



# Utilizarea MOOC și OER în educație

**Politehnica  
University of  
Timisoara**



Centrul ID/IFR  
și e-Learning

12.04.2023

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# How to develop Open life-long learning students for the 21<sup>st</sup> century society?

**MOOC**

**Virtual  
Campu  
s**

**OER**

**Co-  
creator**

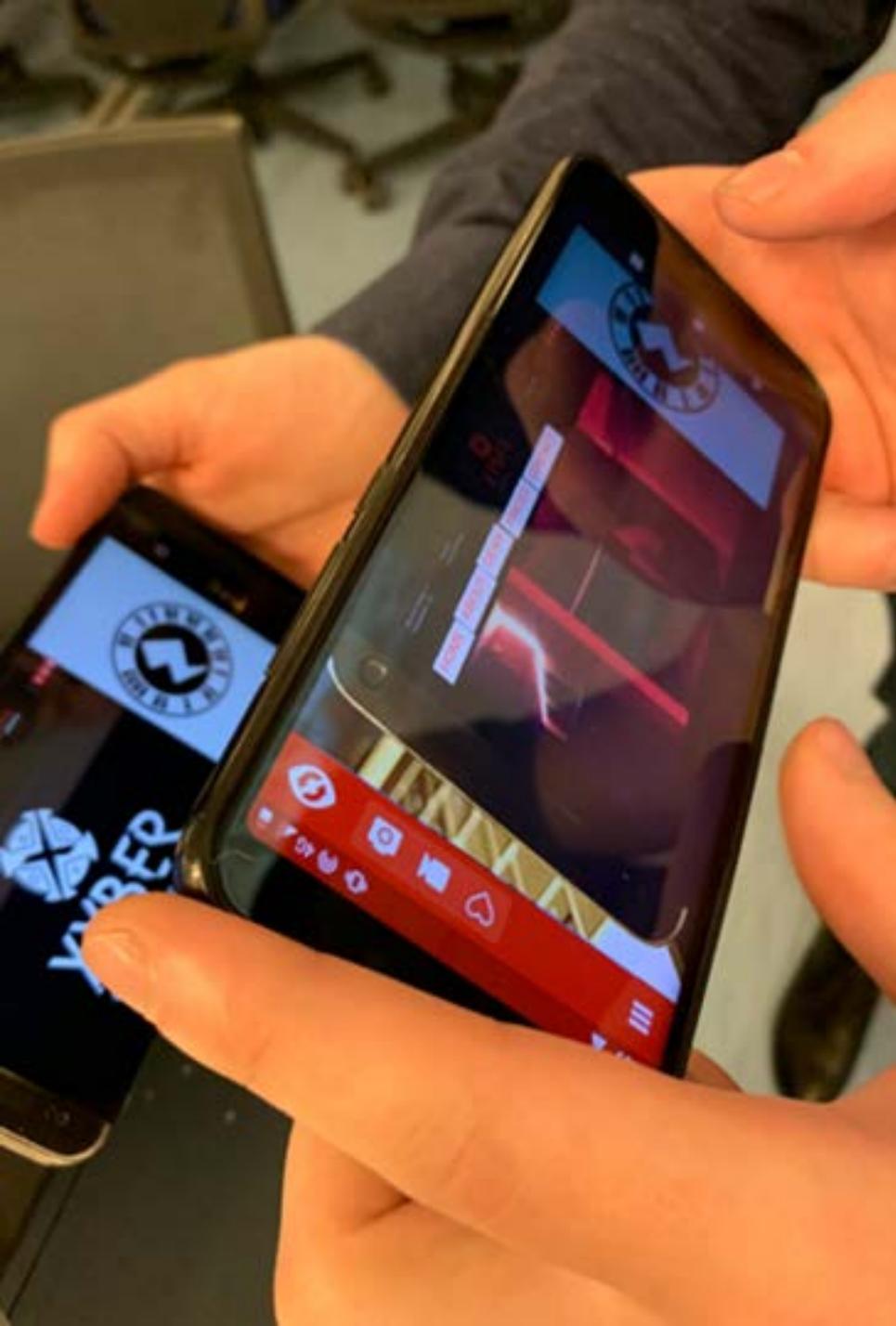
**Virtual  
Mobilitie  
s**

**Micro-  
credentia  
ls**

# Digitalisation: Co-creators - Assignments

**disposable assignments:** literally throwing away 2 million hours of