

TYDZIEŃ JAKOŚCI KSZTAŁCENIA

WWW.TJK.UJ.EDU.PL 11-15.03.2024

ALMA MATER UJOTem WUJ



OMG!My Professor Lives in a Virtual World!

Micro-Challenge: Digitizing Higher Education

12 March 2024 11:00 - 14:00 CET Room A0 - 24, Faculty of Chemistry Kampus UJ, Gronostajowa 2

Photo credit: Emilia Czaja, Wiadomości Uniwerstetu Jagiellońskiego



The plan for today

11:00 - 11:10	Welcome	
11:10 - 11:30	Mini-lesson	
11:30 - 11:40	Q&A Session	
11:40 - 12:10	Micro-Challenge Pha Familiarization	se 1:
12:10 - 12:30	Coffee Break	
12:30 - 13:30	Micro-Challenge Phase 2: P Phase	rototyping
13:30 - 13:50	Presentations of partici	pants
13:50 - 14:00	Closing remarks	





Find someone who.....



Co-funded by the Erasmus+ Programme of the European Union



Has a pet



Co-funded by the Erasmus+ Programme of the European Union



Speaks more than two languages fluently



Co-funded by the Erasmus+ Programme of the European Union



Has a birthday in the same month as





Co-funded by the Erasmus+ Programme of the European Union



Mini-lesson: Introduction to Digitization of Education







Dr. Żaneta Kubic

Why are we here?

