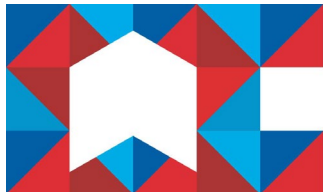


Technologies in Pandemic Situation: Support or a Barrier

Tatjana Welzer, Lili Nemec Zlatolas, Luka Hrgarek
EAEEIE 2021, Prague



Content

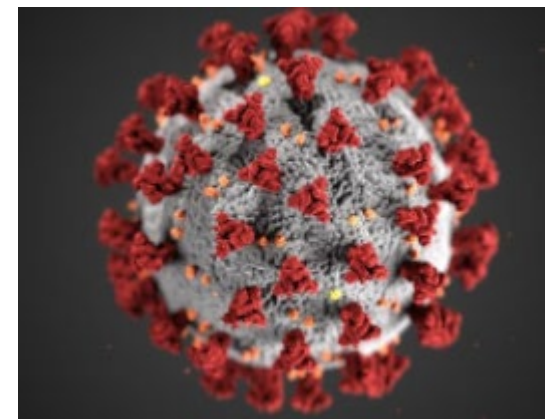
- Introduction
- Pandemic Situation
- Challenges
- Co-created interactive courseware
- Conclusion

Intoduction

- Covid-19
- Fast reaction and solutions
- Technology is not enough
- Different solutions and experiences
 - Erasmus+ project CiC
 - Nextbook platform

Pandemic situation

- Covid-19
- Closure of the society
- Stress
- Fast solutions
- Technological support



Challenges

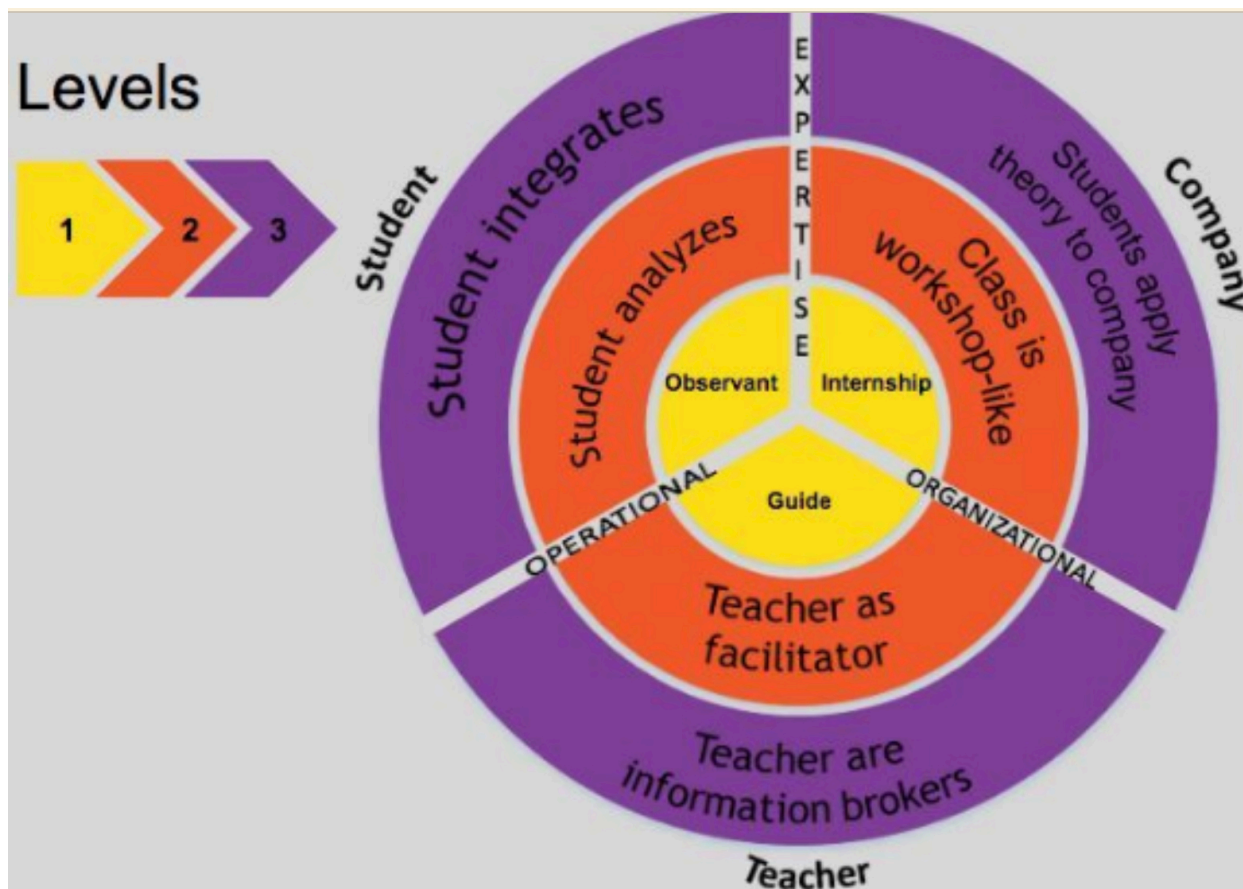
- Fast changes in a very short time
- New functions of tools
- Upgrade of organisations and systems
- Infrastructure

