A Web-Based Tool for Collaboration and Transdisciplinary Learning Design in Communities of Practice

ICELW Wednesday June 15th 2016
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AGENDA

1. Check-in
2. About the platform: idématch
3. Learning perspectives
4. Educational and welfare implications
5. Reflections and your points of views
6. Check-out
• One of 7 University Colleges in Denmark

• 8000+ students, on 10 different Master Degree Programs; teacher, nurse, social worker, nutrition and health and Further Educations Programs

• 6 campuses at Zealand and UCZ is one of the leading providers of e-learning educational designs among the 7 UC’s
Pick a picture and talk about a specific situation where collaboration with the use of e-learning have contributed to innovative learning outcomes in your context.
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What is idématch?

✓ A non-commercial platform

✓ A collaborative coproduction process – initiated at the web depending on net connection and human connection

✓ Invites and unites different stakeholders and resources with a common goal; Welfare innovation

✓ Partnership based; Contact can be initiated both by students and other stakeholders

✓ Includes project management tools

✓ Provides an overview
Creating new types of networks that can collaborate and contribute to the development of public welfare and creative learning designs.
The purpose is to bring students, public organizations, businesses and other (organisations) together to turn ideas into reality in co-creative and collaborative learning environments. The students, the workfield and the citizens will benefit from this in form of welfareinnovation and a high level of generic knowledge and knowledgeskills.
Knowledge and use of healthcare agreements (municipality) in everyday life

More young volunteers at care centers and group homes

Using touch and play-activity-screens for people with dementia (municipality)

Making playgrounds into outdoor fields of learning in kindergartens in a municipality

Development of the canteen at a highschool (food and servicedesign)
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Teacher as coach, facilitator etc.

New colleges

Student-oriented learning

Flipped learning and collaboration

Innovative competencies

Workfield partners and private enterprises
Learning framework in relation to idématch

Inspired by Knud Illeris
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Why **digital** collaboration and co-production?

- **Accessible** for everyone
- Easy **dissemination**
- Process **transparency**
- Democratic **co-production**
- Knowledge **management**
1) In small groups of communities of practice:

Use all nine cubes. Make your dreamscenario about a collaborative learning process that is supported by e-learning/a digital framework. Three cubes each with a beginning, a middle and an end.

2) Roll the cubes and pick as many cubes as you want. Inspired by the cubes you tell your colleagues what you will do in your context, to make your dream come true.

3) What was your dreamscenario and what are you going to do to make it into reality?
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Keep in touch?
Collaborative networking and learning

Network Cards
Please fill in your name, email etc.