Sidey Myoo

Current landscape of virtual university worlds Marcin Klimek

Social life in virtual worlds



nded by th **European Union**



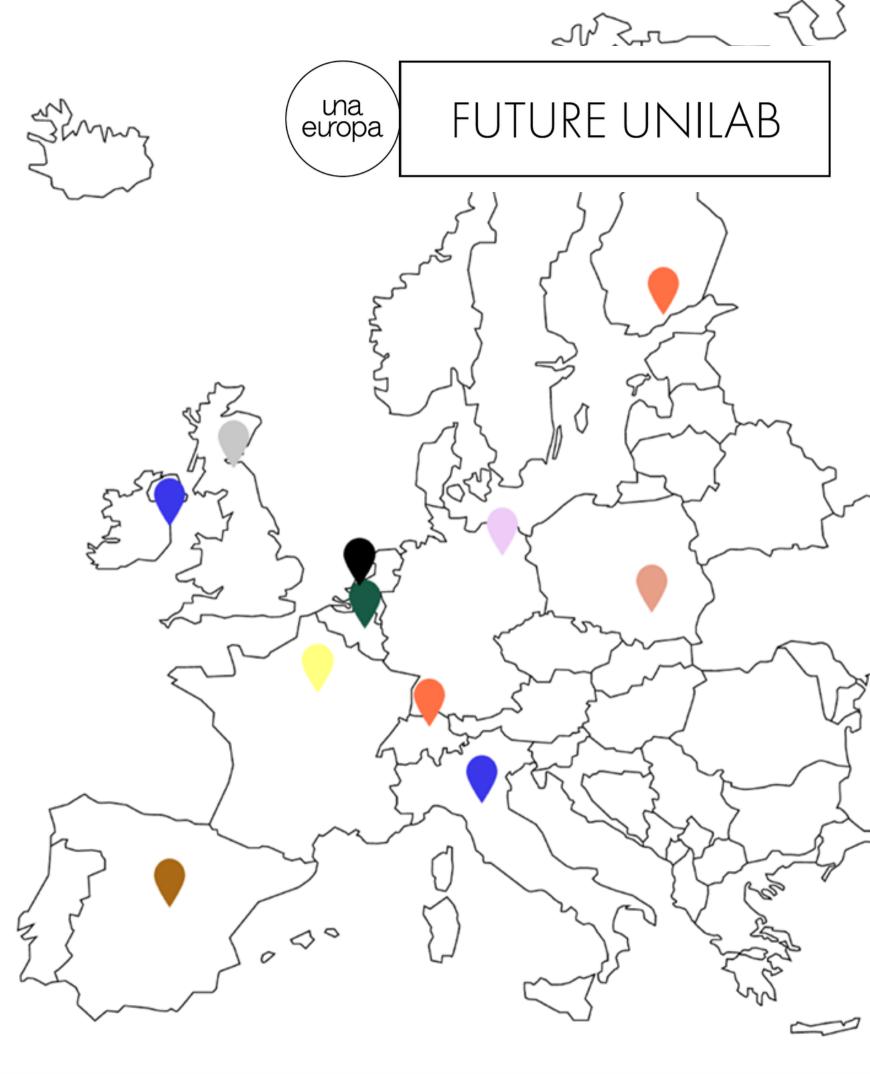
FUTURE UNILAB



Jakub Petri

Education goes hybrid

Welcome!Who are



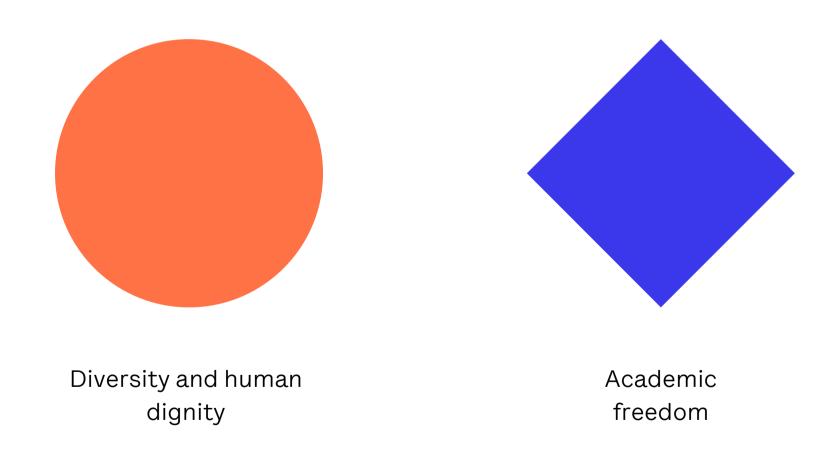
we?

- Una Europa is an alliance of 11 leading universities from all corners of Europe.
- Together, we are forging a new path for education and research in Europe and beyond to shape our shared future for the better.
- Founded in 2019, Una Europa has secured successive rounds of European Union funding to realise our vision for a European 'University of the Future'.
- Guided by our 2030 Strategy, Una Europa is working towards a truly inter-university and pan-European campus, shaped by universities' central obligations to society: research and innovation, teaching and learning, and societal outreach.
- The Future University Lab as Una Europa's think-tank.



Our Values

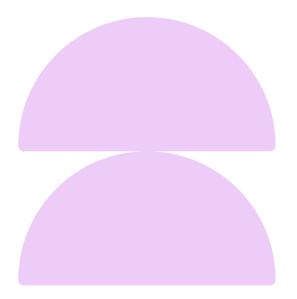
"Una Europa is a values-driven European University. This is not merely a declaration, but a commitment."







– Una Europa 2030 Strategy



Individual wellbeing

Our Focus Areas

Each led by an academic Self-Steering Committee, Una Europa's D6 Focus Areas gather researchers from diverse disciplines to foster academic collaboration and jointly design innovative educational formats.

The Self-Steering Committees are evolving into interdisciplinary hubs that will drive the alliance's progress going forward – across education, research and societal impact.



Cultural Heritage

Data Science and Al Europe and the World

One Health



Co-funded by the Erasmus+ Programme of the European Union







Sustainability

Future Materials

Advancing European Higher Education

The education of future European citizens is vital in facing major societal challenges. Universities are uniquely positioned to play a key role in this endeavour. Una Europa is committed to equipping the leaders and problem-solvers of tomorrow by advancing European higher education for all learners.



