

Student Active Learning in a Two campus Organization

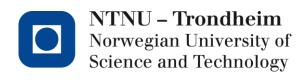


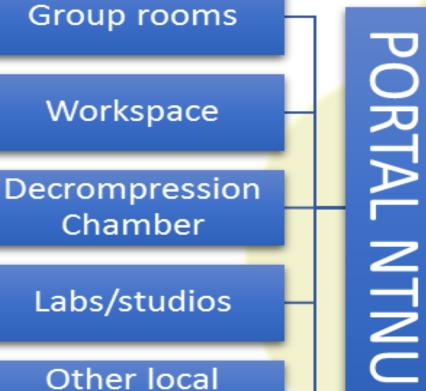
International joint Master's programme in Music, Communication & Technology





www.ntnu.edu/studies/mct www.uio.no/mct-master





resources

MCT PORTAL ZOOM **LOLA DANTE ST2021 STREAMING** LMS & SM **CONTROL INTERACTION COMMUNICATION COLLABORATION BYOD SHARING**

EXTERNAL PARTNERS
AND RESOURCES

NETWORK

Group rooms PORTAL UIO Workspace Decrompression Chamber Labs/studios Other local resources

SALTO

LIVING LAB

EVALUATE & ELABORATE RESEARCH BASED

PEDAGOGY

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ORTAL

