



Timetable (as of 23rd April 2012 - The timetable is subject to change)

Wednesday, 25 April, 2012				
11:00-12:30	Registration			
12.00-12.45	Lunch for conference participants			
12.50-13.10	Opening by the Dean of the Faculty of Humanities, Aalborg University LONE DIRCKINCK-HOLMFELD Welcome, the program and other practical matters by Assoc.Prof. RIKKE ØRNGREEN, Conference Chair, Aalborg University ROOM: Auditorium 2			
13.10-13:55	<u>Designs for Learning - Exploring Learning Environments</u> KEYNOTE by professor BIRGITTE HOLM SØRENSEN (1) & professor STAFFAN SELANDER (2) 1. Department of Education, Learning and Philosophy, Aalborg University 2. Department of Education, Stockholm University Introduction to keynote – assoc.prof. TORE WEST ROOM: Auditorium 2			
14.00-15.00	Parallel sessions (paper tracks)			
	ROOM: Auditorium 2 CHAIR: MORTEN MISFELDT	ROOM: Globe 6 CHAIR: BENITE MEYER	ROOM: Globe 7 CHAIR: RIKKE MAGNUSSEN	ROOM: Globe 10 CHAIR: THOMAS DUUS HENRIKSEN
	Design Research on Media Tools for Reflection in Learning ANNA KEUNE, TEEMU LEINONEN, JUKKA PURMA, Aalto University School of Arts, Design and Architecture, Helsinki, Finland <i>Work in Progress</i>	Classroom blogging - a genre of writing into knowledge SOL-BRITT ARNOLDS-GRANLUND; RIA HEILÄ-YLIKALLIO; HANNAH KAIHOVIRTA-ROSVIK; DAN ÅKERLUND Åbo Academy University, Vaasa, Finland <i>Work in Progress,</i>	Teaching With Game Scenarios: Outlining a Theory for Game-Based Education THORKILD HANGHØJ, Aalborg University, Copenhagen, Denmark <i>Completed research</i>	Concepts of E-learning JENS JØRGEN HANSEN, Institute of business communication and information studies, Kolding, Denmark <i>Completed research</i>
	Designing Interaction in Interaction Design: Using Interactionaries in Order to Understand Student Use of Interaction Design Concepts ARTMAN HENRIK 1, KARLGREN	<i>Tandem presentation.</i>	Digital games and signs of learning outcomes METTE NORDBY & ERIK KNAIN, Norwegian University of Life Sciences, Ås, Norway	The fluidities of digital learning environments and resources – opening up their educational development spaces MIKALA HANSBØL,



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	<p>KLAS2, RAMBERG ROBERT3 & STRÅÅT BJÖRN3, 1. Royal Institute of Technology, Stockholm, Sweden 2. The Karolinska Institute, Stockholm, Sweden, 3. Stockholm university, Stockholm, Sweden Completed research</p>		<p>Completed research</p>	<p>Aarhus University, Emdrup, Denmark. Completed research</p>
15.00-15.30	Coffee-/tea break			
15.30-16.30	Parallel sessions (paper tracks)			
	<p>ROOM: Auditorium 2 CHAIR: TORE WEST</p>	<p>ROOM: Globe 6 CHAIR: KARIN LEVINSEN</p>	<p>ROOM: Globe 7 CHAIR: LISA GJEDDE</p>	<p>ROOM: Globe 10 CHAIR:</p>
	<p>Mixed artefacts as mediators for collaborative learning ELLEN CHRISTIANSEN, JACOB DAVIDSEN & ULLA KONNERUP, Aalborg University, Aalborg, Denmark Work in Progress</p>	<p>Expectations, Practices and Rituals – Explorations of Transition between Elementary and Primary Education by the Example of Eating Rituals. A Qualitative Research Project of Trier University BIRGIT ALTHANS & MARC TULL Trier University, Trier, Germany Work in Progress</p>	<p>Exploring the Design Space of Genre Pedagogy and Virtual Learning Environments By MONA BLÅSJÖ, OLA KNUTSSON & TERESA CERRATTO PARGMAN, <i>Stockholm University, Stockholm & Kista, Sweden</i> Work in Progress</p>	<p>Method for tracking reflected reading and multimodal learning of pupils with various abilities JANA HOLSANOVA, NILS HOLMBERG & JOHAN EK, Lund University, Lund, Sweden Work in Progress</p>
	<p>A Design Perspective to Learning EVA PETERSSON BROOKS, & TORBEN ROSENØRN, Aalborg University, Denmark. Work in Progress</p>	<p>Combating Educational Disadvantages: Exploring Learning Environments and Designs in Upper Secondary Schools in Denmark ULLA HØJMARK JENSEN & ARNT VESTERGAARD LOUW, Aarhus University, Copenhagen, Denmark Work in Progress</p>	<p>REMAKE: Representations, resources and meaning-making. The Middle Ages as a knowledge domain in different learning environments EVA INSULANDER, STAFFAN SELANDER (1) and FREDRIK LINDSTRAND (2), (1) Stockholm University, Stockholm, Sweden. (2) University of Gävle, Gävle,</p>	<p>Multimodality and video observation in “Collective Academic Supervision” in the Master Program in Guidance, Aarhus University, Denmark. HELLE NORDENTOFT1 & MIE BUHL2, 1 Aarhus University, Denmark, 2 Aalborg University, Denmark Work in Progress</p>