- Joint Bachelor of Arts in European Studies
- Joint Bachelor of Arts in Sustainability (forthcoming)



- Doctoral Programme in Cultural Heritage
- Joint Doctoral Spaces in Cultural Heritage





Flexible Learning

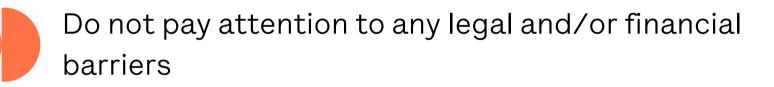
- Lifelong Learning Certificates (Data Science/Sustainability)
- Micro-credential Programme in Sustainability
- MOOC: AI in Society
- Una Europa Summer/Winter Schools
- Una Challenge/ Micro-Challenge

What's the methodology today?

Challenge-Based Learning



Provide YOUR vision



Do not think about existing solutions

Allowed to reformulate the question given







Play around with the methodology

Not looking for solutions

Provide YOUR insight

Let's go!

What's the challenge today?

Digitizing Higher Education



Gamification of learning

Challenges and opportunities of a Digital University

Development of universities in digital worlds

Future trends in EdTech





"Virtual Reality (VR) attempts to model the real world (present, past, or future) by means of a computer. A user interacts with this virtual environment in order to 'experience' the real world in a safe and controlled manner for any number of applications, including training, education and entertainment."

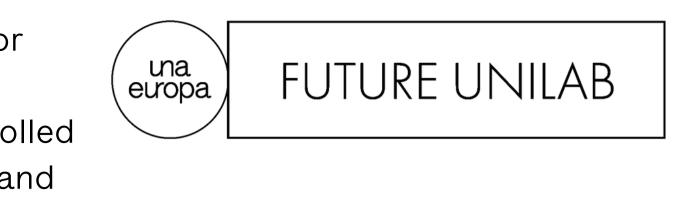
Alan Chalmers, Eva Zányi, Real Virtuality: emerging technology for virtually recreating reality



Cellar under Angels – Academia Electronica in Second Life (2014)



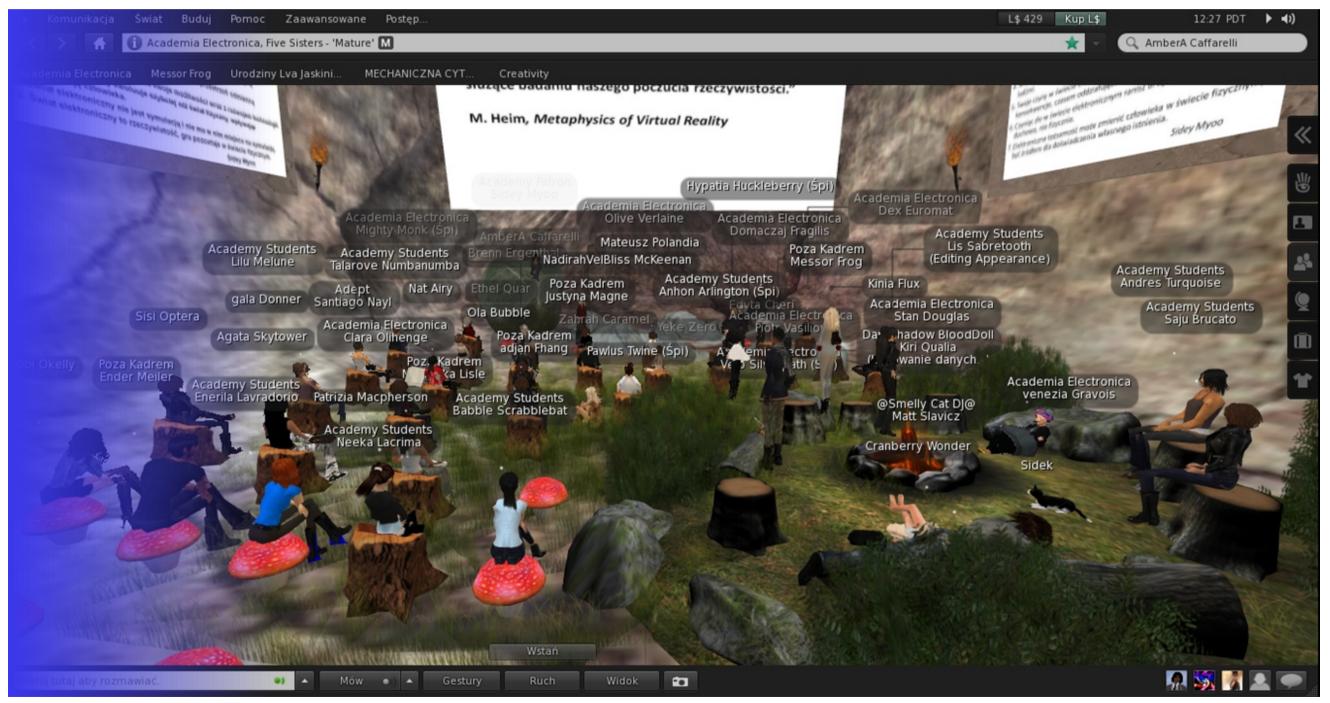
Co-funded by the Erasmus+ Programme of the European Union