work each semester

**renewable assignments:** projects, artifacts, lab, companies, OER / to be adapted each year

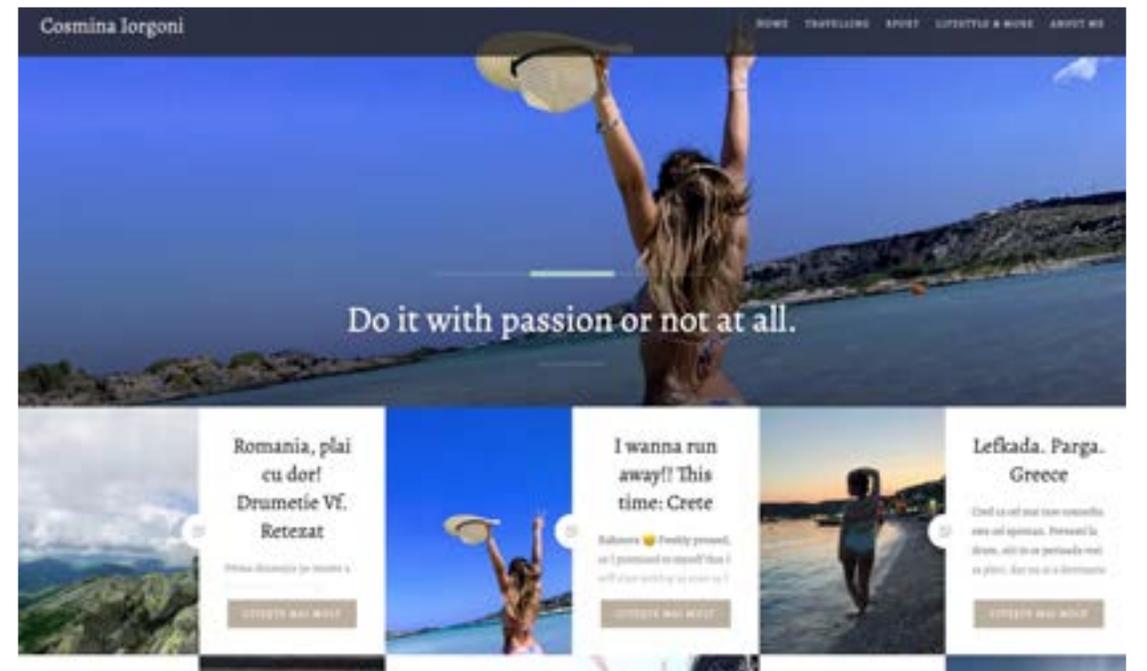
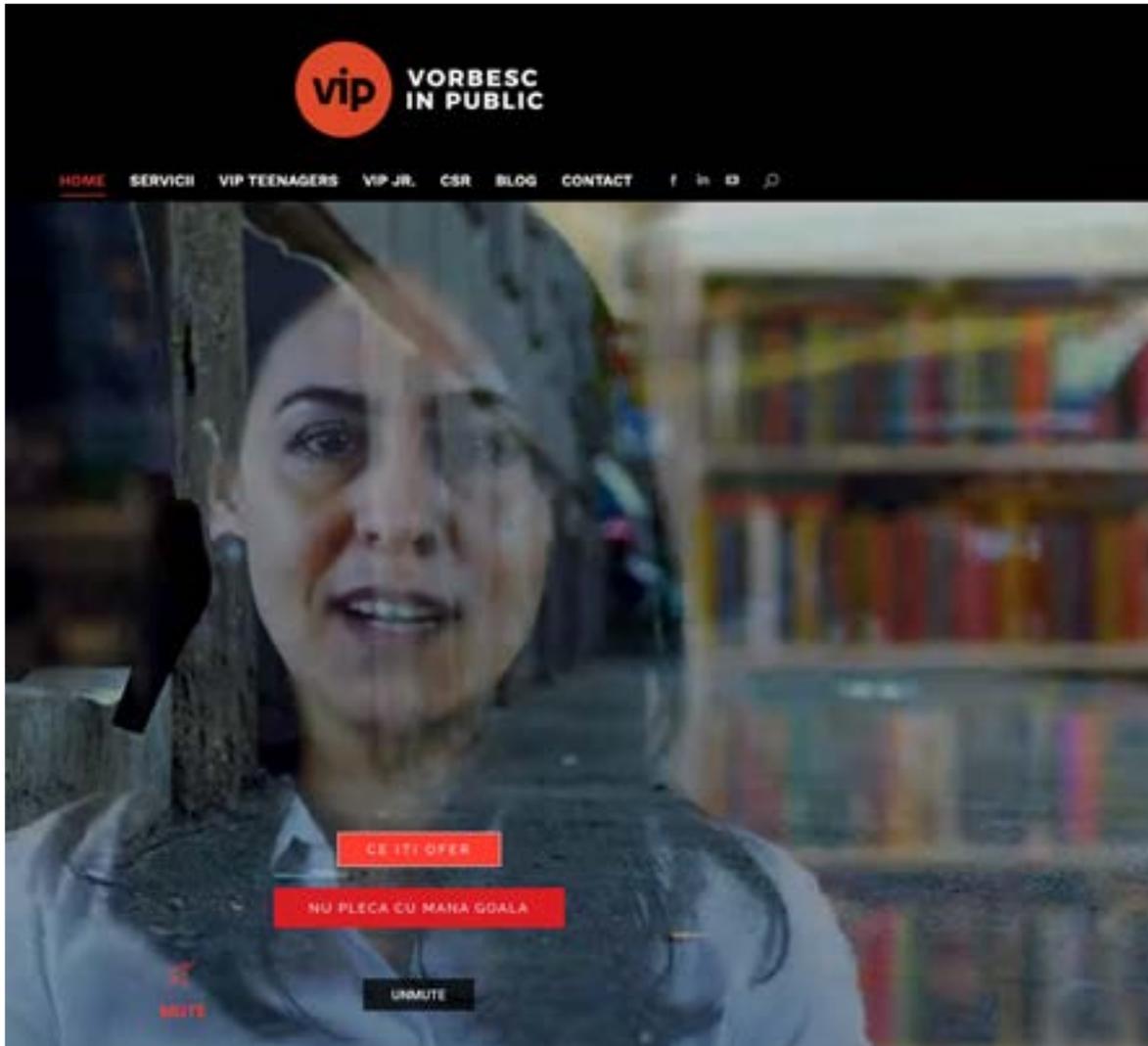


# Students OER creators

Create	Students will create an OER based on a specific topic (2 students in a team)
Understand	Understand, research, analyse for a dedicated topic
Use	Use multimedia creator tools
Understand	Understand Open education principles, Creative Commons Licences
Peer	Peer evaluation - Validated by their colleagues
Recognition	publication