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			Sweden. Work in Progress	
16:45-18:00	Guided Boat Cruise in the harbor of Copenhagen PLEASE NOTE: the boat departs from the conference venue at 16:45 and there are no restrooms on board. The boat cruise ends at "Nyhavn", a famous restaurant area in the center of Copenhagen. From this place you can explore the city center on your own or in smaller groups as you please. I.e. we will <i>not</i> return to the conference venue.			
Thursday, 26 April, 2012				
9.00- 9.10	Today's program & practical matters – ANETTE ERIKSEN, conference administrator, Aarhus University ROOM: Auditorium 2			
9.10-10.00	<u>Who 'designs' the home as site for learning?</u> KEYNOTE By honorary professor JULIAN SEFTON-GREEN University of Nottingham Introduction to keynote – assoc.prof. THORKILD HANGHØJ ROOM: Auditorium 2			
10.00-10.30	Coffee-/tea break			
10.30-12.30	Parallel sessions (paper tracks)			
	ROOM: Auditorium 2 CHAIR: THORKILD HANGHØJ	ROOM: Globe 1 CHAIR: EVA SVÄRDEMO-ÅBERG	ROOM: Globe 6 CHAIR: MIE BUHL	ROOM: Globe 7 CHAIR: EVA INSULANDER
	Learning Processes and Robotic Systems, – design of educational tools and learning processes using robotic media and using children as co-designers GUNVER MAJGAARD, The University of Southern Denmark, Odense, Denmark	The room in higher education – a space for learning? MARIE LEIJON, Malmö University, Malmö, Sweden. Work in Progress	The (im)possibilities of using smartphones in upper-secondary education, a critical case study NIKOLAJ FRYDENBJERG ELF University of Southern Denmark, Odense, Denmark Completed research	The Empty Exhibition: Opportunities and Crisis in Digital Presentation in the Museum FENG-YING KEN & SHIN-CHIEH TZENG, Tainan National University of the Arts, Tainan city, Taiwan, R.O.C Completed research