"Artificial reality offers us a new version of reality that can be composed to suit our whims, promising that fantasy can be made real, physical, shared, and even practical"

Myron Krueger, Artificial Reality II





Co-funded by the Erasmus+ Programme of the European Union



FUTURE UNILAB

Academia Electronica in Second Life (2010-11)

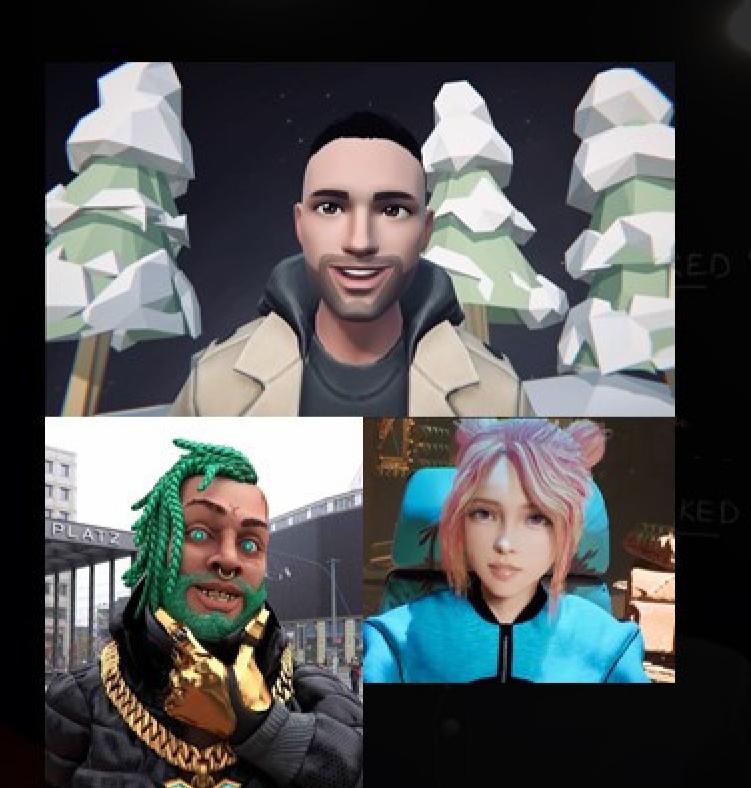
SOCIAL LIFE IN VIRTUAL WORLDS AVATARS GO WILD!



MARCIN KLIMEK ExplodedView / VR/AR Association

UNIWERSYTET JAGIELLOŃSKI OMG! My Professor Lives in a Virtual World

WHAT AVATARS ARE?



An avatar is a graphical representation of the user, his character and personality.

Avatars may be two-dimensional icons on online forums and other online communities, where they are also known as profile pictures or user photos.