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METHODOLOGY

COMMUNICATION

COLLABORATION

STUDENT ACTIVE

TEAM BASED

FLIPPED LEARNING

DEVELOP LEARNING SCENARIOS

SCALABILITY

Group rooms

Workspace

Decrompression Chamber

Labs/studios

Other local resources

EXTERNAL PARTNERS AND RESOURCES

Group rooms

Workspace

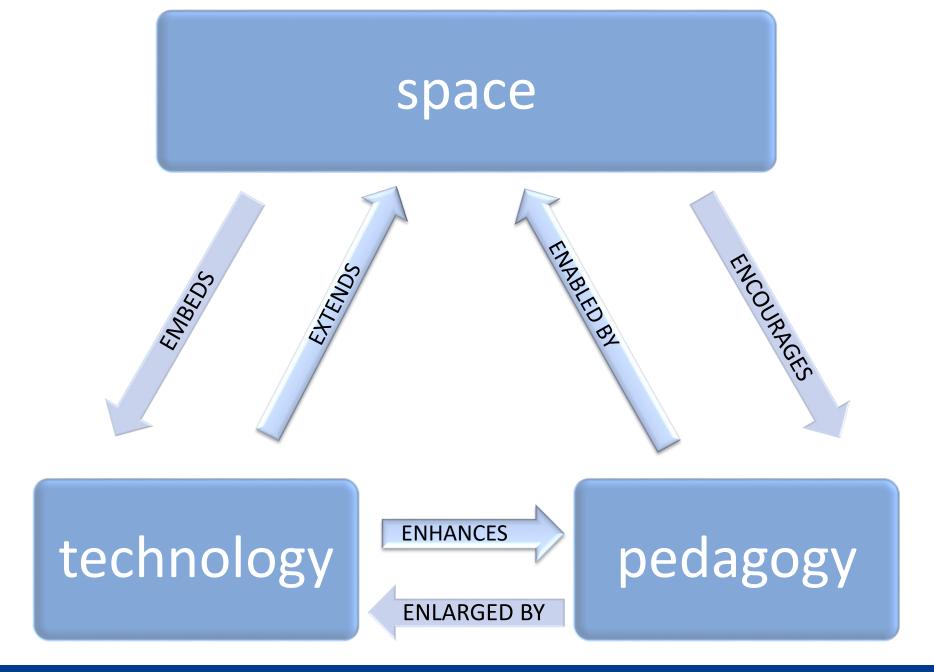
Decrompression

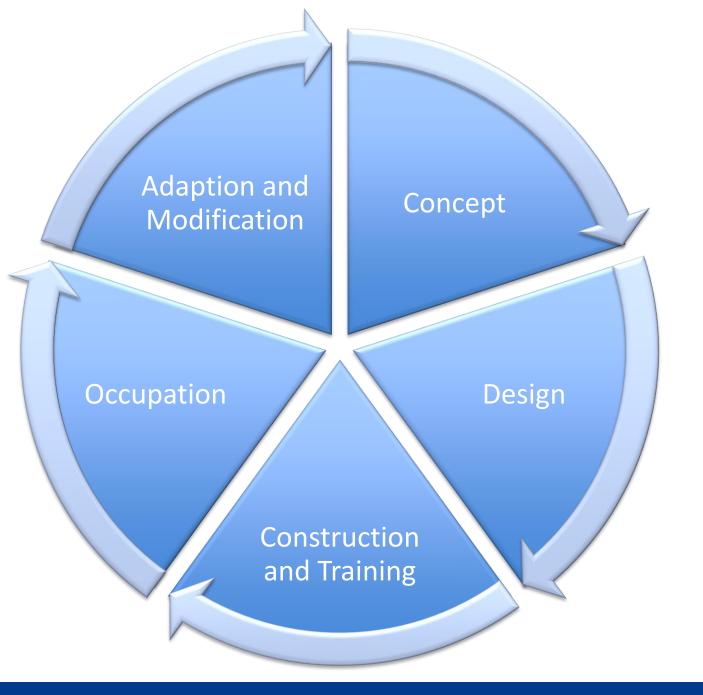
Chamber

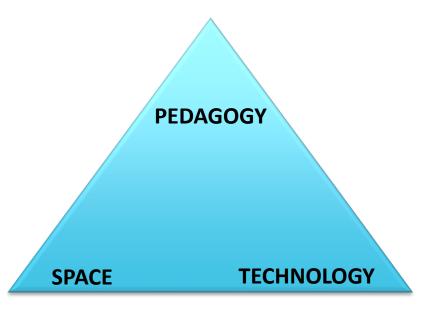
Labs/studios

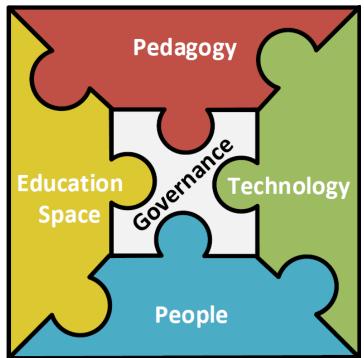
Other local

resources





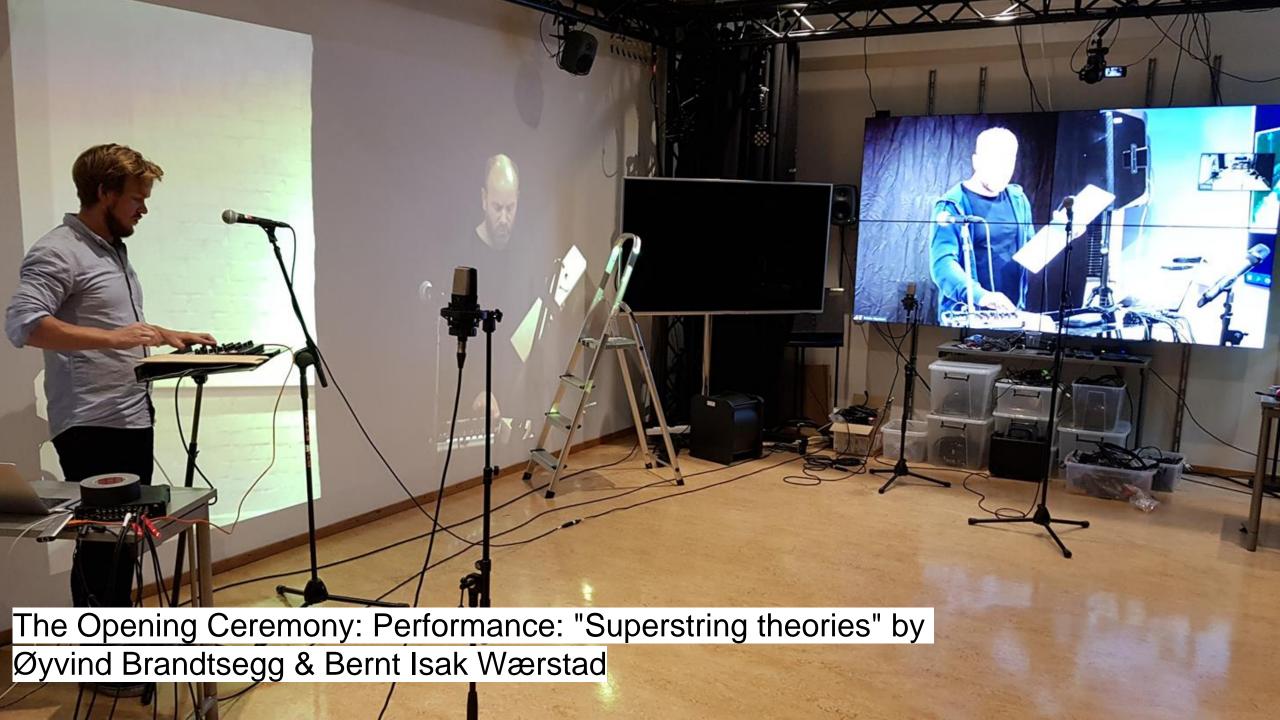




Student Active learning

- 1. Shorter group projects with a duration of one week, aimed as a specialization in subject-specific topics
