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Including Responsible Research and innovation in cutting Edge Science and Inquiry-based Science education to improve Teacher's Ability of Bridging Learning Environments

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1. Executive Summary

The main goal of the workshop was to share the knowledge developed when researching the Web2.0/App Guide (Deliverable D4.1) with the partners. After the workshop, each partner should have a basic understanding of which kind of Web2.0/App tools are available and how they could be incorporated in the module development.

The workshop took place at the IPN Leibniz Institute for Science and Mathematics education in Kiel, Germany on March 10 and 11, 2014. In the first part of the workshop various tools and possibilities to use Web2.0/App technologies were presented. In the second part participants worked in small groups and used different technologies on a fictitious module. There was quite some time for discussion in the schedule, to give room to share the knowledge of all participants

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2. MAIN PART

2.1 workshop part I

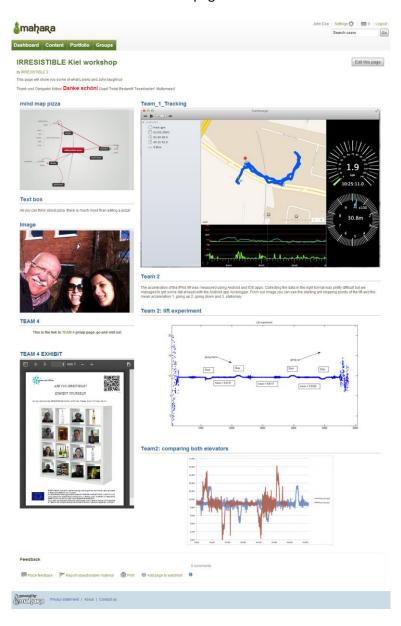
In the first part of the workshop various tools and possibilities to use Web2.0/App technologies were presented. After a welcome and short introduction, Sevil Akaygün of Bogazici University presented results of a recent survey she conducted on the use of apps in teaching in Turkey. In the following, several tools from the app guide where highlighted in the presentation, including small examples on how they could be used. Tools from all eight categories of the guide (Project Tools, Image Work, Measuring, Mobile Office, Collaborative work, Knowledge, Tools, Exhibition) were shown. As start for the collaboration tools section, Shelly Rap of the Weizmann Institute of Science in Israel gave an introduction on how to use Facebook as a tool in classroom and beyond.



Impressions from the workshop in Kiel: left: part I, presentation of tools; right: part II, team 2 measuring the acceleration of the elevators.

2.2 workshop part II

In the second part participants worked in small groups and used different technologies on a fictitious module. The group was divided in four teams, each given a specific task to work on and later on to bring the results together with the results of the other teams. Team 1 had to track a GPS route and take some photos, team 2 had to measure the acceleration of elevators, team 3 prepared the platform for collaborating in the e-Portfolio system Mahara, and team 4 created a miniature exhibition including digital media. For detailed descriptions of the team tasks see annex 4.2. In the end a common webpage was filled with all the content created by the groups.



Outcome of the example project: Screenshot of the Mahara group page with results of all four teams.

2.3 participants

Participants of almost all partner countries were present at the workshop.

	Prename	Surname	Institution	Country	
1	Sevil	Akaygun	Bogazici University	Turkey	
2	Jan	Apotheker	University of Groningen	Netherland	ds
3	Sema	Bakioğlu	Fen Bilimleri Schools	Turkey	
4	Mihai	Bizoi	Valahia University Targoviste	Romania	
5	Miikka	de Vocht	University of Helsinki	Finland	
6	Karten	Eilert	IPN Kiel	Germany	
7	Vanessa	Figueiredo	Universidade de Lisboa	Portugal	
8	Fabio	Filippi	School Bologna	Italy	
9	Gabriel	Gorghiu	Valahia University Targoviste	Romania	
10	Lorenz	Kampschulte	IPN Kiel	Germany	
11	Antti	Laherto	University of Helsinki	Finland	
12	Rita	Marques	Universidade de Lisboa	Portugal	
13	Shelly	Rap	Weizmann Institute of Science	Israel	
14	Malka	Yayon	Weizmann Institute of Science	Israel	
15	Carina	Siemsen	IPN Kiel	Germany	
16	Paweł	Bernard	Jagiellonian University	Poland	(cancellation at short notice)
17	Dimitris	Stavrou	University of Crete	Greece	(cancellation at short notice)

3. CONCLUSIONS

The workshop offered a good opportunity to collect ideas for how to use Web2.0 and Apps as tools in the RRI modules and gave enough room to discuss these ideas with others. The discussion also brought up different tools for either the same purpose or for new possible applications in the modules. These tools will as well be included in the Web2.0/App Guide (Deliverable D4.1).

4. ANNEX

4.1 workshop program

Workshop Web2.0/App Tools

March 10 + 11, 2014; Kiel/Germany



Workshop program

Monday, March 10. - Workshop Day 1

- 12:00 Scopia meeting, followed by a little snack
- 1:00 Welcome and introduction to the topic

Presentation Sevil: Survey Apps in Teaching in Turkey

Presentation Results Iwona: Teachers Using Web2.0 in Poland

Project tools

Measuring tools

- 3:30 Coffee break
- 4:00 Facebook-special by Shelly

Tools for collaborating

Tools for accessing knowledge

Tools for presenting/exhibition

7:00 Dinner

Tuesday, March 11. - Workshop Day 2

9:00 Try-out example: introduction, group building

Group work

Assembling parts of group work, exchange

Discussion

- 11:00 Coffee break
- 11:30 Discussion on how to use tools in the RRI-modules, further exchange of tools and ideas, collection of best practice examples, ...
- 1:00 End of workshop, snack

4.2 Tasks for teams on fictitious module

Workshop Web2.0/App Tools

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Example: Using Web2.0/Apps in an fictitious Module

Team 1

- Download and install a GPS tracking app (e.g. OSMTracker).
- Go outside, use the GPS tracking app to log the track you're walking.
- · Look for three plants with fresh foliage/flowers, take a photo of each.
- · Bring the data (track + photos) back "home", upload it to Mahara
- · Share your track and photos with the "IRRESISTIBLE" group on the group page

Team 2

- · Download and install an app to measure acceleration (e.g. Accelogger)
- Use the elevator, measure the acceleration profile (starting, stopping, in between) with at least three measurements.
- · Import CSV files to Excel, calculate mean acc. data, plot graph
- · Upload the graph to Mahara
- · Share findings with the "IRRESISTIBLE" group on the group page

Team 3

- Create a Mind map of your fictitious module project, indicating the potential results of the other teams (i.e. a GPS track, photos of plants, acceleration of elevators, creating an exhibition)
- In Mahara, create a group called "IRRESISTIBLE", and manage group participation requests
- Create a group page to which all members can contribute to, and include your mind map and a descriptive text as framework for the data of the other teams.

Team 4

- Create a micro exhibition made up of two sheets of paper with text and images
- On Mahara, create an additional online information page, including some results of the other teams (i.e. a GPS track, photos of plants, acceleration of elevators – create the page with a text box, add the other content later)
- make your page accessible by the public
- · Create a QR-code linking to your Mahara page, include it in your 2-sheets-of-paper exhibition

Have fun! :-)