An avatar can take the form of a three-dimensional model, used in online worlds and video games.

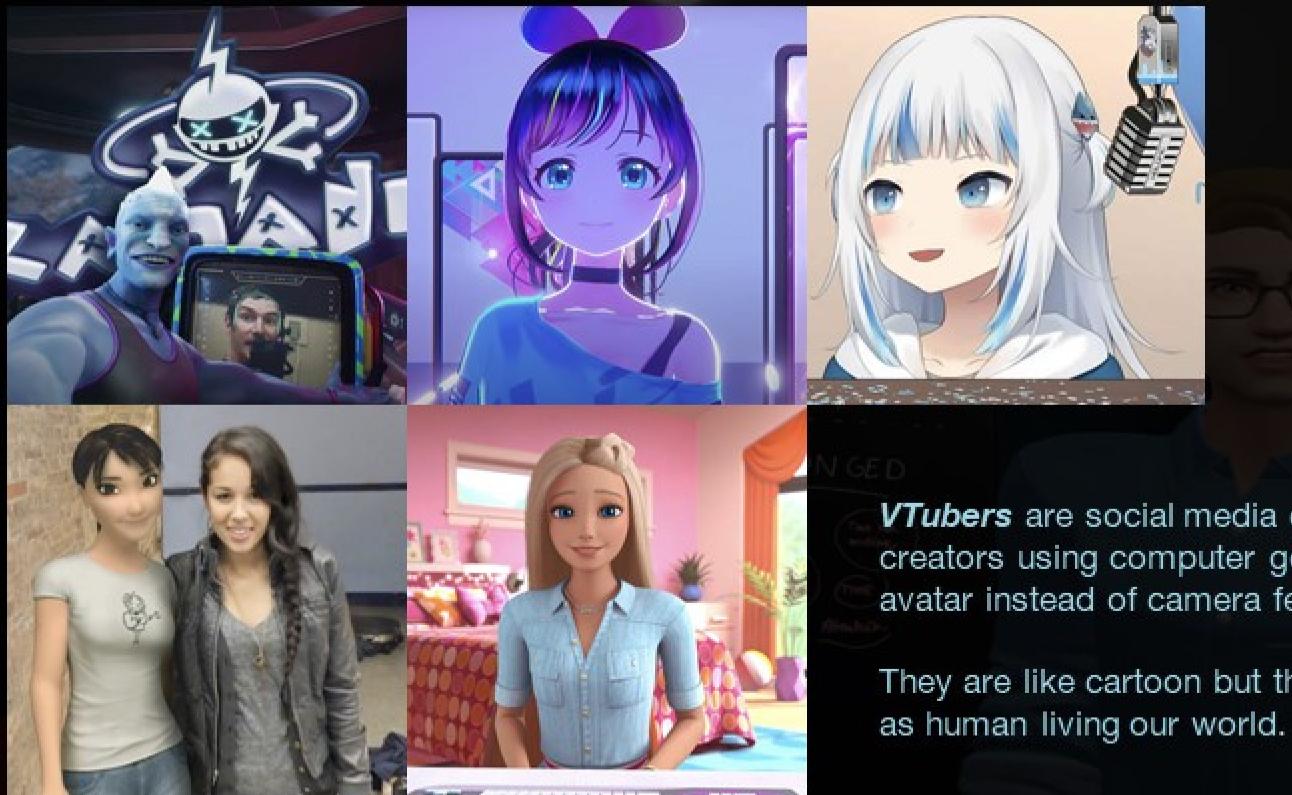
SOCIAL AVATARS IN EDUCATION





Greater immersion (presence) More natural interaction Possibility to overcome shyness and social anxiety Possibility to remain anonymous Better adaptation of learning style Improving memory

VTUBERS - AVATARS ON SOCIAL MEDIA



VTubers are social media content creators using computer generated avatar instead of camera feed ...

