ICEM 2018 conference agenda

Tuesday, Sept 4

Arrival of participants
18:00 Dinner meeting of conference organising committee and ICEM executive board

Wednesday, Sept 5

Time	Strand A	Strand B	Strand C
8:00-16:00	Registration (lobby of the Astra building, address: Narva maantee 29)		
9:00	10:00 School visit: School 21 (6 Raua str.)	9:00 Workshop B1 (A-402) 10:30 Workshop B2 (A-303)	Workshop C1 (A-046) Workshop C2 (A-046)
12:00	Lunch at Tallinn University (lobby of the Astra building)		
13:00	13:30 School visit: Gustav Adolf Gymnasium (9 Vana-Kalamaja str.)	Workshop B3 (A-402)	13:00 Workshop C3 (room A-046) 14:00 ICEM general meeting (room M-649)
16:00	Conference opening (room A-222, Hall of Europe): - Introduction by chairs: M.Laanpere, O.Benavides (5 min) - Words of welcome: ICEM president Hannah Gerber (10 min) - Words of welcome: vice-rector for research Katrin Niglas (10 min) - Keynote speech: Digital Turn in Estonian Education Strategy, Mrs. Heli Aru-Chabilan, CEO of HITSA Foundation (45 min) - Living Labs for Educational Innovation in Estonia: Terje Väljataga, Tallinn University (30 min) - Q&A (moderated by Mart Laanpere, 20 min)		
18:00	Rector's reception at Tallinn University, Astra lobby (live music, wine & snacks)		

Thursday, Sept 6

Time	Strand A (room A-402)	Strand B (room A-018)	Strand C (room A-046)
9:00	Introduction by session (room A-222) moderator Otto Benavides - Keynote speech: SELFIE tool for self-assessment of schools' digital capability in Europe, Panagiotis Kampylis, JRC Seville (45 min) - Innovation Maturity of Estonian Schools According to Digital Mirror: Mart Laanpere, Tallinn University (30 min) - Q&A (moderated by Otto Benavides)		
10:30	Coffee break and posters in the lobby of Astra building		
11:00	Parallel session 1 (A-402)	Parallel session 2 (A-018)	Parallel session R1(A-046)
12:30	Lunch and posters in the lobby of the Astra building		
14:00	Parallel session 3 (A-402)	Parallel session 4 (A-018)	Parallel session R2(A-046)
15:30	Coffee break and posters in the lobby of Astra building		
16:00	Parallel session 5 (A-402)	Parallel session 6 (A-018)	Parallel session R3(A-046)
18:40	Bus transfer from TLU, seaside entrance of Mare building to conference dinner		
19:00	Conference dinner on top of the TV tower: https://www.teletorn.ee/en/restaurant/		
22:00	Bus transfer back to the city centre		

Friday, Sept 7

Time	Strand A (room A-402)	Strand B	Strand C (room A-046)
8:00-16:00	Registration (lobby of the Astra building, Narva mnt. 29)		
9:00	Introduction by session moderator Otto Benavides (room A-222) - Keynote speech: Hannah Gerber (45 min) - Microlearning with Media in Higher Education and the Workplace, Dr. Trey Martindale, Mississipi State University (30 min) - Q&A (moderated by Hannah Gerber)		
10:30	Coffee break in the lobby of Astra building		
11:00	Parallel session 7 (A-402)		Parallel session R4 (A-046)
12:30	Lunch in the lobby of the Astra building		
14:00	Parallel session 8 (A-402)		Parallel session R5 (A-046)
15:30	Coffee break in the lobby of Astra building		
16:00	Parallel session 9 (A-402)		Parallel session R6 (A-046)
17:30	Closing session (room A-222) Conference summary by chairs: Mart Laanpere, Otto Benavides Future vision of ICEM: Hannah Gerber Invitation to the next ICEM conference in Memphis: Trey Martindale		
18:00	End of the conference (no joint dinner has been organized)		

Saturday, Sept 8

Time	Stay in Tallinn	Meeting point (all groups)	Bus tour outside Tallinn
10:00	Guided walking tours in Tallinn	*In front of the Nordic Hotel Forum*	Full-day bus tour to Lahemaa National Park.
13:00	Mobile adventure game in the Old Town	*Address: Viru väljak 3*	