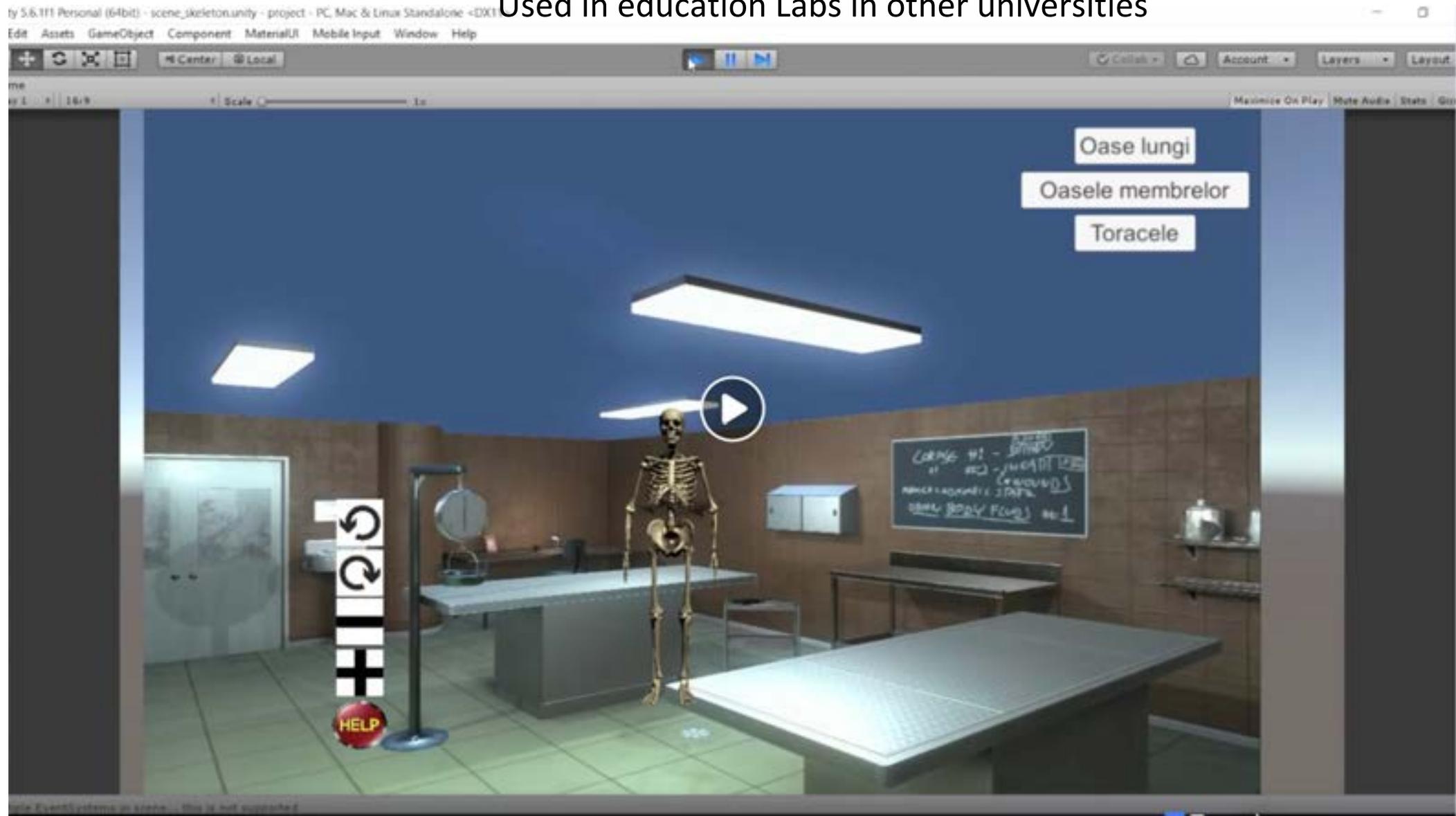
# Digitalisation: Co-creators – Assignments - OERs

Used in companies, NGOs, Labs

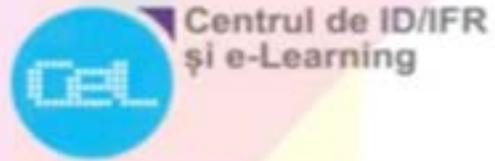


# Digitalisation: Co-creators - Assignments

Used in education Labs in other universities



# Digitalisation: Co-creators - Assignments



**In the UPT Virtual Campus  
43 tutorials and Guides  
40% partially created by students**

## Cum adaugi un fișier în curs

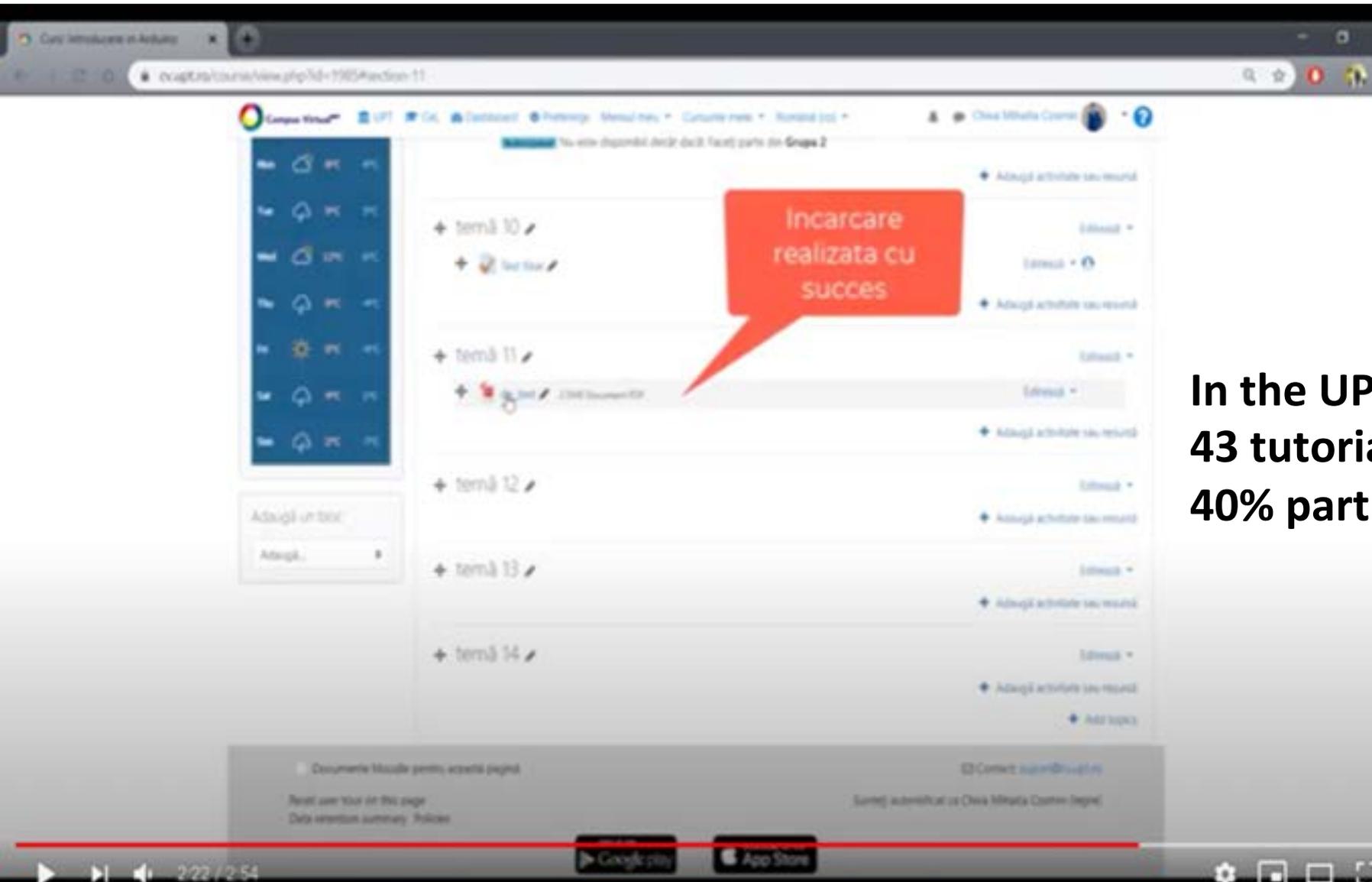
Student:

Profesor:

Universitatea Politehnica Timișoara



# Digitalisation: Co-creators - Assignments



**In the UPT Virtual Campus  
43 tutorials and Guides  
40% partially created by students**

# Our Project Website: [talktechproject.net](http://talktechproject.net)

Expand side panel

# Talk Tech

**BENTLEY UNIVERSITY**

**UP** Universitatea Politehnica Timisoara

**Mark Frydenberg**

**Diana Andone**

Google

Indian

Map data ©2015 Google, Imagery ©2015 Google, United States, Terms, Report a problem, 1000 miles

# TalkTech 2008 – 2022, each autumn

- 26 Bentley Students
- 28 UPT students
- Ages 18-20
- Ages 21-23

- Most never created AR/VR before
- Most used online storage and collaboration tools
- Spoke English
- Frequently use the web, computers, and mobile devices
- More than 1200 students have participated in TalkTech since we started in 2008

## A Global Exploration of Technology and Culture

- UP Timisoara and Bentley University
- Students select common industries and research AR/VR applications in their own countries to create a VR scene
- Create scenes conveying a use of AR/VR in that industry in your home country from a cultural perspective

<https://talktechproject.net/>

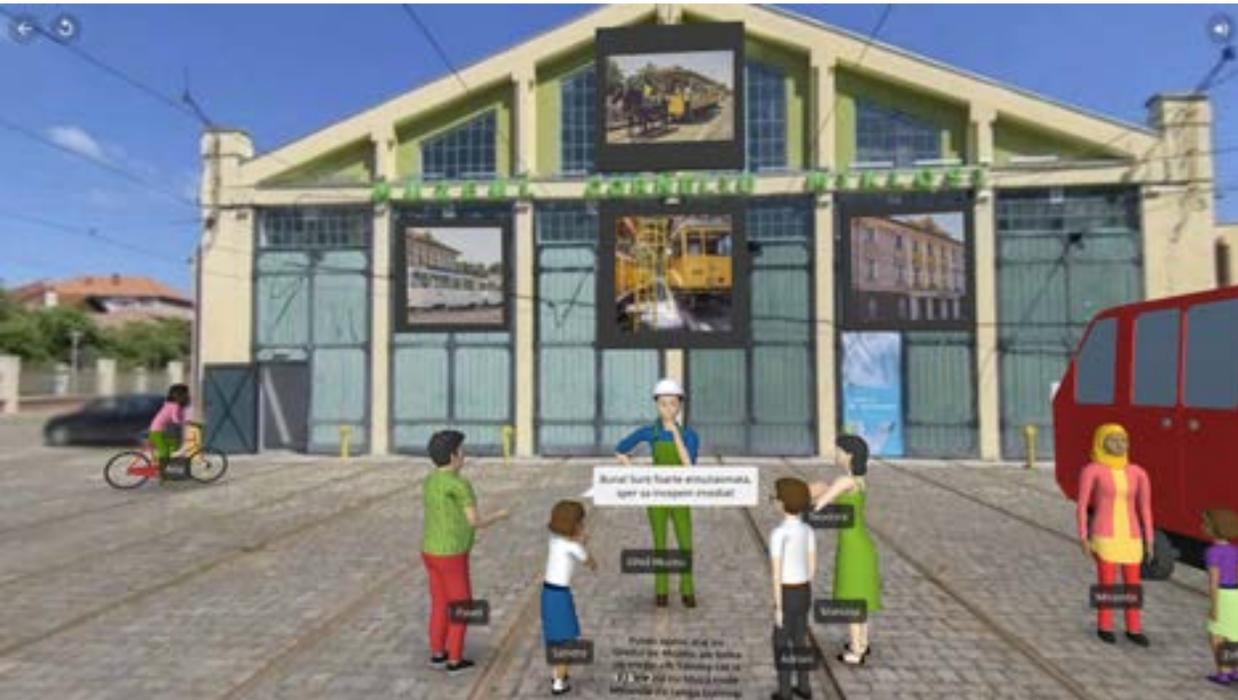


# Project Goals

- Produce a tangible deliverable within a short time while working as a member of a global team
- Develop digital literacy skills with ICTs
- Communicate using both synchronous and asynchronous tools
- Work and share result jointly
- Increase cultural awareness / impact of globalization
- Critique and review VR scenes from a cultural perspective