They are like cartoon but they act

AVATARS IN SHARED PHYSICAL SPACE



Remote participation in classes becomes much more natural. Participants in the classroom see a remote person in the form of an avatar moving around the classroom and interacting with colleagues and the room itself.

AVATARCAM | CAMERA FOR THE METAVERSE

A **CAMERA** FOR THE METAVERSE



<u>شمر</u>

VIEW









MARCIN KLIMEK

Phone: +48 698654965 Email: <u>marcin.klimek@explodedview.io</u> www.explodedview.io





Good Academy

+ Following grassroot creativity of students
+ Use of experimental learning tools
+ Going outside to lived spaces
+ Creating shared experiences





Treasure Hunts & Shopping Rewards



narratologies.com



Temple of Olympian Zeus

The temple you see before you is dedicated to my Father, Zeus. Its construction started in the 6th century BC by the tyrant Peisistratus and was magnificent. It may be difficult to imagine, but this temple had over 100 columns



Bui

enter g

TIC

FUTURE UNILAB

Virtual leality experiences ual communities

una europa



FUTURE UNILAB

una europa

3 D scanning Creating experimental Virtual Environments

Narrative AR tours



Reflecting retro technologies

EA 401

SE



10

Ktolut Dife 6

6-2[500]

-U.A.

[6] 70-

apoy of

000

When with date

FUTURE UNILAB

ó

Blending materiality and digitality

æ



FUTURE UNILAB

1

Do you have questions?

Write them on our WhiteBoard!



Co-funded by the Erasmus+ Programme of the European Union





Micro-Challenge Phase 1:

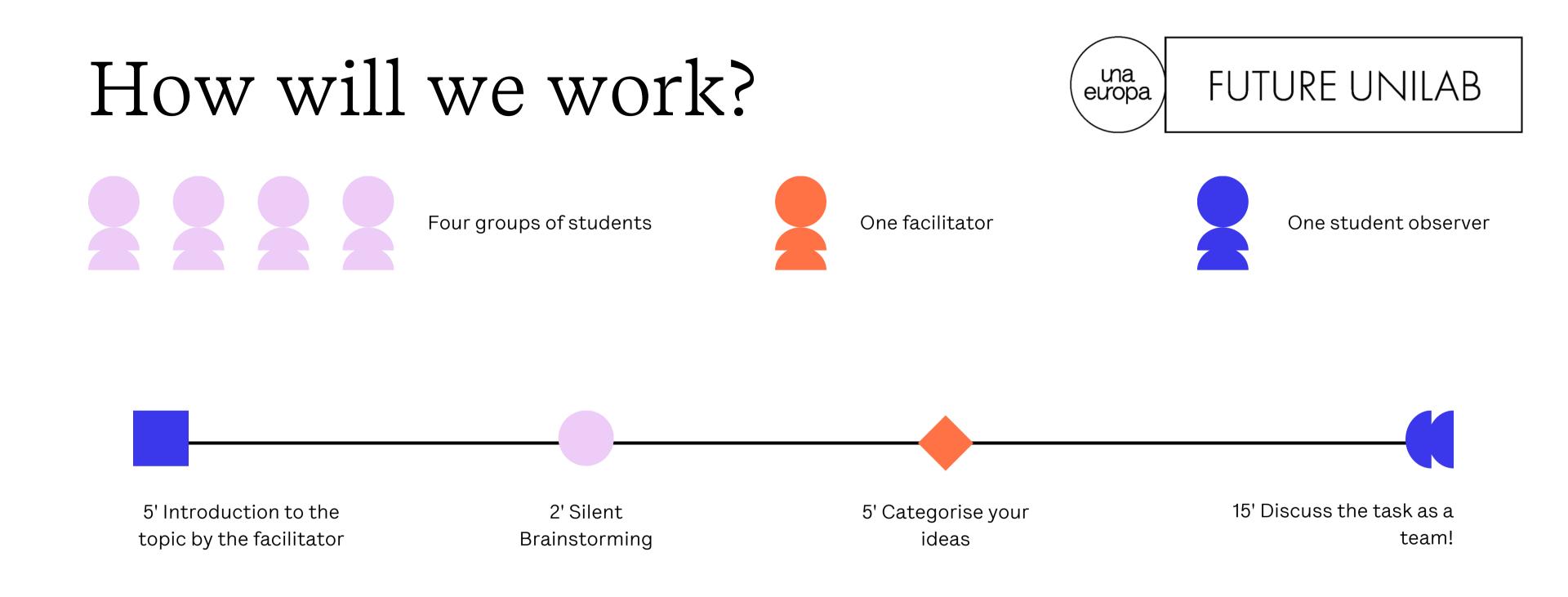
Familiarisation!