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	<p>Completed research</p> <p>WOFIE, linear to agile learning design CLAUS A. FOSS ROSENSTAND & NANNA TRIBLER, Aalborg University, Aalborg, Denmark Completed research</p>	<p>Designs For Learning, Image-based conceptual inquiry: a DBR research project NATASA LACKOVIC, & CHARLES CROOK, University of Nottingham, Nottingham, UK Completed research</p>	<p>Designing Teacher Education through scenario development SANDY SCHUCK 1 and KEVIN BURDEN 2, 1University of Technology Sydney, Sydney, Australia, 2University of Hull, Hull, UK Work in Progress</p>	<p>Ludic Engagement Designs for All (LEDA): Non-formal Learning and Rehabilitation EVA PETERSSON BROOKS & ANTHONY L. BROOKS, Aalborg University, Esbjerg, Denmark Work in Progress</p>
	<p>Health Educational Potentials of Technologies RIKKE MAGNUSSEN1 & JENS AAGAARD-HANSEN2, 1. Aalborg University, Copenhagen, Denmark, 2. Steno Diabetes Center, Gentofte, Denmark Work in Progress</p>	<p>Videoconferencing in Music Education at the Conservatory Level RIKKE ØRNGREEN1, KARIN LEVINSEN1, MIE BUHL1, THOMAS SOLAK2, MARIANNE LØKKE JAKOBSEN2, & JESPER ANDERSEN2, 1. Aalborg University, Copenhagen, Denmark, 2. The Royal Danish Academy of Music, Copenhagen, Denmark Work in Progress</p>	<p>Playing With Boundaries, A Ph.D. project studying location-based games STINE EJSING-DUUN, Aarhus University, Emdrup, Denmark Completed research</p>	<p>Growing Wild and Being Managed, Mobile Communication and Internet Use in Public and Private Spaces in Vietnam LARS BIRCH ANDREASEN, Aalborg University, Copenhagen, Denmark Ongoing research</p>
	<p>Categorizing Education, Developing a metadata standard for the description of learning material, competence and content THOMAS ILLUM HANSEN1, & JEPPE BUNDSGAARD2, 1. University College Lillebaelt, Odense, Denmark, 2. Aarhus University, Copenhagen, Denmark</p>	<p>Designing for social – the role of social in web-based learning environments LINDA RENELAND-FORSMAN, Linnaeus University, Kalmar, Sweden Completed research</p>	<p>Learning on Location, QR-Codes in the Classroom ANNA-BRITT KROG 1, & DORTHE CARLSEN2, 1. Media and Cultural Studies, Odense, Denmark. 2. UC South Denmark, Haderslev, Denmark. Completed research</p>	<p>Exploring meaning-making in multimodal learning environments through processual methodologies LISA GJEDDE1 & HELENE SØRENSEN2, 1. Aalborg University, Copenhagen, Denmark, 2. Aarhus University, Copenhagen, Denmark Completed research</p>



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	Completed research				
12.30-13.30	Lunch				
13.30-15.30	<p>WORKSHOPS incl. bring your coffee/tea</p> <p>PLEASE NOTE: There is space for everyone to participate in one workshop, but as the Globe rooms are relatively small, we need you to sign up for workshops. Sign-up is on a first come, first serve basis. We will place sign-up tables on the wall/door outside each room in the morning of the workshop. Also, note coffee/tea is served in the period from 14:30-15:30, but break-out period depend on the organizers plans.</p>				
	ROOM: Auditorium 2	ROOM: Globe 1	ROOM: Globe 6	ROOM: Globe 7	ROOM: Globe 10
	<p>Which methods for studying the dynamic nature of learning across contexts?</p> <p>Organized by STAFFAN SELANDER, ANNA ÅKERFELDT, TERESA C-PARGMAN AND OLA KNUTSSON. Stockholm University, Stockholm, Sweden</p>	<p>Mathematical Tools: Learning potentials and influence on mathematics curriculum</p> <p>Organized by MORTEN MISFELDT, Aalborg University, Copenhagen, Denmark</p>	<p>The Theory and Practice of Design for Learning - New Approaches Integrating Methodologies, Representations and Tools</p> <p>Organized by YISHAY MOR1; GRÀINNE CONOLE2; THOMAS RYBERG3 1: The Open University, Milton Keynes, UK 2: University of Leicester, Leicester, UK 3: Aalborg University, Aalborg, DK</p>	<p>How does didactic design contribute to game-based learning processes for adults?</p> <p>Organized by THOMAS DUUS HENRIKSEN, Aalborg University, Copenhagen, Denmark</p>	<p>Designing learning through full-body activities, technology and play practices.</p> <p>Organized by HELLE SKOVBJERG KAROFF Aalborg University, Copenhagen, Denmark</p>