# Digitalisation: Co-creators - Assignments



# Digitalisation: Co-creators - Assignments



# Digitalisation: Co-creators – Assignments - OERs

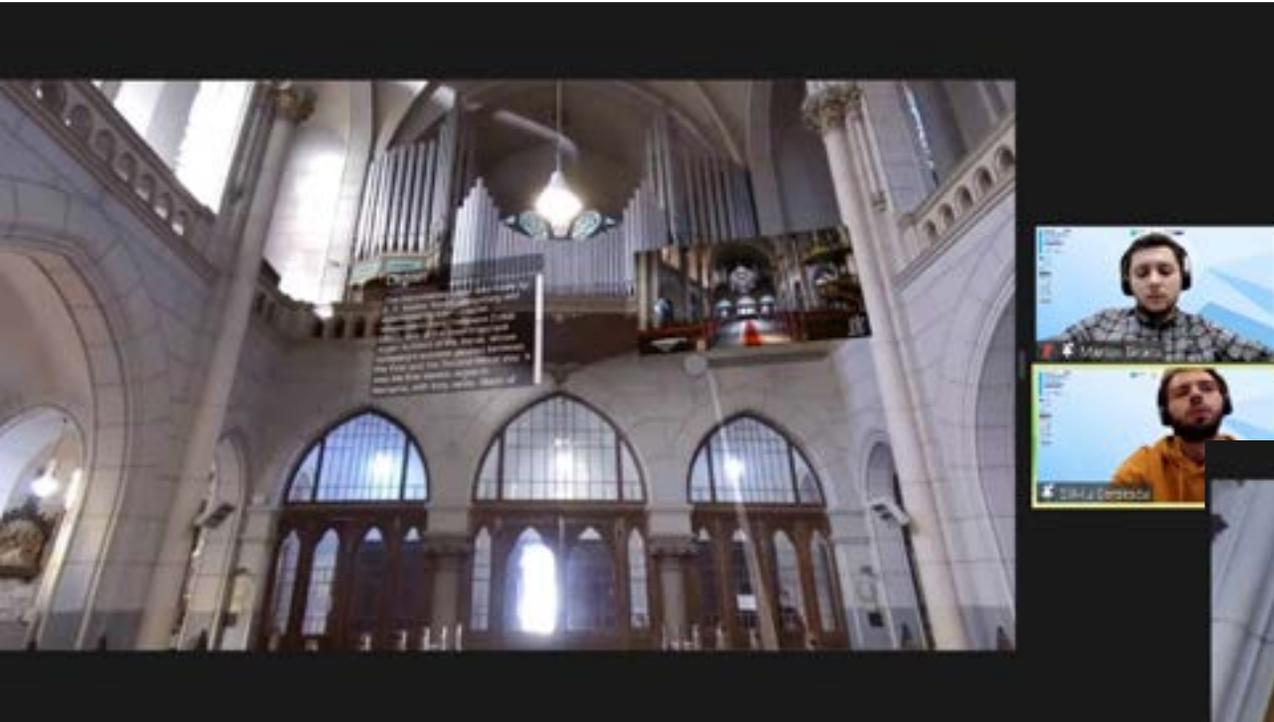
Students:  
Publication  
Recognition



# Digitalisation: Co-creators – Assignments - OERs



# Digitalisation: Co-creators – Assignments - OERs



# Study research questions

How will creating original OERs as multimedia artifacts facilitate their understanding of open education principles and apply them in the future?

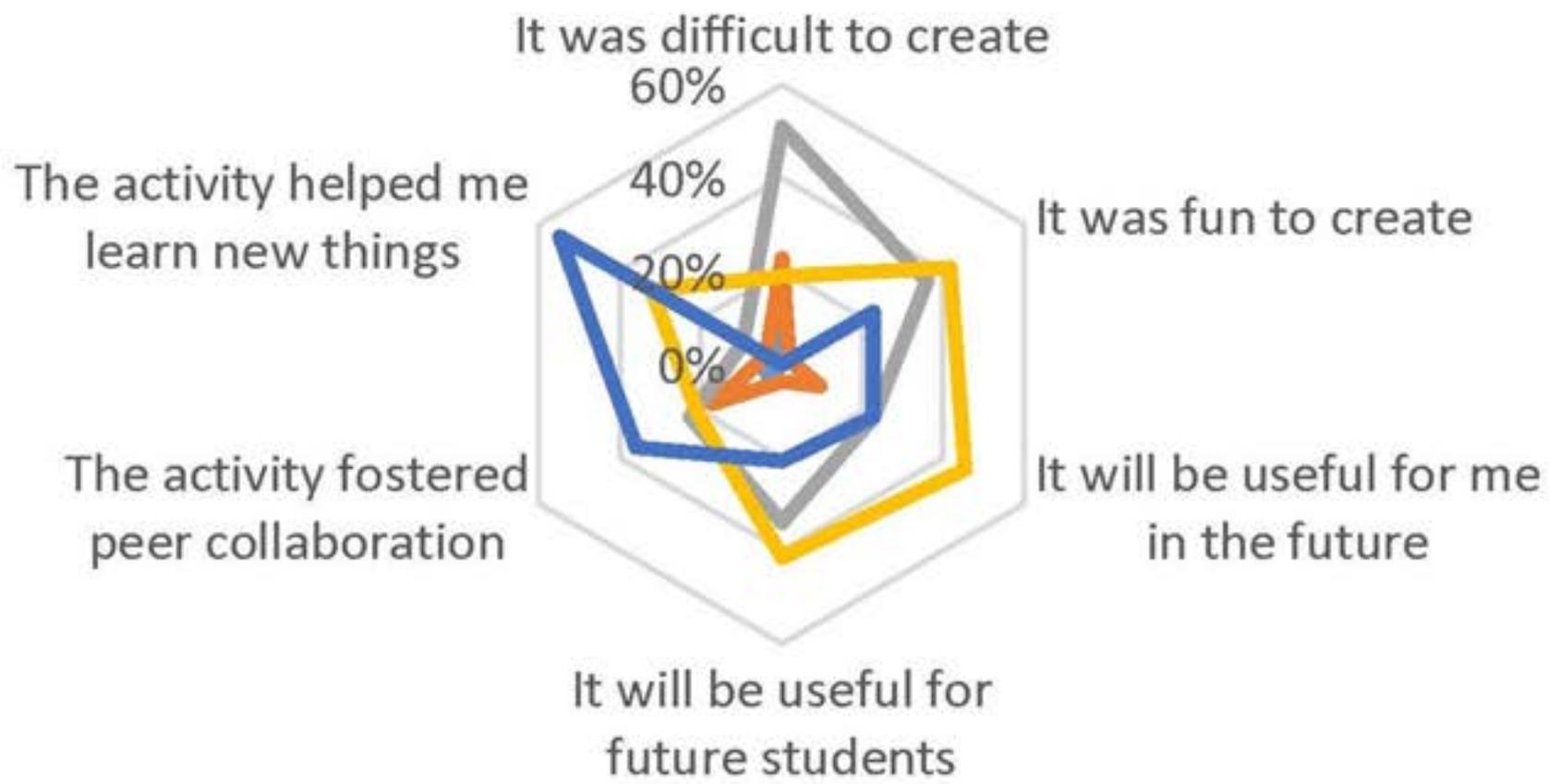
Will students identify the process of creating an OER as an effective motivator to learn new tools and to prove their abilities in web technologies development?

Are there differences for students participating as a team member or alone, in a structured online learning activity?

