

Research 'Assignments'

Each Expert to chose 1 question and prepare short report OR poster presentation



DIGITAL & ONLINE
CREATIVITY EDUCATION

- 1. How did your institute/department deal with the rapid shift to online education last year? What challenges did teachers/students/managers face? How were they overcome?**
- 2. How do teachers in your institute/department find new (didactical) knowledge on online education? How are they facilitated/supported in this by the management and/or didactical experts?**
- 3. What are the specificities of online creative education compared to other forms of online education? How do you deal with this?**
- 4. From a didactical expertise, what are crucial elements or points of attention for online education or specifically online creative education?**
- 5. What are best practices? Either from your own school, or from colleagues elsewhere?**
- 6. What is the future for remote education in your department / institution**
- 7. Wellbeing - How has remote education affected the wellbeing of teachers & Students. How is this being addressed in your department/Institution.**

Question 1

DOCE



DIGITAL & ONLINE
CREATIVITY EDUCATION

How did the organisations deal
with the rapid shift
to online online education?

Question 1

DOCE

How did the organisations deal with the rapid shift to online education?



DIGITAL & ONLINE
CREATIVITY EDUCATION

Best Practices 1

- Embedding online education.
- Reschedule educational program.
- Intergration of online software.
 - Training of teachers on new methology.
- Providing computers for students.
- Providing software for compters at home.
- Creating an online community.

Question 1

DOCE

How did the organisations deal with the rapid shift to online education?



DIGITAL & ONLINE
CREATIVITY EDUCATION

Best Practices 2

- Provide good Covid information
- Organize (digital) support for students.
 - Blended learning models.
 - Engagement of students.
- Keep the structure and timetable for students.
 - “Old became Gold”

Question 1

DOCE

How did the organisations deal with the rapid shift to online education?



DIGITAL & ONLINE
CREATIVITY EDUCATION

the teachers' needs (and students)

- Internet and computer facilities
- Support for online working
 - Technical support
 - Educational support
 - Social support
- Clear (Vovid) communication
 - Structures

**DOCE responds to the needs that arise in the Covid time.
All classes suddenly had to be online.**

What went well?

What could have been better?

What have we learned?

What experiences can we use in the future?



DIGITAL & ONLINE
CREATIVITY EDUCATION

**What went well?
What have we learned?**



**ERT
EMERGENCY
REMOTE TEACHING**

We didn't really know what TEAMS was :

**2 OR 3
INTENSIVE
WEEKS**

We turned TEAMS into classes

We studied the potentialities of the application.

We added tasks

We prepared work to explain procedures.

We adjusted the physical school to the virtual platform

What experiences can we use in the future?

WHAT HAVE WE LEARNED ?

We were looking for applications that could be relevant in this context. Some of them may still be important in a blended learning scenario. Augmented reality was one of them.

Let's see some examples

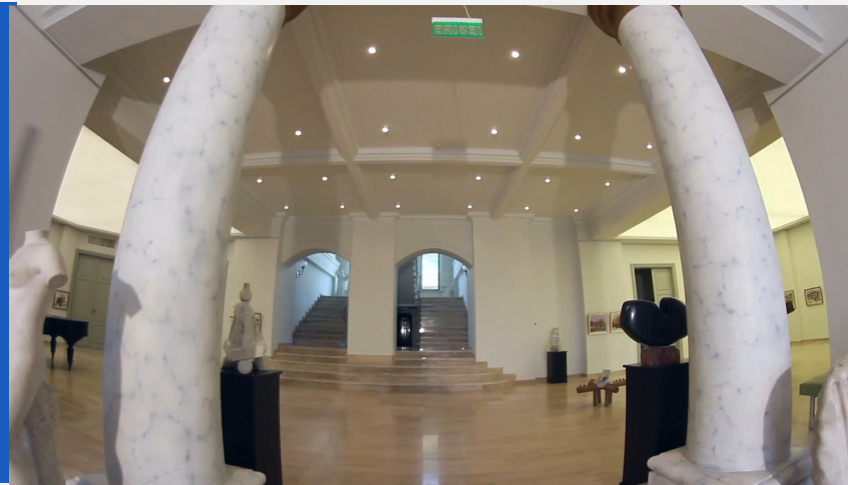
Interactive posters using mixed media, 3D object visualizations

[Public Speaking](#)

[VR Boulevard](#)

[TiltBrush](#)

Practice presentations in
realistic virtual reality environments



What experiences can we use in the future?