- 2. Problem-based learning in the form of semester-long projects with external clients.
- 3. Setting up, running and documenting the portal













Identified challenges

Network

Audio-visual Quality

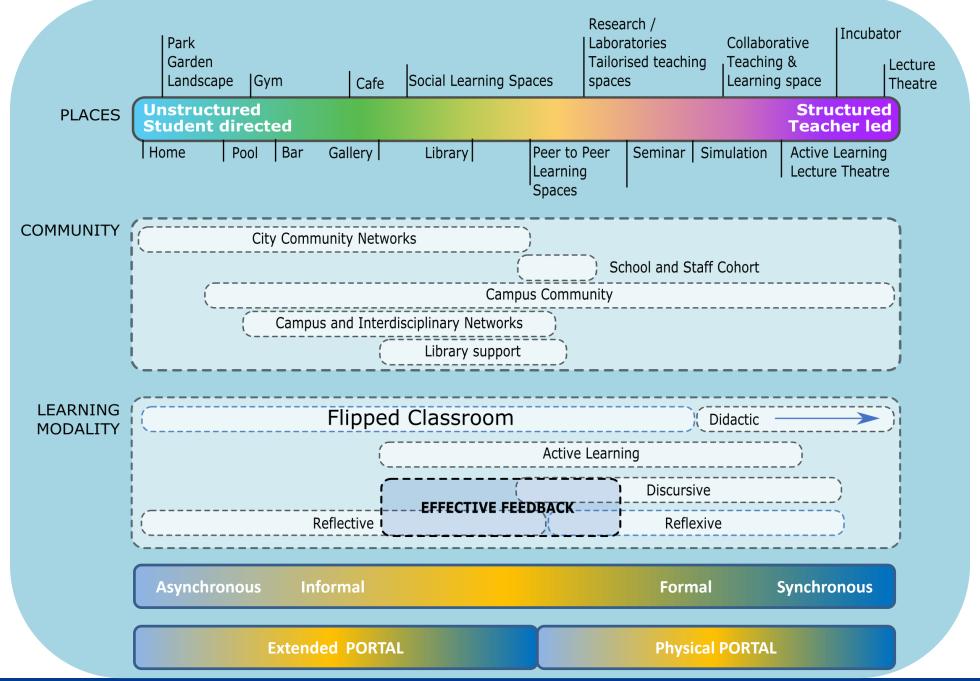
Seamless Experience

Other Factors



Future work

- Define and refine basic building blocks
 - -Pedagogy/methodology
 - -Space
 - -Technical solutions
- Learning scenarios
- Anchor



"the success of creation spaces can be traced back to careful design at the outset by a small group of people who were very thoughtful about the conditions required to foster or "scaffold" scalable collaboration, learning, and performance improvement."