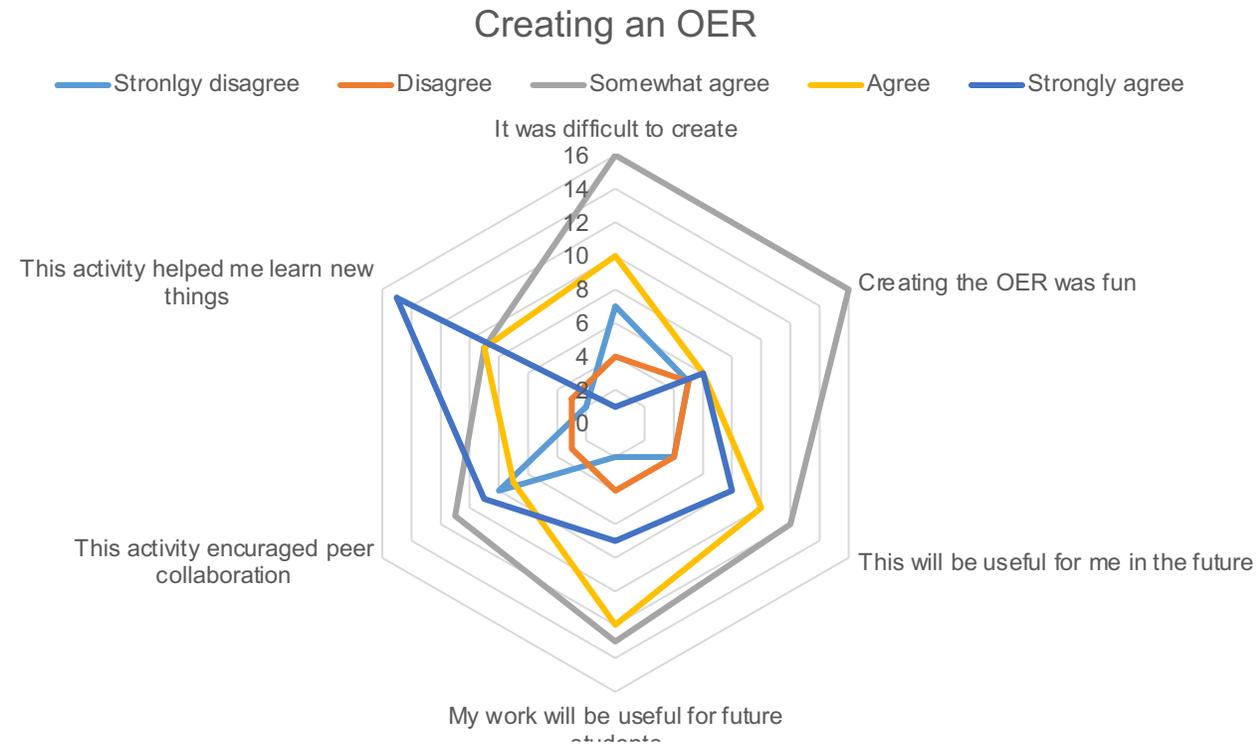
How do students' express innovation and creativity by creating learning content as Open Educational Resources?

# Rate the following related statements of the creation of the OERs

1 2 3 4 5



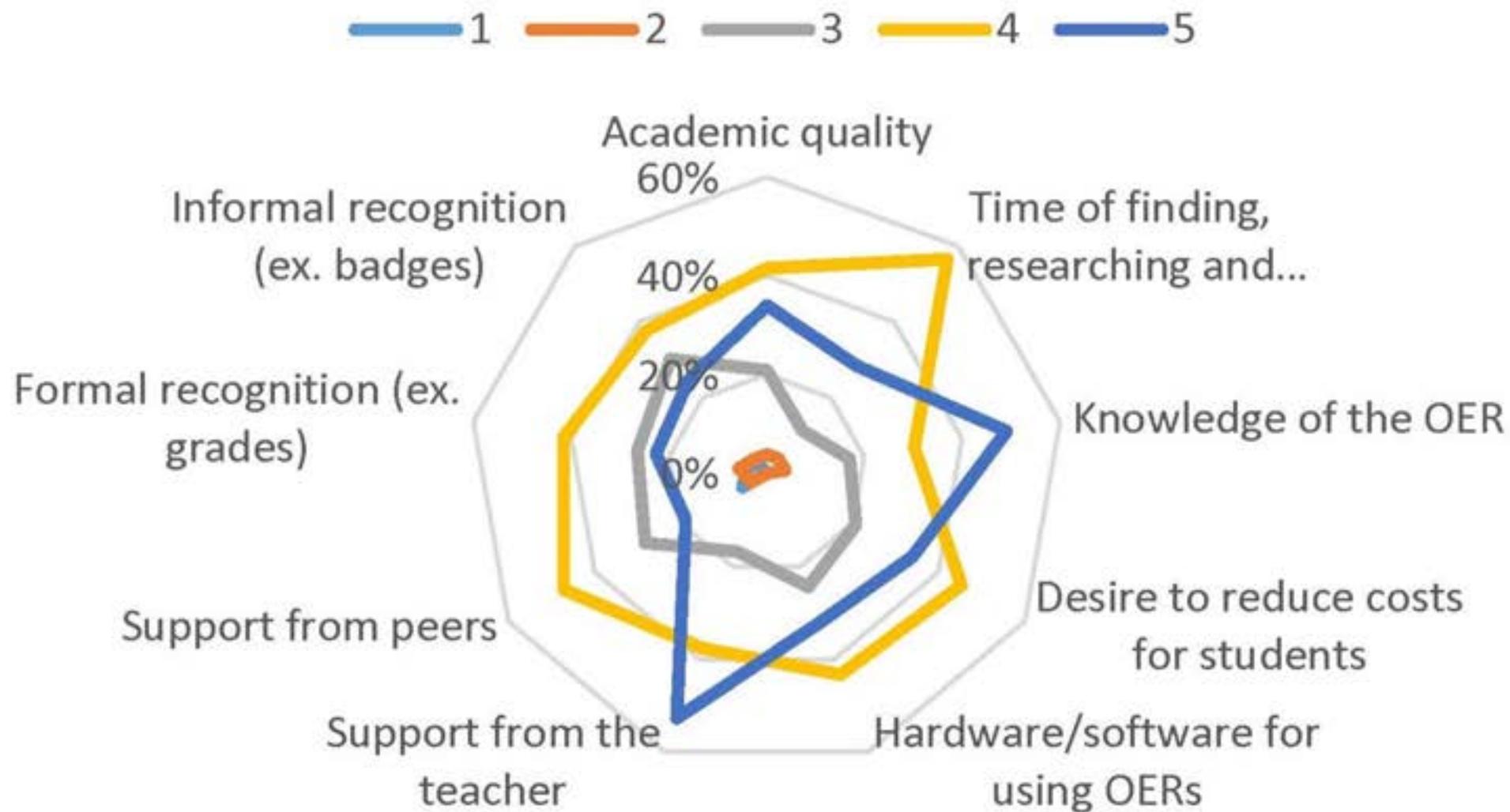
# OER & MOOCs – Blended Learning / Flipped Classroom in UPT Students' evaluation of OER creation