VirtualSpeech – Vr Courses

Practice the skills of public speaking with this immersive VR experience.

With photorealistic environments, students can prepare for a job interview or a class presentation.



Practice presentations in
realistic virtual reality environments

What experiences can we use in the future?

Boulevard – Art classes can now be supplemented with visits to some of the world’s best art museums. Students can tour art museums, interact with famous artworks and learn about the art, all thanks to the advancements of VR technology.



What experiences can we use in the future?

TiltBrush – Tilt Brush: Painting from a new perspective. Creating 3D paintings is every artist's dream, and now with *TiltBrush*, it is a reality. Painting is done using a handheld "paintbrush," and the creation possibilities will be inspiring for any creative student.



What experiences can we use in the future?



What experiences can we use in the future?

3D
Software



QR Code
Generator



AR
Model



WE BUILD OUR OWN

Thank you

for your attention



DIGITAL & ONLINE
CREATIVITY EDUCATION

Disadvantages felt in online education

- Loss of identity – Avatar´s
- Low participation
- Non-stop classes – like a “ Call center”
- Difficulty in controlling the audience
- Sometimes students are no longer in class
- Difficulty in exchange ideas



- Tends to be impersonal. It is a film where interaction does not exist
- There may be intrusions - non-class participants
- Not suitable for all topics
- Is based on technology and not human



Advantages felt in online education

- Less delay
- It is more ecological
- Interactive Museums
- Virtual reality - Augmented reality
- Can be more productive and personalized
- Forces you to rethink outdated curriculum



- The lesson can be recorded for reference
- In practical (project) disciplines, using rooms
- Enhances the use of interactive digital multimedia tools
- Gamification
- Integrate Artificial Intelligence

Advantages of online education of today and Industry 4.0

- Cybersecurity
- Virtual Reality (VR)
- Augment Reality (AR)
- Artificial Intelligence (AI)

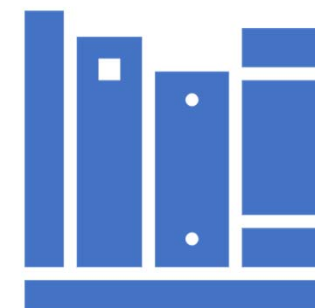


- Big Data
- Advanced Analytics
- Cloud Computing
- Internet of Things (IoT)



DIGITAL & ONLINE
CREATIVITY EDUCATION

IES Puerta Bonita
Centro para la formación audiovisual y gráfica



Issue n° 3

DOCE – Digital and Online Creativity Education
23° May 2022



DIGITAL & ONLINE
CREATIVITY EDUCATION

IES Puerta Bonita
Centro para la formación audiovisual y gráfica

**What are the specificities of online _creative_ education compared to other forms of online education?
How do you deal with this?**



DIGITAL & ONLINE
CREATIVITY EDUCATION

IES Puerta Bonita
Centro para la formación audiovisual y gráfica

1

What are **common elements** across the experts' work for this question? Do we find a **shared narrative** between individual contributions? A shared answer to the question?

