologies with iterative development and systematic experimental evaluation of the effects and user experience

Anne de Pagter (Erasmus MC): Initiated evidence based programmes MATCH1 and Challenge & Support 2 to stimulate doctors to keep on developing (LLL)

- Reflection as starting point for personal development, experimental evaluation ongoing, impact on stress reduction and motivation and ability for personal development



the winners are ...



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WINNER HENK DEKKER AWARD 2021

EDUARDO MENDES

STRESSING THE ROLE AND IMPACT OF ART TO DEVELOP
LEADERSHIP AND RESPONSIBILITY IN ENGINEERING

Specht M

Marcus Specht
Director of Leiden Delft Erasmus
Centre for Education and Learning

Eduardo Mendes
*(TU Delft):
Stressing the role
and impact of art to
develop leadership
and responsibility
in engineering*

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Erasmus

Carlijn Bergwerff
(Leiden University): Using Virtual Reality and fine tuning it with measurement of effects and user experience



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WINNER
HENK
DEKKER
AWARD
2021

CARLIJN BERGWERFF

USING VIRTUAL REALITY AND FINE TUNING IT WITH
MEASUREMENT OF EFFECTS AND USER EXPERIENCE.

Specht M

Marcus Specht
Director of Leiden Delft Erasmus
Centre for Education and Learning