

# Education Design Festival 2022

## Programme overview Wednesday 29 June

Time	Workshop sessions					Walk-in session
<b>9:30 – 10:00</b>	<b>OPENING</b>					
<b>10:00 – 12:00</b>	Using Brightspace Analytics/Reports to support students' learning	Metaverse: How immersive technologies support education development	Collaborating with the help of WEConnect	Including peer-feedback in your (report) writing assignment		PIT STOP for learning technologies and educational challenges
<i>Open to Learning activity</i>	<i>all</i>	<i>all</i>	<i>WUR only</i>	<i>all</i>		<i>WUR only</i>
<i>Course</i>						
<i>Programme</i>						
<i>Other:</i>	<i>formative assessment; blended learning; ed tools</i>			<i>peer feedback; writing skills</i>		<i>ed tools and technology, didactics</i>
<b>12:00 – 13:00</b>	<b>LUNCH</b>					
<b>13:00 – 15:00</b> or <b>13:00 – 17:00</b>	Using Ans for formative use of assessment (team based learning)	Why still come to campus?	Contributing to local societal challenges, while enriching your course learning goals			
<i>Open to Learning activity</i>	<i>all</i>	<i>all</i>	<i>all</i>	The power of storytelling - create more engaging education	Workshop Educational Media	Experience a Schoolyear exam (BYOD) and inspection yourself!
<i>Course</i>						
<i>Programme</i>						
<i>Other:</i>						
<b>15:00 – 17:00</b>	Game Based Learning in Brightspace	Making use of the student journey in educational design				
<i>Open to Learning activity</i>	<i>WUR only</i>	<i>all</i>		<i>all</i>	<i>WUR only</i>	<i>WUR only</i>
<i>Course</i>						
<i>Programme</i>						
<i>Other:</i>						<i>digital examination</i>
<b>17:00 – 17:30</b>	<b>CLOSING</b>					

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Time	Workshop sessions					Walk-in session
<b>9:30 – 10:00</b>	<b>OPENING</b>					
<b>10:00 – 12:00</b>	Help students navigate your Course	Using Ans: thinking out of the box	Discussing collaboration before content in group work	The Le-Do-Loop: a flexible teaching method to reach higher cognitive goals		Education Quick Start – for new course coordinators or lecturers
<i>Open to Learning activity Course Programme Other:</i>	<i>all</i>	<i>all</i>	<i>all</i>	<i>all</i>		<b>WUR only</b>
		<i>Using ANS</i>				<i>New in teaching</i>
<b>12:00 – 13:00</b>	<b>LUNCH</b>					
<b>13:00 – 15:00</b> or <b>13:00 – 17:00</b>	Designing your own mixed classroom	Future assessment: what are you looking for?	Teacher skills for teaching skills			
<i>Open to Learning activity Course Programme Other:</i>	<i>all</i>	<i>all</i>	<i>all</i>			
		<i>Vision and policy (re)design</i>	<i>Teachers' skills (needed for skill teaching)</i>	The grand CBL Game – a playful way to get acquainted with EWUU challenge-based learning		PIT STOP for learning technologies and educational challenges
<b>15:00 – 17:00</b>	Social Identities: building an inclusive classroom	Redesigning for small scale and interactive education				
<i>Open to Learning activity Course Programme Other:</i>	<b>WUR only</b>	<i>all</i>		<i>all</i>	<b>WUR only</b>	<b>WUR only</b>
		<i>Formative assessment; blended learning; educational tools</i>				<i>Tools and technology</i>
<b>17:00 – 17:30</b>	<b>CLOSING</b>					