CELSTEC (OUNL) as a GALA partner

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The Open University of the Netherlands (OUNL)

Small: 700 fte staff
Students: 25,000-30,000
Lifelong learning:
    average age 39 years
Distance education:
    online multimedia university

CELSTEC:
    Centre for learning sciences and technologies
CELESTE
Centre for Learning Sciences et Technologies

• 100 fte researchers
• Combine research and practices
• Exemplifying the emerging field of Technology-Enhanced Learning
2010 Reviews on OUNL and CELSTEC

National number one in higher education
OUNL students express highest appreciation

World-wide number 1 leading educational sciences research


National HE Review
Second best MSc programme in Learning Sciences
CELSTEC staff composition

CELSTEC
fte

Cognitive Psychology
Pedagogy

Computer science
Modelling science

1985 2010
General picture of CELSTEC

Learning and cognition research programme
- Cognitive principles for instructional design

Learning networks research programme
- Tools and services for networked lifelong learning

Learning media research programme
- Rich media learning environments
Mobile media
Social Media

OER (Open Educational Resources)
- OpenU-project
- OpenER-project
- Openscout project
- Sharetec project
- Mace project
- Icoper project
- iTunesU
- Basic Life Support project

…
1986 water management simulation

Als gevolg van de wateronttrekkingen door een pompstation daalt de grondwaterspiegel ter plaatse. Daardoor stroomt er water uit de omgeving naar de put toe; het stromingspatroon wijkt dan dus af van het natuurlijke patroon.

Zal hierdoor de kwel in het moeras meer of minder worden?
beetje minder
Ja, natuurlijk.
Video disk (Laservision)
Early 1990s
Serious gaming at CELSTEC

• Game design patterns
• Augmented reality games
• Online games and simulations (EMERGO)
• Wikigames
What do we bring to GALA?

• Diversity of expertise in learning sciences and technologies
  – SG design expertise in complex skills training/competences
  – Instructional design for complex tasks
  – Any aspect of online (distance) learning
  – *IMS Learning Design*,
  – Language technologies, social recommendation, authoring, assessment, and many more….
  – Test-bed of lifelong learners
Why do we participate in GALA?

- OUNL is a network university
- Building our gaming and simulations research group
- Participate in new gaming proposals
- Always looking for good serious games to be used for empirical research