

# learnT DTU Conference 2018

## The 3<sup>rd</sup> Conference on Digital Learning Technology at DTU Compute

learnT invites researchers, students and all interested in future learning technology from knowledge institutions, companies, schools, high schools, etc. to our 3<sup>rd</sup> Conference on Digital Learning Technology at DTU Compute. Two years ago, we opened learnT – Centre for Digital Learning Technology at Compute. At this year's conference we would like to share how we, in collaboration with our partners, have created new knowledge about efficient, motivational and fun learning that enables users to interact and create with technology.

Date: **November 16, 2018 at 09.00-12.30**

Place: **DTU Skylab, Building 373A, Diplomvej, 2800 Kgs. Lyngby**

Registration by Monday November 12 via this link: <https://www.conferencemanager.dk/learnTconference2018>

Program	
9.00-10.30	<ul style="list-style-type: none"><li>• <b>Welcome to the 2 year's anniversary at learnT, DTU Compute</b> by Bjarne Ersbøll, Head of section for Statistics and Data Analysis and Helle Rootzén, Professor at DTU Compute and Head of learnT.</li><li>• <b>"Aalto Online Learning and Nordic Rebels"</b> by Tomi Kauppinen, Docent (mediatech), Project Leader of Aalto Online Learning, and Miikka Lehtonen, Visiting Assistant Professor Aalto University.</li><li>• <b>"Future perspectives on adaptive learning"</b> by Ann-Birthe Overholt Nicolaisen, Educational Innovation Manager, Clio Online.</li><li>• <b>"How to engage students in Introductory Mathematics at DTU"</b> by Karsten Schmidt, Education Coordinator, learnT DTU Compute.</li></ul>
10.30-10.50	Break with cake.
10.50-12.00	<ul style="list-style-type: none"><li>• <b>"FROG: Rich embeddable activities for collaborative learning"</b> by Stian Håklef, Post-doc Researcher, CHILI lab, EPFL.</li><li>• <b>"How do we measure entrepreneurship?"</b> by Tim Hopley, Associate Professor at National Food Institute, DTU.</li><li>• <b>"Smart Greater Copenhagen – Developing a continuing education concept for enhancing digital competences"</b> by Sofie Rasmussen, Project Leader KomDigital, learnT DTU.</li><li>• <b>"EdTech Denmark – making impact together"</b> by Mathias Schjøtz, Independent Consultant and Co-Founder of EdTech Denmark.</li></ul>
12.00-12.30	Light lunch

learnT – Centre for Digital Learning Technology – is a research and innovation centre at DTU Compute. It is placed together with strong research environments within statistics, machine learning, artificial intelligence, internet of things and software development. In learnT, we work with learning analytics, educational data mining, learning design, learning theories, playful learning and ethics, as these areas are highly relevant to understand learning and develop effective, motivational and fun learning technology. learnT and DTU Compute's technological starting point enables our students not only to design and improve concepts but also to create future learning technology based on their technical knowledge and ability.

learnT e.g. researches on how we combine virtual learning opportunities with the learning processes that best occur in the physical world, both between students, between students and teachers and in more informal learning environments. An example of this is the investigation of how VR environments can support people with dementia to enhance well-being and reduce anxiety.



[www.learnT.dtu.dk](http://www.learnT.dtu.dk)

Digital learning technologies produce large amounts of data that can be used to improve existing technologies, and to provide completely new opportunities for deeper learning processes and more suitable education. learnT researches learning analytics and educational data mining to develop methods that consider and are based on the individual student's level and allow teachers to better understand their students' learning patterns, thus supporting them in a data-based and more qualified way.

For learnT, another focus area is how future young people will become digital producers and learn about computational thinking. An example of this is research in how primary, secondary and high school students, through game-based processes, can work as digital game designers and, subsequently, reach their academic learning goals in subjects such as Danish, social studies, biology and history.

To promote the combination of research-based knowledge and the development of innovative learning technology, learnT has collaborated with a wide range of companies, both broadly and specifically within EdTech. We prioritise the guidance of student projects in cooperation with real-world companies.

In the future, we will need to learn continuously - a focus on 'lifelong learning' is thus important. Accordingly, learnT researches at all levels, from primary and lower secondary education to youth education, university education and continued education.