Co-created interactive courseware

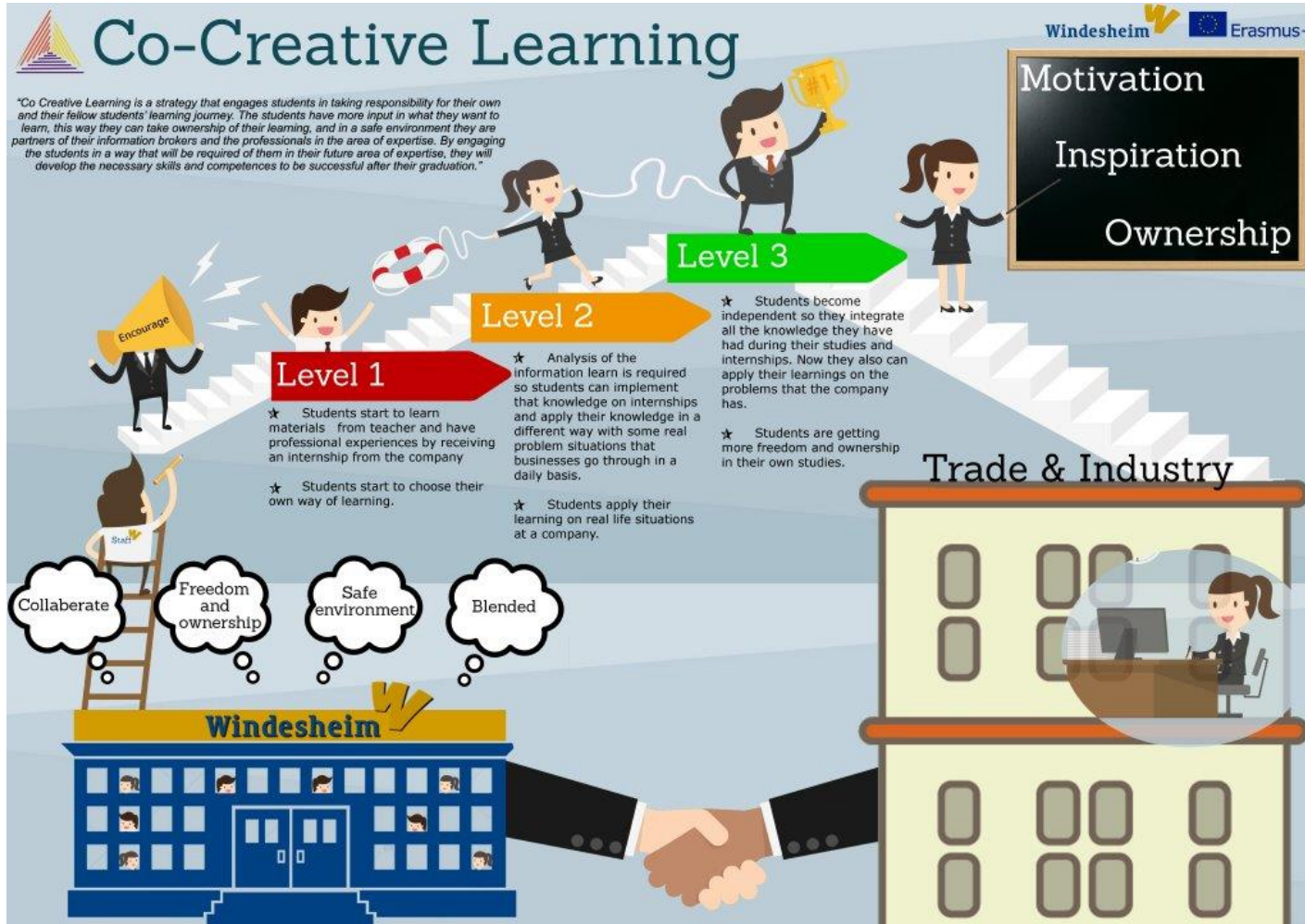
■ Co-creative learning

- Co-Creative Learning is a strategy that engages students in taking responsibility for their own and fellow students' learning journey. This strategy tries to combine student, teacher and area of expertise to create the best learning environment for the student. The student will use the theory they learn from the teacher and combine it to use it in the field with the expert. The three aspects that are critical in the students environment to make it a success are: motivation, inspiration and ownership.