Workshops

- B1 Birgy Lorenz: *Digital Safety & Cyber Security Education as Part of Digital Literacy*
- B2 Marina Kurvits: *Designing Innovative Pedagogical Scenarios with LePlanner*
- B3 Janika Leoste: *Educational robotics in basic education mathematics learning*
- C1 Jack Koumi: *Powerful Teaching/Learning Roles for Video*
- C2 Jack Koumi: *Pedagogic Design Principles for Video*
- C3 Ray Gallon: *Living in Volatile Contexts*

Parallel sessions 1-9: Sharing good practice

Session 1: VIDEO- AND GAME-BASED LEARNING

- Yun Joon, Jason Lee. *Changes in digital generation information process: The video game effect*
- Didem Koban Koç and Serdar Engin Koç. *On the Role of Media Input in the Learning of Formulaic Sequences by EFL Learners*
- Peter Leong, Shane Asselstine and Ariana Eichelberger. *Digital building blocks for learning: Motivating and Engaging Students through Minecraft Game-Based Learning*

Session 2: DIGITAL TURN IN HIGHER EDUCATION
- Ariana Eichelberger and Peter Leong. *If you build it will they learn? Reflections on a new competency-based education platform and course at the University of Hawaii*
- Robert Doyle. *Designing Learning Spaces for University Campuses*
- Al Francis Librero. *Student Co-Creation of Open Education Resources in a Philippine Online University*

Session 3: UPSCALING DIGITAL LEARNING
- Trang Phan. *Pain and gain: utilizing design thinking approach towards in a technology integration course for pre-service teachers at Fresno State*
- Charalambos Vrasidas. *Costs and Effectiveness of Digital Learning and MOOCs: Theoretical and Methodological Considerations*
- Marco Cerrone, Natascia Palmina D'Amico, Giuseppe De Salvin, Ilaria Merciai and Sofia Thomaidou. *Facemooc – social communication strategies in digital learning ecosystems*

Session 4: DIGITAL TRANSFORMATION IN EDUCATION
- Merike Saar, Luis P. Prieto and María Jesús Rodríguez-Triana. *Teaching Analytics: Investigating Methods and Tools for Teacher Data Gathering, Analysis and Sensemaking.*
- Khondoker Mokaddem Hossain. *Digital Innovation and Changes in Open and Distance Learning (ODL) Education in Bangladesh: The Case of Bangladesh Open University*
- Nicole Wang, Rebecca Heiser and Andrea Gregg. *Using social affective visualization to enhance learning performance: Integrating learning analytics with learning design*

Session 5: DIGITAL LEARNING RESOURCES
- Kairit Tammets and Mart Laanpere. *Practices of using digital learning resources - results from a large-scale national study*
- Gerhard Lock, Olga Getman, Tiina Selke, Andrus Kallastu. *New digital learning material for Estonian High School music curriculum. A first feedback-feedforward survey report*
- Patrick De Walt and Nan Barker. *Pedagogical Intersectionality: Exploring Content, Technology, and Student-Centered Learning Through A Problem Based/Project Based Approach*
- Chris Lytridis, Avgoustos Tsinakos and Ioannis Kazanidis. *Enhancing educational books with augmented reality using the ARTutor platform*

Session 6: PEDAGOGICAL CHANGE AND TEACHER EDUCATION
- Andreea Gatman. *Benchmarking Best Practices in Finland and Estonia as change knowledge*
- Torben Mau. *Digital Education in Teacher Training at the University of Göttingen*
- Piret Oppi, Kati Aus and Grete Arro. *The impact of teachers' awareness program of basic psychological needs on students' perceived basic psychological needs*
- Vuorikari, R., Kampylis, P. *Emerging, innovative practices of teacher professional development addressing the changing needs*

Session 7: INNOVATIVE DESIGNS FOR LEARNING
- Marina Kurvits. *Emergent design perspective to visualising innovative learning scenarios*
- Eva Dobozy, Sonia Dickinson and Aneeshta Gunness. *Live Case Learning Design Research*
- Irina Maslo and Milena Kampusa. *Smart pedagogy for smart learning in digital age*

