



Experiencing and Developing Contemporary Teaching & Learning Concepts An Inverted Workshop Concept with a Synchronous Virtual Meeting

by Jürgen Handke

The goal of the workshop series "Contemporary Teaching & Learning Concepts" is not only to get to know the components of modern digital teaching, but also to experience them as course participants, to develop them for one's own teaching/learning scenarios and to supplement them with the necessary components - not only in "Corona times".

The starting point of the workshop, which is conducted in an inverted format, is the course: EDU21 (*21st Century Education*). This course has been set up on our own international platform "The Virtual Linguistics Campus (VLC)", <https://oer-vlc.de> and consists of 13 learning units, two of which must be completed before the virtual presence phase. For this purpose, all workshop participants have to create a VLC-account first and will then be admitted to EDU21 well before the actual workshop starts. Through permanent contact with the class instructor and via the "Course Preliminaries", a unit which precedes the actual learning units in EDU21, the participants will be acquainted with the various possibilities and principles of digital content delivery and self-guided content acquisition. The goals of all these preliminary actions are:

- to get to know and experience the principles of digital teaching and learning
- to take electronic tests
- to find out about the structure of multimedia learning units
- to see how digital support systems and structures work
- and (!) – to 'join' well-prepared the Synchronous Virtual Meeting (SVM)

The SVM, which lasts up to 5 hours and is accompanied by practical breaks, is conducted via a web conferencing tool (WebEx, AdobeConnect, Zoom, BigBlueButton etc.). To generate a maximum of interactivity, depending on the content, the following additional tools are used:

- PINGO Live Voting
- Pigeonhole Q-and-A system
- uReply (LMS) with a humanoid robot in the SVP
- Google DOC and Questionnaire (for collecting results)
- the Practical Sheets of the course units prepared via the VLC with sample solutions

The SVP itself is a mix of frontal input by the instructor, collaborative tasks for the participants, creation of web-based content, assessments, live participation in e-exams and sample solutions with open educational materials, additional explanatory videos and exchange via interactive web tools.

The following topics/contents can be covered by this workshop concept:

1. Digital Teaching and Learning - Theory and Practice
2. E-Assessment - Theory and Practice
3. Producing Educational Videos - Practice
4. AI Methodology and Robotics in Education - Theory and Practice
5. Humanoid Robots as Tools - Theory and Practice (robot development)

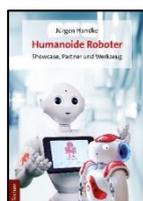
Total duration of the workshop:

- 5 hours plus breaks for the SVP, plus 3 hours preparation time for the TL21

Literature (depending on workshop topic):



Handke, Jürgen. 2020.
Handbuch Hochschullehre Digital. Eine Anleitung. Baden-Baden: Tectum Verlag. 284 Seiten. 3. Erweiterte Auflage.



Handke, Jürgen. 2020.
Humanoide Roboter – Showcase, Partner und Werkzeug. Baden-Baden: Tectum Verlag. 245 Seiten.