

EAI DLI 2023

Full Program

The Keynote talks and the Author presentations will be in the room: M2.

Monday, 6 November 2023	
09:00-09:20	Registration
09:20-09:30	Welcome
09:30-10:30	Keynote talk
	<p>Prof. Yrjö Engeström, University of Helsinki, Finland <i>Concept formation in the wild: Expanding our perspective on learning</i></p>
10:30-10:45	Coffee break
10:45-12:30	Paper session 1
	<p>Improved reading engagement for high school students by used game-based learning Thomas Bjørner, Aalborg University</p> <p>Tech for student well-being: Exploring data-generated insights in K-12 education Jeanette Sjöberg, Nina Bergdahl, Björn Sjöden, Halmstad University, Jalal Nouri, Stockholm University</p> <p>Low-cost learning: enabling refugee NGOs to lead entrepreneurship programs Anne Fox, Bjørn Klefstad, Knut Arne Strand, Norwegian University of Science and Technology</p> <p>STEM self-efficacy for pre-service social educators Camilla Finsterbach Kaup, Anders Kalsgaard Møller, Aalborg University</p> <p>The use of student-generated stories to unveil pre-service teachers' inner development and self-awareness as science teachers in primary school Per Högström, Jenny Högström, Halmstad University</p>
12:30-13:30	Lunch
13:30-14:45	Paper session 2
	<p>An automated tool for creating clothing catalog databases: MyEyes-Fashion</p>

	<p>Vitor Carvalho, Mariana Costa, Daniel Rocha, Polytechnic Institute of Cávado and Ave</p> <p>Instructional design for virtual reality: Prototype testing and participant experience evaluation Maria Castelhana, University of Porto, Diana Morato, University of Aveiro, Leonel Morgado, Universidade Aberta, Daniela Pedrosa, University of Aveiro</p> <p>Co-designing VR game content for sustainability education Line Jokumsen, Daniel Schlander, Maja Højslet Schurer, Anders Kalsgaard Møller, Aalborg University</p> <p>Exploration games: can game-guided systems support users in automated exhibition sites? Rameshnath Krishnasamy, Peter Vistisen, Aalborg University</p>
14:45-15:00	Coffee break
15:00-17:00	<p style="text-align: center;">Workshops (parallel sessions)</p> <p>Innovative Learning Spaces – Designing, Developing, and Sustaining Future-Ready Classrooms (90-120 minutes) Rune Hagel Skaarup Jensen, Rikke Ørngreen, Sara Paasch Knudsen, Heidi Hautopp, Aalborg University Room: M2</p> <p>Love & Housing: Envisioning the Future through Multidimensional Lenses A Design Thinking Workshop (90 minutes) Gisela Pinheiro, Teresa Franqueira, University of Aveiro Room: M1</p>
19:00	Conference dinner

	Tuesday, 7 November 2023
09:00-12:00	Workshops (parallel sessions)
	<p>Computational Play in Early Childhood Education (180 minutes) Eva Brooks, Aalborg University, Susanne Dau, University College North, Lykke Brogaard Bertel, Aalborg University, Francesca Granone, University of Stavanger, Emma Edstrand, Halmstad University, Elin Reikerås, University of Stavanger, Camilla Finsterbach Kaup, University College North, Pauline Fredskilde, Guldaustronat Room: M2</p> <p>Orienting students in anticipating the impact of their technology projects Catarina Lelis, University of Aveiro ((180-200 min) Room: M1</p>
12:00-13:00	Lunch
13:00-14:00	Paper session 3 (Work in Progress)
	<p>Towards an understanding of the role of visualization and experimentation in design thinking processes with novice designers Emma Edstrand, Halmstad University, Eva Brooks, Aalborg University</p> <p>A plan for increasing engagement in challenge-based learning Catarina Lelis, University of Aveiro</p> <p>Towards computational play: Designing open-ended play-responsive environments supporting computational thinking in early childhood education and care Eva Brooks, Aalborg University, Susanne Dau, University College North, Lykke Brogaard Bertel, Aalborg University, Francesca Granone, University of Stavanger, Emma Edstrand, Halmstad University, Elin Reikerås, University of Stavanger</p> <p>Investigating cultural folklore to inform design research Sana Hussaini, Ellen Christensen, San Francisco State University</p>
14:00-14:15	Coffee break
14:15-15.45	Paper session 4
	<p>Unveiling design leadership: A case study of Philips' chief design officers Stefano Marzano and Sean Carney Giesela Pinheiro, University of Aveiro</p> <p>Co-designing with the machine: Learning through co-designing with artificial intelligent agents</p>

	<p>Juan Carlos Chacon Quintero, Hisa Martinez Nimi, Chiba University</p> <p>Pioneering the path to success: An analysis of the challenges in entrepreneurial education Suzana Sampaio, Kathrym Cormican, Sagar Shinde, University of Galway, Özge Cakir, Firat Sarsar, EDUJI Research & Development, Manon van Leeuwen, EOLAS</p> <p>Towards organizational design principles – an explorative interdisciplinary case study investigating digitally supported learning spaces in higher education Rikke Ørngreen, Sara Paasch Knudsen, Heidi Hautopp, Rune Gram Hagel Jensen, Aalborg University</p> <p>A participatory research approach applying video stories and sketches Birgitte Henningsen, Rikke Ørngreen, Aalborg University</p>
15:45-16:00	Closing remarks