These aspects have been most difficult to face:

- Availability of specific software by teachers at home
- Availability of specific software by students at home
- Difficulty adapting practical activities to online teaching
- Lack of practical activities using real equipment (expensive equipment used in creative industry)
- Difficulty doing group activities



2 What are the **best practices**? Individual examples or experiences that would be great to share with others?

An individual example:

- Every group of students were split in two (15 students per group).
 - Every subgroup work 5 days at school and 5 days at home
- Main tool to work online was our Moodle Virtual Classroom which was compulsory
- Students with less resources were given laptop to work from home with
- Classrooms were equipped with transparent partitions to keep the safety distance between students while they are working with computers
- Teachers were given voice amplifiers to work using facemasks



DIGITAL & ONLINE
CREATIVITY EDUCATION

IES Puerta Bonita
Centro para la formación audiovisual y gráfica

3 What are the **teachers' needs** that you can identify in the answers? Things that teachers need from e.g. their school board or management? Something that **management** can pick up to **support their teachers better**?

Main challenges/needs for teachers in switching to online/distance learning

- Teachers' access to proper technology
- Pupil's access to proper technology
- Preparing and/or converting activities and content into online learning
- Support regarding increased workload and stress working from home
- Support given by educative managers
- Turn working with real equipment and materials into virtual simulations



DIGITAL & ONLINE
CREATIVITY EDUCATION

IES Puerta Bonita
Centro para la formación audiovisual y gráfica

Thank you!





gbssg.ch

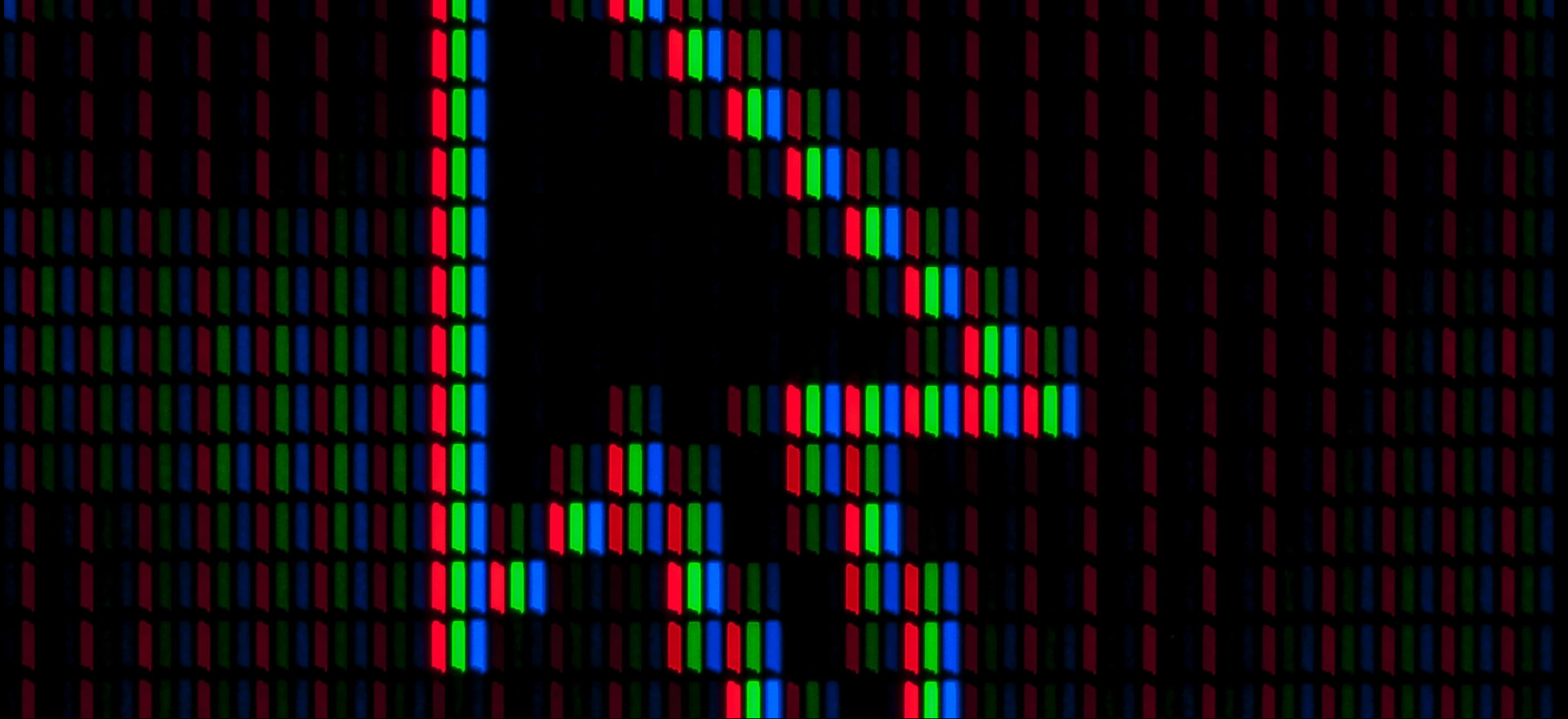
Summary: Question 4.