Session 8: CODING AND DIGITAL LITERACY
- Luc Gougeon and Yuka Kazahaya. *Computational Literacy and Media in the Japanese Classroom*
- James Quaicoe, Mart Laanpere, Kai Pata and Nataša Hoić-Božić. *Games for Learning Algorithmic Thinking (GLAT): The influence of personal and environmental factors on perceived usefulness and usage of the learning scenario design tool LePlanner*
- Rik Bair and Beth Bair. *Leveraging narrative technique and student generated media to promote critical thinking and student agency for online learners*

Session 9: DIGITAL EDUCATION IN CHANGING SOCIETY
- Charalambos Vrasidas and Efi Nisiforou. *Digital Citizenship and key challenges: Case studies from EU projects*
- Axelle Asmar, Ilse Marien and Monique Korenhof. *e-Inclusion in secondary education: A customized approach framed within 8 media profiles*

Parallel sessions R1-R5: Research track

Session R1: DATA ANALYTICS IN LEARNING RESEARCH
- Daria Kilińska, Frederik Victor Kobbelgaard and Thomas Ryberg. *Learning analytics features for improving collaborative writing practices: Insights into the students' perspective*
- Andres Udal, Vello Kukk, Martin Jaanus, Kadri Umbleja and Gunnar Piho. *Student Behavior Changes in Estonia Revealed by e-Learning Technology*
- Panagiotis Kosmas, Andri Ioannou and Panayiotis Zaphiris. *Implementing Embodied Learning in the Classroom: Effects on Children's Memory and Language Skills*
- Craig Zimitat and Eva Dobozy. *Quality Management Through Curriculum Analytics, Pedagogical and Course Innovation*

Session R2: DIGITAL TURN AND EDUCATIONAL INNOVATION
- Mervi Rajahonka. *Cross-innovation - innovations in the intersection of the audiovisual and education sectors*
- Stella Polikarpus, Mikkel Bøhm and Timo Tobias Ley. *Training Incident Commander's Situational Awareness - A Discussion of How Simulation Software Facilitate Learning*.
- Sanja Jedrinović, Vesna Ferk Savec and Jože Rugelj. *Innovative and flexible approaches to teaching and learning with ICT*

Session R3: CODING, ROBOTICS AND OUTDOOR LEARNING IN SCHOOLS

- Pia Niemelä, Tiina Partanen, Tero Toivanen, Tarmo Toikkanen, Vuokko Kangas and Markus Översti. *Code ABC Hachathons: teachers as tinkerers*
- Janika Leoste and Mati Heidmets. *The Impact of Educational Robotics on Mathematics Learning Outcomes in Basic Education*
- Kadri Mettis and Terje Väljataga. *Mapping the challenges of outdoor learning for both students and teachers*

Session R4: DIGITAL INNOVATION AND TEACHERS

- Piret Luik, Merle Taimalu and Helin Laane. Estonian in-service teachers' and pre-service teachers' assessments of content, pedagogy and technology knowledge, based on the TPACK framework
- Evgeny Patarakin, Vasiliy Burov and Boris Yarmakhov. Computational Pedagogy: Thinking, Participation, Reflection
- Sara Drožđek and Jože Rugelj. Creating multimedia learning materials for improved teacher training

Session R5: GAMIFICATION OF LEARNING WITH DIGITAL TOOLS

- Huiyu Zhang and Linda Fang. *Project-based Learning for Statistical Literacy: A Gamification Approach*
- Jaakko Vuorio, Jussi Okkonen and Jarmo Viteli. *User Expectations and Experiences in Using Location-Based Serious Game in Educational Context*
- Linda Fang and Song-Chuan Chen. *Enhancing the Learning of History through VR: The Thirteen Factories Icube Experience*

Session R6: LEARNING IN MOOCS AND WITH SOCIAL MEDIA

- Abdullah Saykili and Evrim Genc Kumtepe. *Educational Use of Facebook: A Comparison of Worldwide Examples and Turkish Context*
- Tahani Aldosemani. *Microlearning for Macro Outcomes: Students' Perceptions of Telegram as a Microlearning Tool*
- Csaba Komlo. *Indicators related to the educational application of ePortfolios*