Co-funded by the Erasmus+ Programme of the European Union





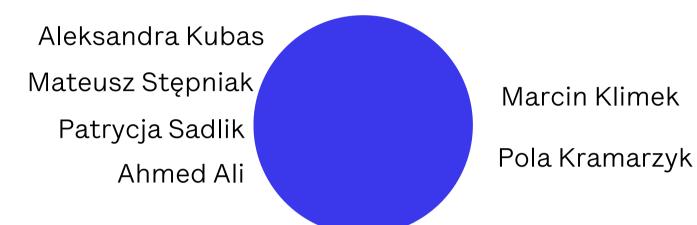


NOTE: The facilitators will be available to answer any of your questions during the whole session!



Find your table!

Gamification of learning



Development of Universities in Virtual Worlds

Francesca Dinu Dinu

Simone Giardili

Anna Kowalska

YussufAli

Future Trends in EdTech

Challenges and Opportunities of a Digital University

Katarzyna Sterecka

Neralba Demaliaj

Hubert Rybka

Anna Didenko



Co-funded by the Erasmus+ Programme of the European Union

Masudor Rahman

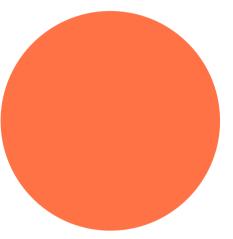
Szymon Hilniak

Helena Iskra

Jakub Petri

Alicja Boryń





Żaneta Kubic

Valeria Quintana

Sidey Myoo

Karolina Rzeźniewska

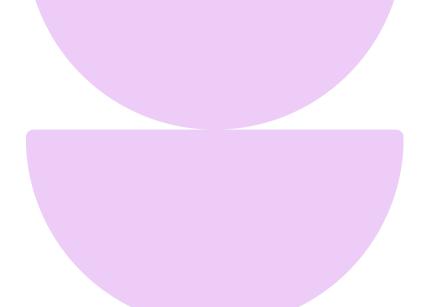
Micro-Challenge Phase 1: Familiarization!

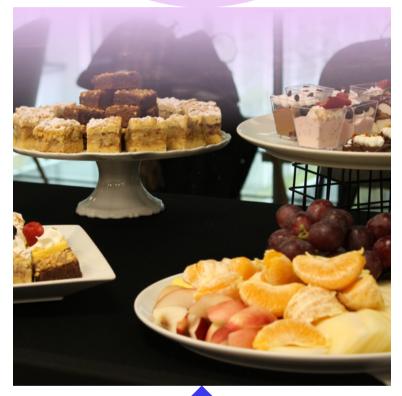


Co-funded by the Erasmus+ Programme of the European Union

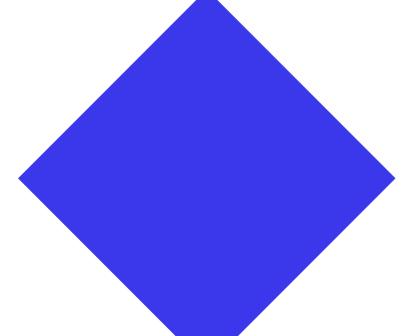








Time for a break! Gather back at your table at 13:10





Micro-Challenge Phase 2:

Time to prototype!



