

# Virtual Mobility: A joint educational product

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# Agenda

- Introduction of the virtual mobility pilot
- Design & implementation
- Evaluation
- Outcomes & lessons learned



# Background

Students from three universities with official ECTS acceptance by all universities

6 Weeks

General task: design, create and evaluate an interactive digital product for education



# Virtual Mobility

„Virtual mobility

is an innovation in mobility schemes to provide students an international experience on-line. It is meant for students that are not in a position to travel because of other commitments or want to combine a virtual mobility scheme with a physical mobility scheme“ (EADTU, 2019).

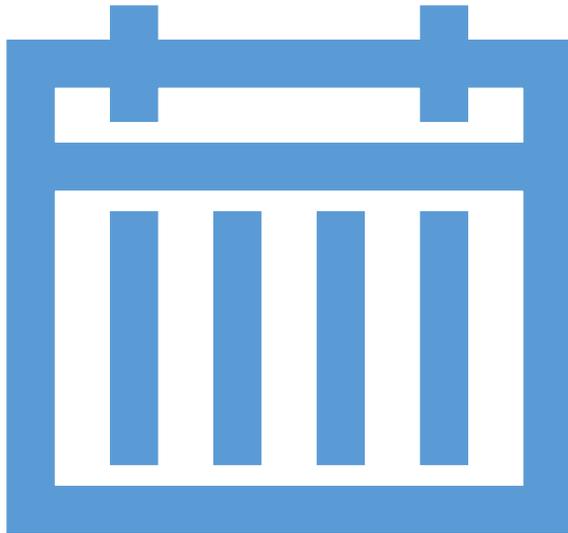


# Goals

With an authentic task to design, create and evaluate an interactive digital product for education



# Structure of the Pilot and its Content



Week 1: Kick-Off and Introduction

Week 2: Educational Concept

Week 3: Educational Concept - continued

Week 4: Prototype

Week 5: Prototype - continued

Week 6: Evaluation and Presentation

Finalisation: Showcase of Group Presentation

# Design of the Pilot

- Authentic task
- Collaborative learning in international groups
- Extensive use of communication channels:  
asynchronous (Moodle) & synchronous (Collaborate)
- Salmon's 'e-tivities'
- A variety of design solutions and presentation  
modes in the learning environment



# Implementation - E-tivities

## **Your Task:**

is to plan, develop and evaluate an interactive digital product for education

## **Our tools:**

- [Seppo.io](https://seppo.io)
- [Howspace.com](https://howspace.com)
- [yOUplay](https://youplay.com)

## **Your working format**

- Use your group forum to organise your work
- Use Collaborate online face-to-face meetings provided for each group.
- You may utilize other forums and platforms to discuss with others and ask questions.

# Evaluation

<b>Last run</b>	<b>Consequences</b>
<b>Structure</b>	
Lack of guidance, students could not find the relevant information	Improvement of structure to provide overviews and information.
Timing: Some students don't have time during daytime and holidays.	Moved implementation from winter to spring.
<b>Content</b>	
Students prefer weekly meetings with the teachers that explain the task at hand.	Meetings regarding the weekly tasks.
Lack of consistence between the content and structure of weeks.	Facilitator teams across universities for each week to reduce differences of meaning and facilitation.

# Evaluation

## **Ideas from this run**

### **Facilitation**

Providing the format and space for students to cooperate/share experience (clustering, online breakout rooms with specific tasks, jigsaw discussion activities)

### **Student feedback**

Blitz-surveys before/at the beginning of the online sessions (a few short questions) and after the online session to have a clearer picture of the problems and issues the students are having, what they'd like to change or what they like (not just our feelings about the situation).

# Lessons learned

- Collaboration & co-creation in an international team
- A motivating and rich experience for learners
- Demands and enhances self-regulation & self-directedness
- (Further) development of digital (communication) skills & competences
- Broadens horizons and opens minds



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# Thank you!

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