The Learning Media Lab
Activities of CELSTEC

• Three programmes, each with three themes:
  – Learning and Cognition
  – Learning Networks for Professional Development
  – Learning Media

• Each programme integrates three activities:
  – Research Activities
  – Laboratory Activities for Open Innovations
  – Providing Solutions and Services to the market

• Institute for Education & Training
  – MSc Learning Sciences
  – Commercial Training (provided by the staff of 3 programmes)

• Temporary Strategic Programmes
  – Lifelong Learning Services
  – OUNL related programmes (e.g. IPO)
  – Open Educational Resources
The Innovation Process

- LN Research: peer tutoring
- LC Research: adaptivity
- LM Research: mobile, immersive

Problem

Step 2: Lab

Step 3: Implementation

Step 4: Operational Systems and Services

Application Context

Proof of Concept

Showcase

Innovation workshop

Trend Scouting

European Funding

Sponsoring

National Funding

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CELSTEC Laboratory

- Open Innovation Policy
- Experimentation stage of CELSTEC’s innovation model;
- Supports knowledge creation, knowledge emergence and knowledge dissemination
- Develops and offers innovation services on behalf of third parties;
Work - Innovation - Place

- atmosphere that is essentially different from regular office ambiance;
- hot desking
- sandbox, playground, long term user testing
Structure, Facilities, and current Educational Scenarios
Basic idea: user contexts

• @home
• @work
• @school

• What does this mean for the @education provider?
Innovation Scenarios

- **@home**
  - Educational Games
  - User Generated Content
  - Mobile and Personal LLL

- **@school**
  - Teacher Education with Open Content
  - Personal Learning Environments
  - Building Learning Networks

- **@work**
  - Content Engineering in OER
  - Incentive Systems in Social Software
  - Personal Learning Environments

- **@education Service Provider**
  - New business models
  - Crossplatform Content Delivery

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Open Scenarios and Facilities
Currently Implemented Scenarios

• #ES1 Content Engineering for Education in OER
• #ES2 Multi User Gaming and Simulations

• #LR1 Rapid Content Production in Classroom Situations
• #LR2 Remote Teaching and Peer Group Learning

• #ML1- Free Educational Games and Infotainment
• #ML2 - Content Production with Social Media Tools

• #TR1 Innovation in the Workplace, Brainstorming
• #TR2 Idea Collection and Structuring
Twitter, flickr, delicious: use #sctr5

netvibes.com/celstec

mlabosx.ou.nl (workshopper1-6)

google.com (celsteclab1-10)

eduroam or local wireless
mmlab-device
c315t

Introduction
Recording

PLE

Second Life

Gaming Session

IMS-LD Session

Mobile

Video Production

Awareness System

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