Any Questions?

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Research:

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PhD Defence 13.30 the 24th May 2016

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Collaboration between:

INNOVATIVE PEDAGOGICAL PROCESSES INVOLVING EDUCATIONAL TECHNOLOGY

- Creating motivating learning through game design and teacher competence development
in a hybrid synchronous video-mediated learning environment

Charlotte Lærke Weitze PhD Thesis

Faculty of Humanities, Aalborg University
Department of learning and philosophy

How should pedagogical innovation be designed in order to contribute to the creation of motivating learning for students and teachers in a hybrid synchronous video-mediated learning environment?

Teachers

Students

Organisation

This design-based research project investigated the elements, methods, processes and practices that could contribute to the creation of reflected, innovative and motivating learning designs for teachers and students in a hybrid synchronous video-mediated teaching context, with a focus on how to create motivating learning for the students.

This was done by examining the three actors in the educational institution (students, teachers and the surrounding organisation) individually and relationally.

The design-based research project developed knowledge in co-design processes with the three actors about how design and learning processes can support continuous pedagogical innovation and competence development.
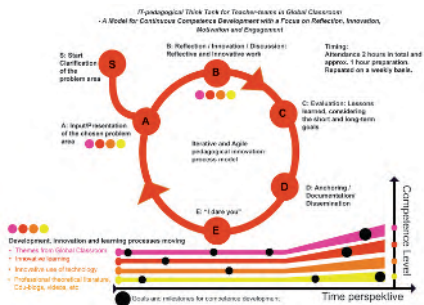
The objective of the learning designs was to create motivating learning experiences for the students in the hybrid synchronous video-mediated learning environment, to which end it experimented with gamified learning designs. This involved the students designing digital games while implementing learning goals from their curriculum.
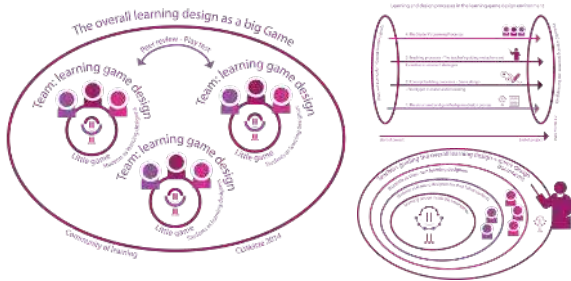
The project thus created knowledge about which learning designs and competence development models were possible in this environment, which learning designs emerged and where difficulties were experienced.