DOCE-project

Overview Question 4.

- **What are common elements across the experts' work for this question?**
- **Do we find a shared narrative between individual contributions? A shared answer to the question?**
- **What are the best practices? Individual examples or experiences that would be great to share with others?**
- **What are the teachers' needs that you can identify in the answers? Things that teachers need from e.g. their school board or management? Something that management can pick up to support their teachers better?**

Question 4/1



What are common elements across the experts' work for this question?

- Many advantages but also disadvantages – the latter are goals for the future ...
- Communication is key
- Connection with the students was challenging
- KISS: Keep it short and simple
- ICT + infrastructural equipment for students / teachers (hard- / software problems)
- Digital availability of teachers (Non-stop classes –like a “Call center”)
- Keeping the focus on important online-classroom activities is vital

KISS:

Keep it short and simple.

Question 4/2



Do we find a shared narrative between individual contributions? A shared answer to the question?

- Collaboration in smaller groups and feedback or peer feedback are important
- Human interaction is very important in teaching
- Abrupt but rather successful switch from normal to digital teaching (skills and methods required)
- Faster paradigm shift (change of curriculum, knowledge transfer, methods...)
- Mixing Online Teaching with Cooperative Learning Activities is key – avoid “TV-Schooling” and activate students through collaboration

**Human interaction
is very important.**

Question 4/3



What are the best practices? Individual examples or experiences that would be great to share with others?

- Flipped classroom method
- Activation of students/teachers through breakout rooms (coffee break, off-topic rooms)
- Tutorials by students / teachers
- Cloud-based learning opportunities
- Working in smaller groups
- Feedback and peer feedback (social interaction)
- Consistency in course structure between courses

Activation and participation.

Question 4/4



What are the teachers' needs that you can identify in the answers? Things that teachers need from e.g. their school board or management? Something that management can pick up to support their teachers better?

- Digital skills training
- Redesigned learning spaces
- LMS – Learning Management System
- Time to transfer course materials into digital media and keep it consistent
- Quality control, – management
- Quality standards, digital instruction and guidance

**Digital skills training
and time for implementation.**

Distance learning: been there, done that



Issue n° 5

DOCE – Digital and Online Creativity Education

23° May 2022

**What are best practices?
Either from your own school, or from
colleagues elsewhere?**

**What are common elements across the experts' work for this question?
Do we find a shared narrative between individual contributions? A shared answer to the question?**

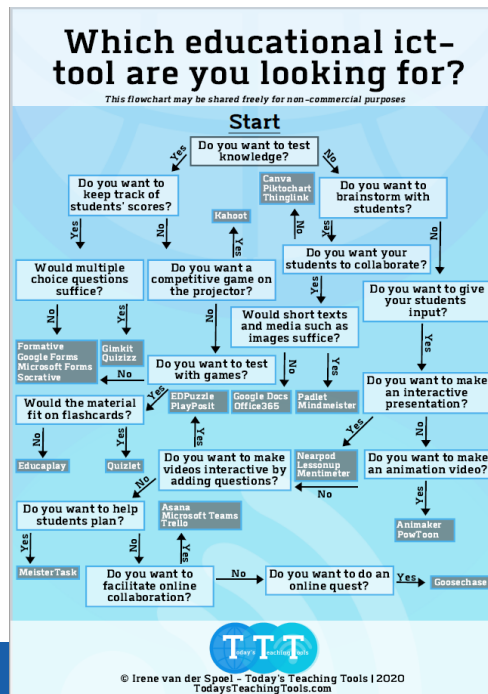
- A mix of online and offline resources, both for classes and exams
- Use of different tools for interactive/engaging lessons, to keep the learners' attention always high
- Involvement of companies in online activities (interviews, speeches etc.)
- Attempts to provide social interactions among students and teachers (virtual coffee breaks etc.)
- Investments in teams for digital learning support
- Online open doors