Co-funded by the Erasmus+ Programme of the European Union





Share your ideas with us!

5 minutes per team = 3



Co-funded by the Erasmus+ Programme he European Union







Amazing! But...what now?

Gathering all insights into one document

Sharing feedback with the Future UniLab community



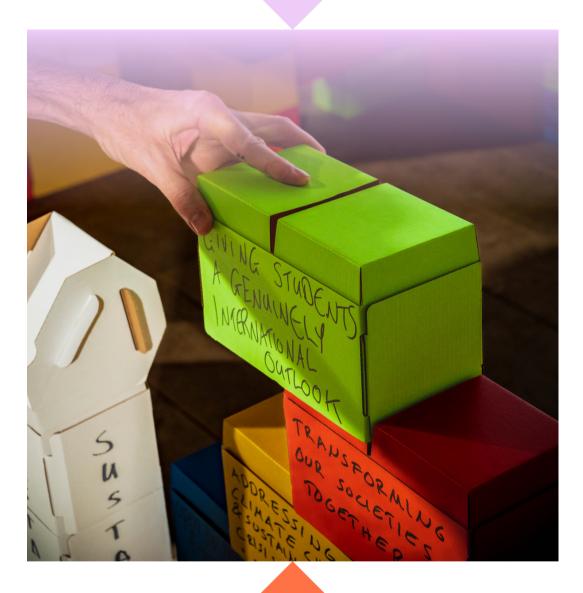
Evaluation of event format



Implemention of the event in the long-term structure of the Una Europa alliance and Future UniLab







It's a wrap!

Thank you for joining today! We would like to hear your opinion about today. You can submit an answer until <u>15th March</u>. Feel free to reach to us with any additional comments!



Alicja Boryń alicja.boryn@uj.edu.pl



Natalia Szymańska n.szymanska@uj.edu.pl





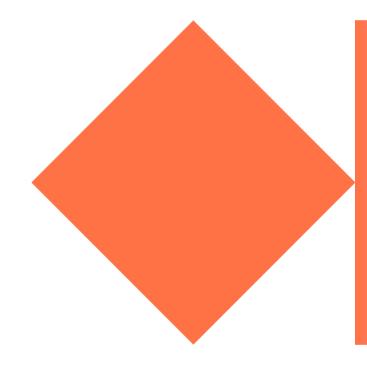


To stay-up-to-date with us

Check the Una Europa website:



<u>https://www.una-</u> <u>europa.eu/about/f</u> <u>uture-unilab</u>



Follow or tag us on the X platform!

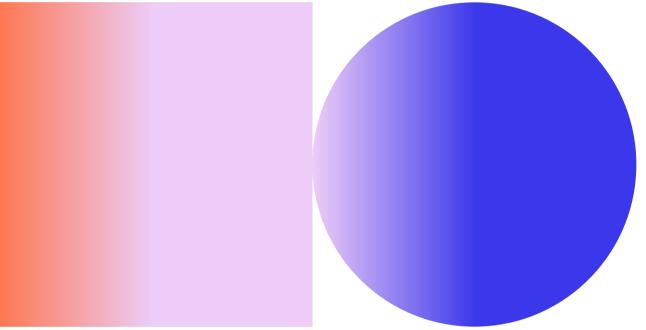


@Future_UniLab / @una_europa
#FutureUniLab



Co-funded by the Erasmus+ Programme of the European Union







TYDZIEŃ JAKOŚCI KSZTAŁCENIA

WWW.TJK.UJ.EDU.PL 11-15.03.2024

ALMA MATER UJOTem WUJ



OMG!My Professor Lives in a Virtual World!

Micro-Challenge: Digitizing Higher Education

12 March 2024 11:00 - 14:00 CET Room A0 - 24, Faculty of Chemistry Kampus UJ, Gronostajowa 2

Photo credit: Emilia Czaja, Wiadomości Uniwerstetu Jagiellońskiego