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15.40-16.30	<u>The Learning Designer - supporting teaching as design science</u> KEYNOTE by professor DIANA LAURILLARD London Knowledge Lab, Institute of Education, London University Introduction to keynote – assoc.prof. KARIN LEVINSEN ROOM: Auditorium 2			
16.30-17.15	PhD Presentation Madness / Firehose ROOM: Auditorium 2			
17:15-18:00	PhD Poster Session and Pre-Conference Dinner Drink			
18.00	Conference Dinner			
Friday, 27 April, 2012				
9.00-11.00	Parallel sessions (paper tracks) incl. bring your coffee/tea. from 8:30			
	ROOM: Auditorium 2 CHAIR: JEPPE BUNDSGAARD	ROOM: Globe 1 CHAIR: STAFFAN SELANDER	ROOM: Globe 6 CHAIR: LARS BIRCH ANDREASEN	ROOM: Globe 7 CHAIR:
	Proactive Reviews - A method for organisational learning and individual competence development DITTE KOLBÆK, Oracle EMEA, Copenhagen, Denmark Completed research	Using music to design the Jympa group training experience JOHNNY WINGSTEDT & RONNY LINDEBORG, Royal College of Music, Stockholm, Sweden Completed research	Designing for informed group formation HANNE WESTH NICOLAISEN, ALICE JUEL JACOBSEN* & MARIANNE RIIS, Aalborg University CPH, Copenhagen, Denmark Work in Progress	Moments of Play, Digital technology and museums as playful learning environments EMANUELA MARCHETTI & EVA PETERSSON BROOKS, Aalborg University Esbjerg, Denmark. Work in Progress
	U-CrAc Flexible Interior Doctrine, Agile Learning Environments By SØREN BOLVIG & CLAUD A. FOSS ROSENSTAND, Aalborg University, Aalborg, Denmark	Musical Learning and Artistic Performance in Music Teacher Education – a study of how jazz vocal and ensemble lessons are designed.	Design of Collaborative Peer Feedback with Self-assessment for Online Learning LISBETH AMHAG, Malmo University, Sweden	Designing games for preschool language learning BENTE MEYER, Aalborg University, Copenhagen, Denmark Work in Progress



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	Completed research	RAGNHILD SANDBERG JURSTRÖM, Music school of Ingesund, Karlstad University, Sweden. Work in Progress	Work in Progress	
	Three approaches to integrating learning games in business education THOMAS DUUS HENRIKSEN1 & TIMO LAINEMA2, 1Aalborg University, Denmark, 2 Turku School of Economics, Finland Work in Progress	A Learning and Interaction design framework, from a study on formulating principles for the design of engaging music learning games CHARLOTTE L. WEITZE & RIKKE ØRNGREEN, Aalborg University, Copenhagen, Denmark Work in Progress	Text-making and recognition of text in new media landscapes. A study of pupils' design of texts in six project assignments within upper secondary schools. EVA SVÄRDEMO-ÅBERG & ANNA ÅKERFELDT, Stockholm University, Stockholm, Sweden Work in Progress	Designing For Creative Learning, Models of Integration of the Arts in Curriculum By TATIANA CHEMI, Aalborg University, Esbjerg, Denmark Completed research
	Participatory challenges in organizational learning processes JØRGEN BLOCH-POULSEN, Aalborg University, Copenhagen, Denmark Work in Progress	Emergent Forms of Peer-Mediated Learning: A Case Study of Role- Playing on Scratch JOANNA LUZ SIEGEL University of Pennsylvania, Philadelphia, PA, USA Work in Progress	Representation of toys through a curator's discourse, Child's play or adult collection? ANNE JODON COLE & EVA PETERSSON BROOKS Aalborg University, Esbjerg, Denmark Work in Progress	Creative Digital Mathematics MORTEN MISFELDT, Aalborg University, Copenhagen, Denmark Work in Progress
11.10-12:00	<p>the Nature of Design KEYNOTE by honorary professor JONAS LÖWGREN School of Arts, Communication and Media, Malmø University Introduction to keynote – professor MIE BUHL ROOM: Auditorium 2</p>			
12:00-12.10	<p>Closing remarks / future DfL activities by professor STAFFAN SELANDER, Stockholm University & RIKKE ØRNGREEN, conference chair, Aalborg University</p>			
12.10-13.00	Lunch			