

**Erasmus Intensiv Programm**  
**New Tools and Approaches for a better Integration of**  
**Learning and Experiencing Knowledge**  
**(1.9.2013 – 13.9.2013)**

*Nutzen Sie die Chance des interkulturellen und interdisziplinären Austausch, mit  
Anrechnungsmöglichkeit - in Linz - und noch vor Beginn der Lehrveranstaltungen!*

Das Erasmus Intensiv Programm „New Tools and Approaches for a better Integration of Learning and Experiencing Knowledge“ bietet Studierenden der JKU die Möglichkeit in Linz, im interkulturellen und interdisziplinären Kontext zu lernen und sich mit Studierenden aus vier weiteren Nationen zu vernetzen.  
JKU Lehrende: Ass.-Prof. Dr. Cäcilia Innreiter-Moser und ao. Univ.-Prof. Dr. Iris Fischlmayr

Das Programm findet von **1.9.2013 bis 13.9.2013 in Linz** statt und wird in Englisch abgehalten.

**Teilnehmende Universitäten bzw. Studiengänge sind:**

- ✦ Universidade Alberta (Lissabon, Portugal) – MA Graphic and Audiovisual Expression
- ✦ Anadolu Universitesi (Eskisehir, Türkei) – BA Journalism
- ✦ Università di Genova (Genoa, Italien) – Msc Electronic Engineering
- ✦ Tallinn University of Technology (Tallinn, Estland) – MA Engineering Education
- ✦ Johannes Kepler University (Linz, Austria) – BA Cultural Studies

**Was wird geboten:**

lernen in interkulturellen und interdisziplinären Gruppen, in Form von:

- ✦ kurzen Vorlesungen mit Übungen
- ✦ einer geführten Teilnahme am Ars Electronica Festival inkl. Künstlergesprächen usw.
- ✦ Forschungsarbeiten
- ✦ Gruppen- und Plenumsdiskussionen
- ✦ grafischen und audiovisuellen Übungen
- ✦ Produktion von Case Studies und deren Aufarbeitung im Web 2.0., Radio und Video
- ✦ Präsentationen
- ✦ Produktion von Lernmaterialien

**Im Anhang finden Sie das konkrete Programm.**

Das Erasmus Intensiv Programm, kann im Bachelorstudium Kulturwissenschaften im **Ausmaß von 4,5 ECTS in den freien Studienleistungen** anerkannt werden.

Von Seiten der JKU können **20 Studierende** daran teilnehmen.

Bei Interesse oder Fragen wenden Sie sich bitte bis 28. JULI 2013 bei [melanie.wurzer@jku.at](mailto:melanie.wurzer@jku.at) oder [caecilia.innreiter@jku.at](mailto:caecilia.innreiter@jku.at)

**Programm, 1.9.2013 – 13.9.2013**

**Sunday, 1.9.**

Arrival

**Monday, 2.9.2013: 9:00-12:00 und 13:00-17:00 (8 Units)**

**Main Topic:** From Knowledge to Competence: The state-of-the-Art. An overview on current theoretical contributions to new learning forms and approaches in the different disciplines.

**Methology:** Short introductory lectures, presentations

**Morning:**

- ♣ Introduction
- ♣ Short Lectures with discussion

Contributions from...

- pedagogic (learning and personal skills) and social perspective (learning and organisation)
- intercultural Communication and Storytelling perspective
- Serious Games applications to Academic Learning

**Afternoon:**

- ♣ Short lectures with discussion

Contributions of...

- Communication Sciences to a Learner-oriented Learning in an Academic Environment
- Social Software Applications to Directed Group Work in e-learning
- Computer Arts to Learner-oriented Learning in an Academic Environment

**Tuesday, 3.9.2013: 9:00-13:00, 14:00-17:00**

**Workshop:** Interdisciplinary presentations and reflections on different methodological supports to academic learning from different perspectives:

**Morning:** Pedagogy

**Afternoon:** Communication science; Social Software for Learner-oriented, group directed e-learning; Digital Storytelling and Digital Arts in/for Academic Learning

**Wednesday, 4.9.2013: 9:00-12:00, 13:00-17:00**

**Workshop:** From Knowledge to Competence: Applications of Communication Science in Educational Environments

**Methodology:**

Students in mixed small groups produce contributions to academic curricula related to intercultural communication and self-acceptance. With assistance of teachers, they will develop learning tools based on communication science resources.

**Thursday, 5.9.2013: 9:00-12:00, 13:00-17:00**

**Main topic:**

From Knowledge to Competence: Applications of Communication Science in Educational Environments. - How communication science can support development of competence.

**Workshop:**

The workshop will focus on the specific communication features and potentialities of medial resources applied in educational environments (in and for learning). With the assistance of teachers, students in mixed small groups from all the partner universities develop learning tools based on communication science resources.

**Friday, 6.9.2013: 9:00-12:00, 13:00-17:00**

**Main Topic:** New Learning forms: Reflections on an interdisciplinary input with (guided) visit of the “Ars Electronica Festival” from perspectives of different disciplines with different tasks .

**Methodology:** Workshops (input with reflections)

**Morning:** Aspects related to Pedagogy as well as Culture and Communication

**Afternoon:** Aspects related to Communication Sciences and Digital Arts in/for learning.

**Saturday, 7.9.2013, Sunday, 8.9.2013 – Free time**

**Monday, 9.9.2013: 9:00-12:00, 13:00-17:00**

**Main Topic:** From Knowledge to Competence: Digital Art Applications in Academic Learning Environments.

**Methodology:** Workshop, peer learning, tutoring, Evaluation

Trying to exploit the resources of Digital Arts resources in/for Learning, the workshop focuses on programming webart artefacts.

**Tuesday, 10.9.2013: 9:00-12:00, 13:00-17:00**

**Main Topic:** Applications of Digital Storytelling in Academic Learning Environments

**Methodology:** Workshop: supervised group work, peer learning, with tutoring

**Contents:** Design and production of Digital Storytelling artifacts for expression, documentation and learning

**Wednesday, 11.9.2013: 9:00-12:00, 13:00-17:00**

**Main topics:** From Knowledge to Competence: Serious games applications in Academic Learning Environments

**Methodology:** Workshops, supervised peer group work, peer learning, with tutoring, final briefing and overall reconciliation

**Morning:** Foundations of Serious Game design

**Afternoon:** Serious Game Implementation in Academic Learning: A critical Analysis.

**Thursday, 12.9.2013: 9:00-12:00, 13:00-17:00**

**Main Topics:** From Knowledge to Competence: Serious Games Applications in Academic Learning Environments

**Morning:** Foundations of Serious Game designs

**Afternoon:** Development of a Serious Game on topics related to Cultural Sciences selected by the students.

**Methodology:** Workshop – supervised group works with teacher guidance, subdivision of tasks and goals, definition of the inter-group communications protocol, coordination among groups, final briefing and overall reconciliation.

**Contents:** Definition of the requirements for the target Serious Game. Design of the Serious Game. Preparation of the overall paper mock-up.

**Friday, 13.9.2013: 9:00-12:00, 13:00-17:00**

**Morning:**

Main topic: How digital Arts and Serious Games can Support Development of Competence

Methodology:

Workshop, Peer learning, tutoring.

With the assistance of the teacher and in mixed small groups, students discuss about specific learning outcomes of the both experienced digital resources.

**Afternoon:**

Main Topic: Summary of the learning experiences. Open questions. Remarks. Feedback; written evaluation.

Methodology:

Presentations, Questionnaire.