



DESIGNS FOR LEARNING
2nd INTERNATIONAL CONFERENCE 2010 a new conceptualization of learning

17 - 19 MARCH 2010
Stockholm University
Frescati Aula Magna
S W E D E N



Stockholm
University

PROGRAM AT A GLANCE	PROGRAM AT A GLANCE	PROGRAM AT A GLANCE
WENDSDAY 17 TH OF MARCH	THURSDAY 18 TH OF MARCH	FRIDAY 19 TH OF MARCH
12:00 Registration, Aula Magna 13:00 Conference opening, Aula Magna	09:00 Keynote: Kirsten Drotner 10:00 - 10:15 Coffe	09:00 Keynote: Jonas Linderoth 10:00 - 10:15 Coffee
13:15 Keynote: Birgitte Holm Sørensen Staffan Selander	10.15 - 12:30 Parallel sessions 10:15 - 10:45 Session 3:1 10:50 - 11:20 Session 3:2 11:25 - 11:55 Session 3:3 12:00 - 12:30 Session 3:4	10:15 - 12:30 Parallel sessions 10:15 - 10:45 Session 5:1 10:50 - 11:20 Session 5:2 11:25 - 11:55 Session 5:3 12:00 - 12:30 Session 5:4
14:30 – 17:45 Parallel sessions	12:45 - 13:45 Lunch	12:45 - 13:45 Lunch
14:30 - 15:00 Session 1:1 15:05 - 15:35 Session 1:2 15:40 - 16:10 Session 1:3	13.45 - 15:30 Parallel sessions 13:45 - 14:15 Session 4:2 14:20 - 14:55 Session 4:3 15:00 - 15:30 Session 4:4	13:45 Keynote: Theo van Leeuwen
16:10 - 16:40 Coffee 16:40 – 17:10 Session 2:1 17:15 – 17:45 Session 2:2	15:30 Coffee	14:45 - 15:00 Closing of the conference
17:45 Drinks reception	15:45 - 17:45 Workshops 18:30 Conference dinner	

17th of March

Time: 14:30 - 16:10

Day 1: Session 1

Room:	Bergsmannen	Polstjärnan	Spelbomskan	Kungsten	Mimer
Time:	Paper presentation	Paper presentation	Paper presentation	Paper presentation	Show Room
14:30	Svärdemo Åberg, Eva: How pupils use modes and media in a natural science project?	Allern, Marit: Developing Scholarly Discourse through Peer Review of Teaching	Svingby, Gunilla: The digital game Human and animal welfare as a tool to enhance moral sensitivity	Holmberg, Jens & Holsanova, Jana: Attentional Guidance and Instructional Design	Nykvist, B.; Tollmar, K. & Hansson, H.: Smart, Simple, Dumb or No Mobile Phones in Education?
15:05	Hanghoj, Thorkild: Genre Clashes: Bringing an educational computer game into the classroom	Olsson, Ulf: Teachers' conceptions of learning and use of ICT tools	Meyer, Bente: Games for language learning: ethnography and the study of emerging classroom practices	Lindström, P.; Andrá, C.; Arzarello, F., Holmqvist, K, Robutti, O. & Sabena, C.: Eye tracking and didactics of mathematics: A possible wedding?	Collin, Jonas: Using hyperlinked video to increase motivation and learning – the HyperCaster approach
15:40	Nilsson, Elisabet M: Collaborative computer game play in the science classroom	Amhag, Lisbeth: Collective asynchronous argumentation in distance learning		Andrá, C.; Arzarello, F.; Ferrara, F.; Holmqvist, K.; Lindström, P.; Robutti, O. & Sabena, C.: Reading mathematical texts: a question of time	

17th of March

Time: 16:40 - 17:45

Day 1: Session 2

Room:	Bergsmannen	Polstjärnan	Spelbomskan		Mimer
Time:	Paper presentation	Paper presentation	Paper presentation		Paper presentation
16:40	Kjällander, Susanne: Designs for assessment in the digital school setting	Nilsson, Monica & Reneland-Forsman, Linda: Higher Education as a Communicative Arena	Reng, Martin: User-driven innovation of digital learning resources		Georgsen, M.; Nyvang, T.; Ryberg, T. & Buus, L.: A Flexible Design Methodology for Web 2.0 Mediated Learning
17:15	Benyamine, I & Åkerfeldt, A.: Assessment in higher art education - a design theoretical approach	Hansson, H.; Larsson, K.; Collin, J.; Wettergren, G. & Näckros, K.: Technology enhanced learning, teaching and validation of the scientific process and outcomes - Sci-Pro	Rahuman, Wikramnayake & Hewgamage: A Study of Informal Learning in ICT Enabled Environment		Deutschmann, M. & Panichi, L.: Access to Virtual and Action Learning live ON-line (AVALON)

18th of March

Time: 10:15 - 12:30

Day 2: Session 3

Room:	Bergsmannen	Polstjärnan	Spelbomskan	Kungsten	Mimer
Time:	Paper presentation	Paper presentation	Paper presentation	Paper presentation	Show Room
10:15	Jacquet, Ewa: Educational drama as a resource for the creation of written texts in school	Karlström, P.; Hansson, H. & Collin, J.: The optimal course design: ICT for teachers?	Misfeldt, M.: The role of transparency in a learning game about complexity in construction work	Pink, Sarah: 'Educating the senses': learning and making the local in alternative places	Åström, Lena & Danielsson, Helena: Learning Processes & Multimodal representations
10:50	Wingstedt, Johnny: Narrative Media Music - Functions and Knowledge	Gullö, Jan-Olof: Peer teaching in higher education: a two-week project with journalist students	Hanghoj, Thorkild & Rikke Magnussen: The role of the teacher in facilitating educational games	Fors, Vaike: Museums – a place of learning designed for the well-educated (visual) senses?	Wettergren, G.; Hansson, H.; Larsson, K. & Näckros, K.: Designing the physical learning space with digital resources
11:25	Falthin, Annika: Music - a resource for representation and communication in everyday school work	Olstedt, Ewa & Geijer, Lena: Focus Designs for Learning in an Academic Setting	Maier, C. D.: A New Design for Green Learning: Fostering Environmental Knowledge and Action	Bäckström, Åsa: Balancing the senses – experiences of learning in indoor skateboarding	Östlin, Bengt: A decade of e-learning courses at the Royal Institute of Technology Sweden
12:00	Gilje, Oystein: Multimodal composition in filmmaking practices	Lund, B. & Aarup Jensen, A.: Designing for creativity and innovation in Higher Education			