— John Seely Brown, <u>The Power of Pull: How Small Moves, Smartly Made, Can Set Big Things in Motion</u>

Potential

- Teamwork: real world. Real complex problems
- Be part of drawing the future of learning platforms
- Be part of unique experiences
- Meet and work with incredibly talented people
- Be exposed to the latest technologies
- Combine skills from technical and humanist fields

Challenges with implementation of student active learning

Institutional inertia

The quality of courses for teachers

Academic leadership

Challenges

- Individual vs group work assessment
- Experimental vs traditional learning
- Mobility across groups (life moves fast!)
- The beginning of a master program... all is possible but many difficulties too (technical, conceptual)
- Studying abroad in an international master's program
- Do research and teaching at the same time / space

If you can design the physical space, the social space, and the information space all together to enhance collaborative learning, then that whole milieu turns into a learning technology, and people just love working there, and they start learning with and from each other.

John Seely Brown



Two campus Master`s program

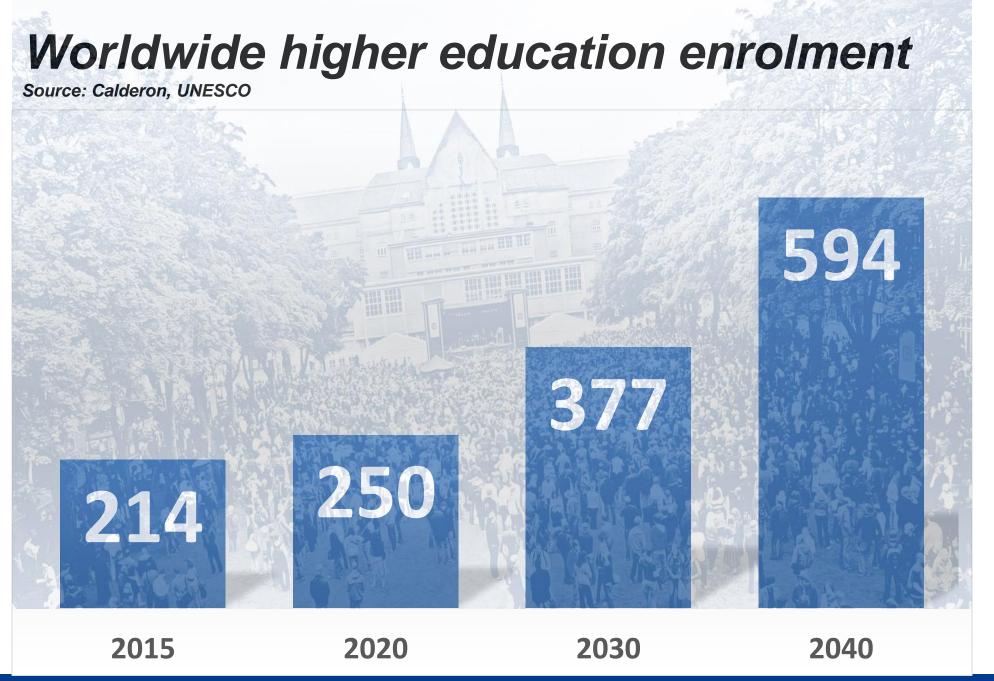
Music, communication and Technology





500 Km







21st-Century Skills

Foundational Literacies

How students apply core skills to everyday tasks



1. Literacy



12₅ 2. Numeracy



3. Scientific literacy



4. ICT literacy



Financial literacy



Cultural and civic literacy

Competencies

How students approach complex challenges



7. Critical thinking/ problem-solving



8. Creativity



9. Communication



10. Collaboration

Character Qualities

How students approach their changing environment



11. Curiosity



12. Initiative



13. Persistence/ grit



14. Adaptability



15. Leadership



16. Social and cultural awareness

Lifelong Learning





Horizon Report > 2018 Higher Education Edition Brought to you by EDUCAUSE EDUCAUSE







LEARNING AND TEACHING WITH TECHNOLOGY IN HIGHER EDUCATION

a systematic review





CAMPUSUTFORMING FOR UNDERVISNING, FORSKNING, SAMARBEID OG LÆRING

– en systematisk kunnskapsoversikt



EDUCAUSE

Horizon Report Preview | 2019 Higher Education Edition

KEY TRENDS



- Rethink how Institutions work and the Practice of Teaching
- Fostering authentic learning by experiencing, doing, and creating
- Blended learning design
- Redesign of learning spaces
 - Active learning
 - Collaboration
 - Communication
 - XR
 - Digital Learning Experience and Instructional Design