# Tools used

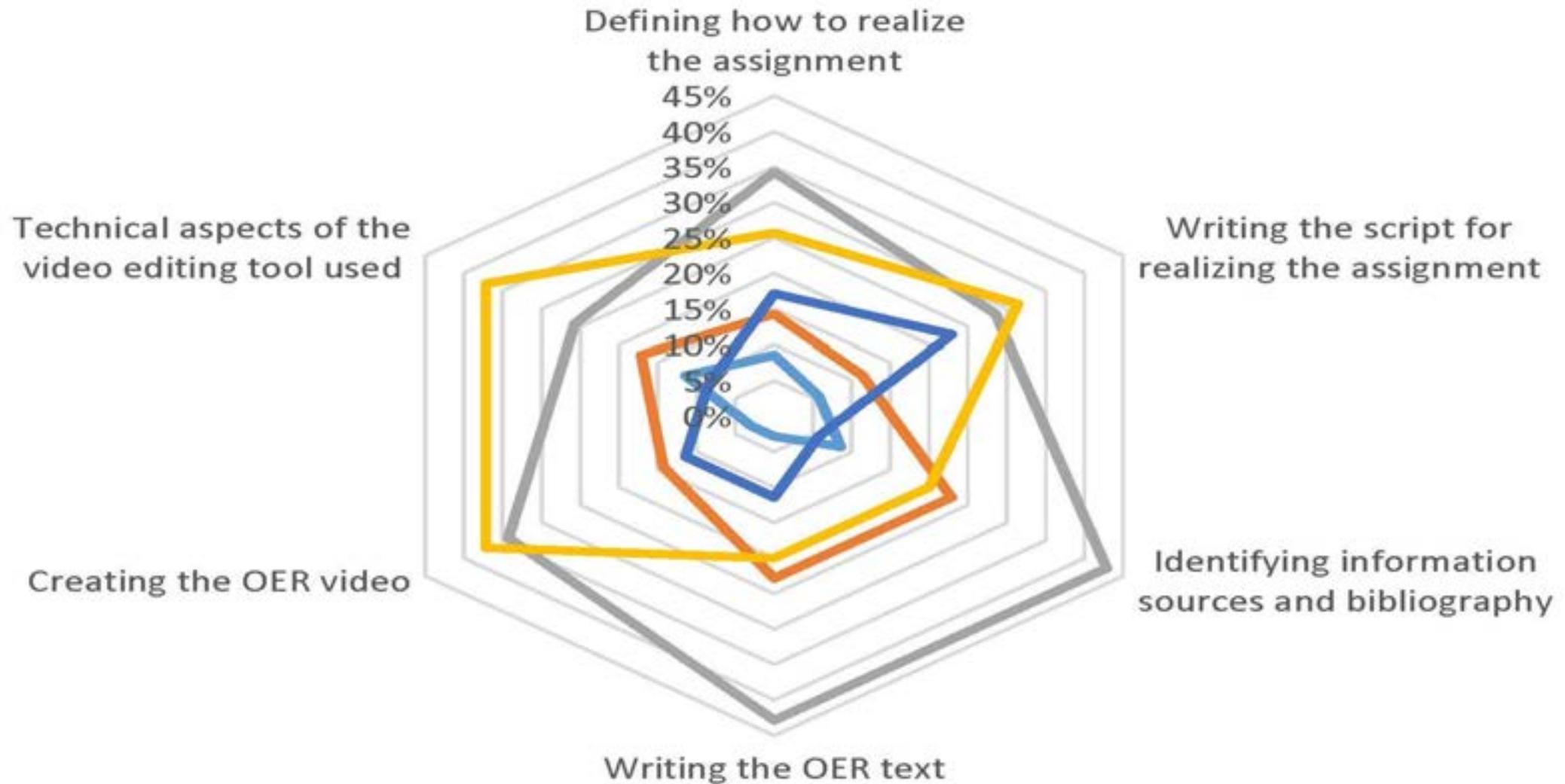
- 87% of survey participants said they had to use new technologies for this assignment.
- The tools used for the creation of the OERs:  
Camtasia (72%), Snaggit (43%), Adobe Premiere (13%), ScreenRec (9%), Filmora (8%), Powerpoint (6%), Flashback Pro (4%), Flexclip (2%), Bandicam (2%), Movie Maker (2%) and Moravi (2%).
- 19% of participants worked alone and 81% worked in pairs.

