Learning Spaces  UvA and NL

Australia studytrip Dec 2016
This is the first generation of people that work, play, think and learn differently from their parents. They are the first generation to not be afraid of technology… it’s like the air we breathe to them…

Don Tapscott

We are teaching in 20th century classrooms using 19th Century teaching methods to 21st century students who question the value of what they are receiving…

Picture: Marij Veugelers van speaker Tom Duff, University of the West of Scotland

(Conference Innovative Learning Spaces, Prague 22 Sept 2016)
Focus on formal learning spaces

Spaces where there is teacher – students interaction

In this presentation: not about lecture halls
But focus on classrooms / seminar rooms
4 examples from the Netherlands

- University of Amsterdam: Marij Veugelers and Amsterdam Medical Center Tim Sijstermans
- University of Leiden: Daan Romein
- University of Twente: Chris Rouwenhorst
- RadboudUMC: Nicolai van der Woert

- Some examples

- More Universities are running pilots at this moment.
UvA  Collaboration room
Sept 2012  /classroom of the future
Screens and collaboration

University of Amsterdam

Australia studytrip Dec 2016
2de Collaboration room UvA
Sept 2015    BG2
Team Based Learning Room
March 2016  Medical Faculty
Overview 12 of the 17 group tables

Source: Hans van den Bogaard AMC
Teacher in the role of coach

Source: Etienne Verheijck AMC
Team work

Source: Etienne Verheijck AMC
Discussion in the group

Source: Etienne Verheijck AMC
Living Lab Den Haag

Universiteit Leiden
Movable furniture and walls
WELCOME TO THE LIVING LAB

Tables and chairs are on wheels, so arrange them according to your needs. When you leave, please make sure to reset the room to its original state.

This open space is ideal for groups that develop, design and deliver novel new projects. Feel free to ask how we can help you to turn your ideas into reality.
plenary space with conference call
Classroom of the Future
Front Page

Introduction

Brief Summary

Analysis

✓ Introduction
✓ Questions
✓ teachers
✓ Market analysis
✓ Problem statement
✓ Persons
✓ First use of requirements

Concepts

✓ Exercises
✓ VR Phone
✓ Teacher vaccine
✓ To Do List

Final Concept

Introduction

✓ Final

✓ Requirements
✓ Specification

✓ Use stories
✓ Business plan
✓ Financial plan
✓ Risks & Opportunities

Conclusion

✓ Conclusions
✓ Recommendations for future

✓ App A
✓ Literature review

✓ App B
✓ Survey 1
✓ Survey 2
✓ Survey 3

✓ App C
✓ Disambiguation
✓ Reflections

✓ App D
✓ Data acquisition
✓ Data analysis

✓ Repos

flexible furniture with whiteboards

Constant three per floor
Classroom of the Future
Facilitating the interactive learning experience of your students

1. Designed for Interaction
The classroom of the future (CoF) is a new classroom created at our university. It was designed and created with the goal to optimize the usage of modern and effective didactical methods in education. The implementation of the Twente Educational Model (TEM) created a growing need for a classroom which supports and facilitates modern didactical approaches.

The CoF is designed to enhance project team collaboration and project work. It creates a more student-driven learning experience in a very open setting.

2. Practice
The whole idea of creating the CoF was driven by prof dr Jos van Hillegersberg. He was the initiator of the Classroom of the Future and the very first active user, together with his group of students. To get a proper understanding of the way teaching and learning takes place in the Classroom of the Future you can watch our video that we created with this first group of students and Jos van Hillegersberg.

Watch the video by scanning the QR code.

3. Content
The classroom of the future was designed with multiple stakeholders taken into account. Lecturers as well as students, and our IT specialists and educational specialists all had a say in the creation of this classroom. Teachers who want to use the CoF will be provided with additional instruction and advice since the education in the CoF differs from general education. The CoF is unsuitable for the traditional lecture format. The role of the teacher changes to that of a coach or facilitator. Therefore it is important to take into account the organizational implementation of such a new room in your courses.

4. Objective
The objective of the classroom is to create a classroom which fully supports modern didactical methods. Multidisciplinary teamwork on a project is very essential part of TEM Module.

A classroom which combines:
• A plenary space (see picture above) for instruction, and
• A number of group working spaces with modern technology to facilitate multidisciplinary group work.

The classroom is also flexible in design. It is possible to create group spaces with the flexible "walk" that are available in the room. In general the CoF should be an open setting which enhances collaboration between students.

5. Elements of the Classroom of the Future
The classroom of the future was designed with a relatively small plenary area and with a large number of group work spaces. Summing it all up, the CoF has been equipped with the following:
• Plenary space: you can seat a maximum of 30 to 40 students here.
• You can use the video wall or use multiple interactive screens.
• Group spaces: enclosures for a maximum of six students. They can use the interactive LCD screen and "analog" whiteboards.
• Video wall: for presenting in the plenary space the video wall is used.
• Large interactive LCD screens. These can be used as normal computer screens or as a wireless presentation screen (via Wipresent software).
• Lighting: in every section of the CoF the lights can be regulated.
• Software and applications: the LCD screens basically are standard Windows computers. For wireless presenting the Wipresent software can be used.

Would you like to know more?

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October 2016
Radboud UMC: a game: develop your own building

- Game created by
  AMC  Noor Christoph
  UvA  Marij Veugelers
  Radboud UMC Nicolai van der Woert

- 34 people from 7 different Medical Departments played this game

- 6 groups: Different assignments; different educational visions (for example: teambased learning, traditional learning, learning community)
2 different versions of buildings
same vision on education: learningcommunity
Our lessons learned

- It is still not mainstream in the NL
- There are many good examples abroad
- It is more than creating a new room
- It is about a new behaviour for teachers and… for students
- Often the educational support required is underestimated.
- Use the opportunities!
  Is there suddenly a room free? Is there an educational program that would like to change something? Start with pilots.
You are our inspiration

It has to be in balance: 4 different aspects

Van Duff, University of the West of Scotland
(Conference Innovative Learning Spaces, Prague 22 Sept 2016)
One size does not fit all

Other lessons learned

- Make a connection with your educational vision
- Create a broad support layer in your organisation: teachers, students and management
- Support the teachers (educational and IT /AV)
- Create possibilities for experiments and pilots
- Look at other universities, share your experiences and knowledge

And what are your tips and tricks?