What are the best practices?

Individual examples or experiences that would be great to share with others?

A map to find the better tool to interact with students, available here:

<https://www.todaysteachingtools.com/>



**What are the teachers' needs that you can identify in the answers?
Things that teachers need from e.g. their school board or management?
Something that management can pick up to support their teachers better?**

- Keep a social interaction even if online, discuss with colleagues
- Find the best tools to engage the students and keep the motivation high
- Involve the students in the process to find the best solution together
- Being supported with proper resources (hardware, software, dedicated team etc.)
- Meet with other colleagues and other schools to share experiences and solutions



Thank you!

Issue n° 6

DOCE – Digital and Online Creativity Education

23° May 2022

What is the future for
remote education in your
department / institution

Common elements

- Online teaching has advantages.
- Online teaching has disadvantages.
- Most respondents aim to achieve some form of blended teaching that captures the **best of both worlds**.

Advantages of online teaching to preserve

- **Self-organised learning** and individual learning paths
- Recordings allow for (individual) **repetition** for students
- Recordings allow for building an **archive** (re-use, sharing, reference)
- In some aspects individual **contact** with students becomes easier

Best practices

- **Next Classroom** (GBS. St. Gallen)

Needs of the teachers

- Different types of **infrastructure** required:
 - Classrooms
 - Meeting rooms
 - Focus islands (sound isolation!)
 - Projection rooms for collective viewing
 - Recording studios



Thank you!

Wellbeing



How has remote education affected the wellbeing of teachers & Students?

How is this being addressed in your department/Institution?

POSITIVE EFFECTS OF DISTANCE LEARNING / TEACHING ON WELLBEING

- More appreciation for the new possibilities of digital exchanges in lessons.
- Higher value for close relationships, which could still be face to face.
- Possibility to learn in own pace.
- Lifted sense of humor in students.

CRITICAL EFFECTS OF DISTANCE LEARNING / TEACHING ON WELLBEING

- Boredom and lack of inspiration. Maintaining the study motivation is hard.
- Paying attention is hard and exhausting. Especially if assignments are not clear.
- Personal interaction is strongly missed
- Home Schooling and home office cannot create a vivid learning experience.
- Does not match students' expectations on how an apprenticeship should look like.
- Too much use of digital media can cause stress.
- Taking responsibility from studies is too much for some students.

What are the best practices?

Individual examples or experiences that would be great to share with others?

? ? ?



Checklist for fluent distance teaching:

Plan and instruct in advance:

Schedule, applications, "digietiquette"

Make clear learning objectives!

Activate – Cameras on!

Involve participants!

Live videos, quizzes, discussions, teamwork

Ensure digi-skills – Yours too!

Check your materials:

Links, videos, applications, sounds, user accounts

Balance!

The number of digital tools will not compensate the quality of teaching.

Make breaks!

Distance learning requires more breaks!

Allocate time!

Discussions, personal guidance, problem solving

Be active = Guide your students!

Check on your students:

make sure they understood and progress on the assignments.

Ask for help! Colleagues will help.

$\frac{3}{4}$ of students wanted some amount of distance learning also in the future.

From survey made by Ahtiainen, Eerola, Essel, Hägg & Karjalainen 2021.



DOCE 2021