18th of March

Time: 13:45 - 15:30

Day 2: Session 4

Room:	Bergsmannen	Polstjärnan	Spelbomskan	Kungsten	Mimer
Time:	Paper presentation	Paper presentation	Paper presentation	Paper presentation	Show Room
13:45	Lindstrand, Fredrik: Intrests in motion: Young Scandinavian filmmakers' repre- sentations of the film making as knowledge domain	Paliktzoglou, Va- sileios & Suhonen, Jarko: Design chal- lenges of developing an online PhD super- vision community	Panichi, L.; Lind- berg, O. & Snyder, K.: Determining qual- ity of experience in virtual platforms	Reichenberg, Monica: Deaf read- ers' comprehension of expository texts	Mozelius, Peter: Visualization and Audioalization of Basic Programming Concepts
14:20	Borup Jensen, Julie: Arts as design for learning	Levinsen, Karin: Self-programming as a Digital Competence in the Networked Society	Fägersten Beers, Kristy: Performance and competence in net-based education	Askeland, Norunn & Wittek, Anne Line: Writing and student meaning making	Douglas, H.; Näck- ros, K.; Hansson, H. & Westin, T.: The DSV-3D-project
14:55		Åkerlund, D., Buskvist, U. & Enochsson, A-B.: Understanding learn- ing design when the classroom is public on the net	Kizildag, Ayse: User Interface Designs in Educational Soft- wares: Student Preferences	Nemeth, Ulrika: "Reading" as design - Upper secondary school students as designers	Rahuman & Wika- manayake: Pedagogy Changes for ICT Ena- bled Primary Educa- tion in Sri Lanka

18th of March

Time: 15:45 - 17:45

Day 2: Workshop

Room:	Bergsmannen	Spelbomskan	Polstjärnan
Time:	Workshop leaders:	Workshop leaders:	Workshop leaders:
15:45-17:45	Prof. Carey Jewitt Prof. Gunther Kress University of London	Ph. D. Stud. Eva Insulander Prof. Staffan Selander Ph.D. Stud. Anna Åkerfeldt Stockholm University	Prof. Bente Aamotsbakken Prof. Susanne V. Knudsen Vestfold University College
	Workshop: multimodality and historical change It is easy to say semiotic change is connected with social change, that the social generates the semiotic. But how do we establish this, what methods can we use to look at change over time? How does social change appear in environments for learning and pedagogy? This workshop will explore what it means to take a multimodal approach to social historical change. It will work with data related to the teaching and learning of school English to ask how we can examine the relationship between the social and the semiotic.	Designs for learning The idea of the workshop is to present, work on and discuss ways of analyzing learning. In this workshop, we will: a) a) present and discuss some central concepts in didactic design, also including some new aspects for discussion; b) discuss the consequences of this theoretical perspective for the analysis of learning in different settings. Examples will here be given from digital learning school environments and museum contexts; and finally, we will c) present a case concerning assessment in higher education for arts, which will be used in the workshop analysis.	The fate of the genre. What happens to the genre when a text shifts from one media to another? When reading about an event on the website for a newspaper, the text is short, and the sentences are reduced, whereas images and animations run along the website. When the same content is presented in the paper based newspaper, the text has changed completely. In this workshop we want to discuss the fate of the genre when texts are placed in different media.

19th of March

Time: 10:15 - 12:30

Day 3: Session 5

Room:	Bergsmannen	Polstjärnan	Spelbomskan	Kungsten	Mimer
Time:		Paper presentation	Paper presentation	Paper presentation	Paper presentation
10:15		Graviz, A.; Odelfors, B. & Danielsson, H.: Multimodal Representations and the Construction of Knowledge	Althans, Birgit & Lamprecht, Juliane: Evaluation as designs for learning?	Immonen, L. & Rontu, H.: Learning to analyse and understand multimodality in texts	Gruffman-Cruse, E.; Sundbaum, A-C. & Lundahl, L.: Spaces for learning in higher education
10:50		Blåsjö, M. & Wittek, A.: The concept of mediation in studying processes of learning	Lindberg, O.; Olofsson, D. & Stödborg, U.: E-assessment through shared video media and blogging online	Sunabacke, H. & Heilä-Ylikallio, R.: Reading the whole text - Multimodal perspective	Dahl, T. & Vitterso, J.: What's cool about life in the arctic? Situational interest, cognition, affect and teenagers
11:25		Gurau, Calin: Combining physical and virtual environments in experience-based learning	Ranatunga, R., Atukorale, A & Hewagama K.: Framework for Detecting plagiarism in e-Learning Systems	Insulander, Eva: Design and engagement: making meaning in a museum exhibition	Diamantopoulou, Sophia: Designing learning in an archaeological site
12:00		Kempe, Anna-Lena: Music teaching and learning as meaning making	Georgsen, M. & Davidsen, J.: ICT as a tool for collaboration in the 2nd grade		Calderón, B.: Design of Spaces for Learning