Co-created interactive courseware



Co-created interactive courseware



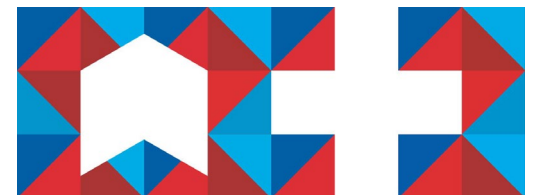
Co-created interactive courseware

■ Co-creative learning

- Transfer the required skills to a certain student;
- Treat students as independent professionals;
- Design courses in which students are enabled to take charge;
- Create conditions for students to take ownership for their learning;
- Collaborate with students and act as information broker instead of presenting;
- Challenge a student to undertake steps in development and guidance.

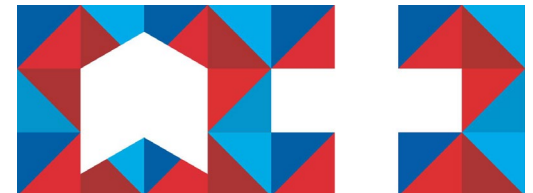
Co-created interactive courseware - CiC

- Erasmus+ project
- 2020
- Partners: UK, Portugal, Belgium, Slovenia
- The project combines a social learning environment where students can help each other and track their progress, with a fully automated publishing flow where authors can publish courseware.



Co-created interactive courseware -CiC

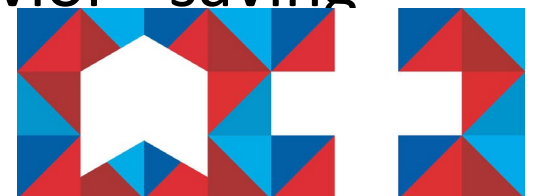
- Nextbook - <https://nextbook.io/>
- It enables advanced, interactive learning
- Nextbook turn textbooks into advanced learning tools with simple interactive features.
- Enhance learning experience with text tagging, notes, and integrated live chat with peers.



Co-created interactive courseware -CiC

■ Nextbook library

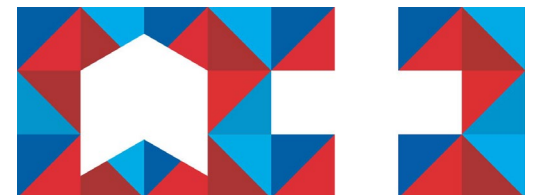
- The Nextbook Library consists exclusively of books used in universities and colleges. Easily access them wherever you want, whenever you want.
- Take notes and click on the button to highlight what is important.
- Nextbook can automatically summarize textbook based on learning behavior - saving the time



Co-created interactive courseware -CiC

■ Nextbook library

- The best way to learn is to teach others. The Nextbook allows the chat with classmates in the textbook so the help is as quickly as possible.
- The book gives teachers a better understanding of their students.
- Easy-to-use control panels offer effortless insight.



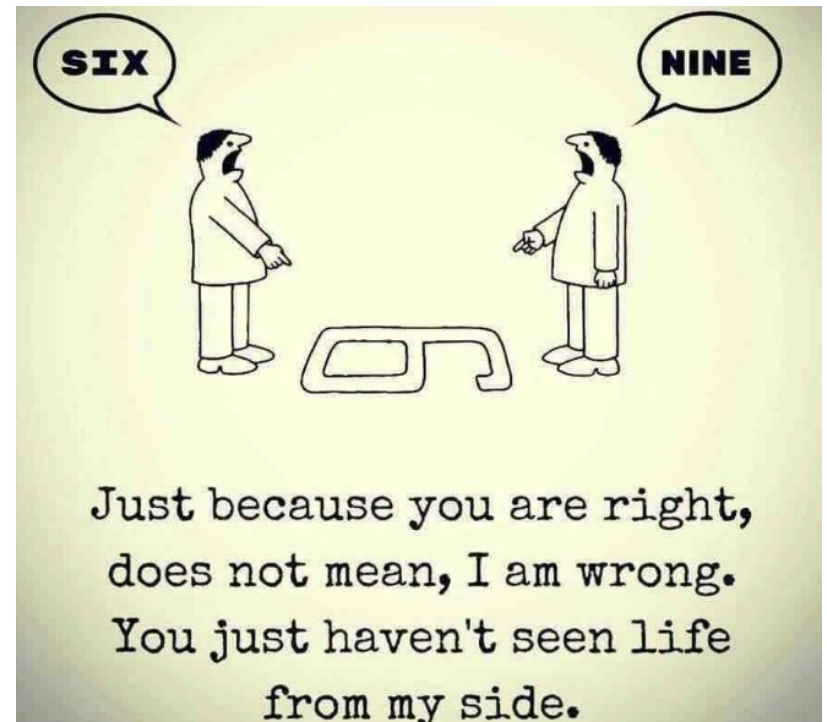
Conclusion

■ Technologies are support and/or a barrier

- Preparations on different levels is needed
 - Students
 - Teachers
 - Other participants

■ Different experiences

- Moodle
- MS Teams
- Nextbook



Thank you!

Questions?