# How much would the following factors increase the use of OERs?

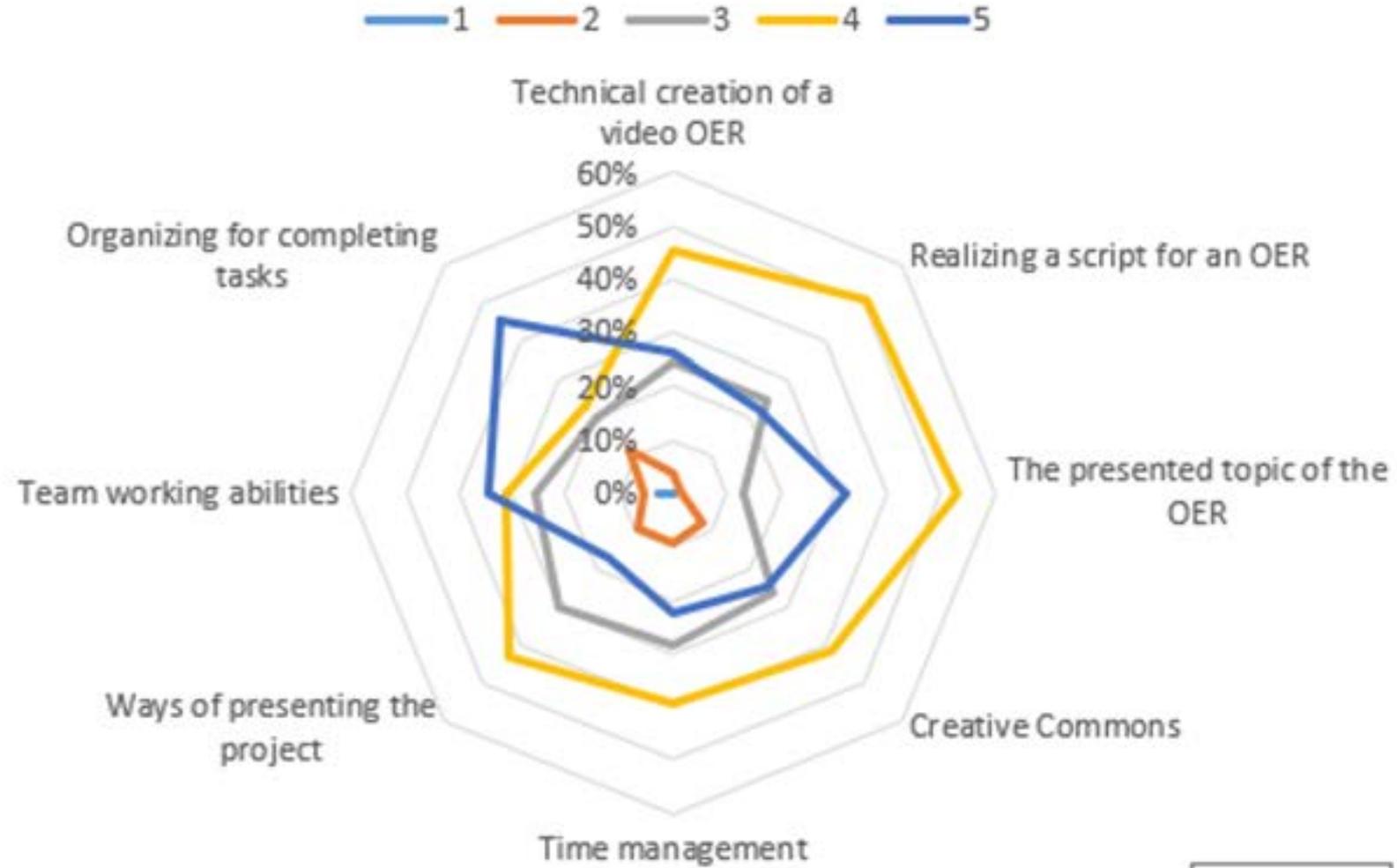


# What was most difficult in realizing the assignment

— 1 — 2 — 3 — 4 — 5

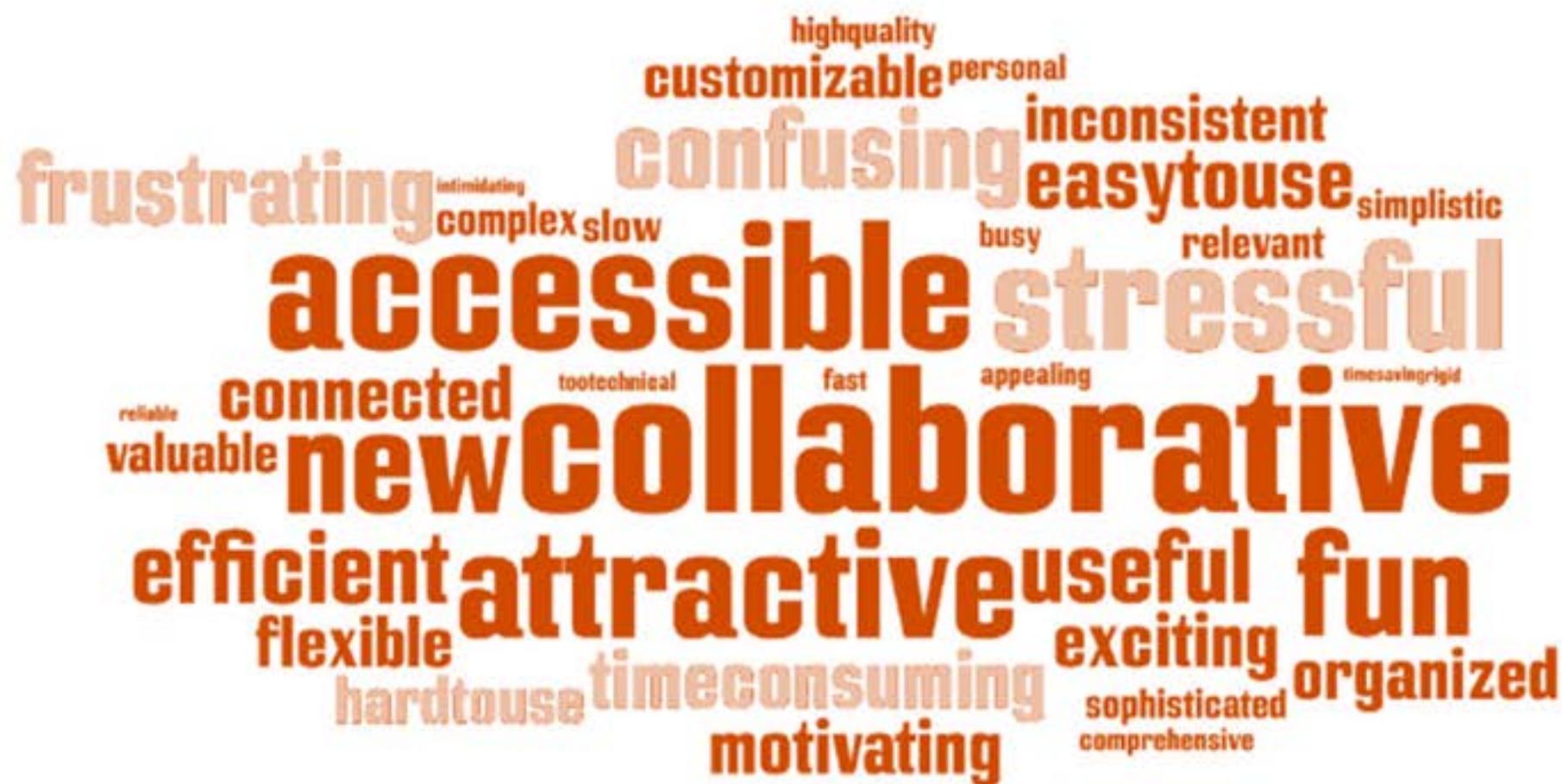


# How do you evaluate your knowledge at the end of the project?





# TalkTech experience





### Cursuri DigiCulture



### Tehnologia Blockchain. European Blockchain Services Infrastructure

📅 01 September



### ACADIGIA Training Course

📅 01 September





- ❑ Creată în 2014, reieșită în urma tezei de doctorat *The development and implementation of a MOOC platform model from a technical and educational perspective*, Vlad Mihăescu, 2016.
- ❑ 209 de cursuri create pe UniCampus din care 146 active.
- ❑ 1671 utilizatori din care 488 activi.

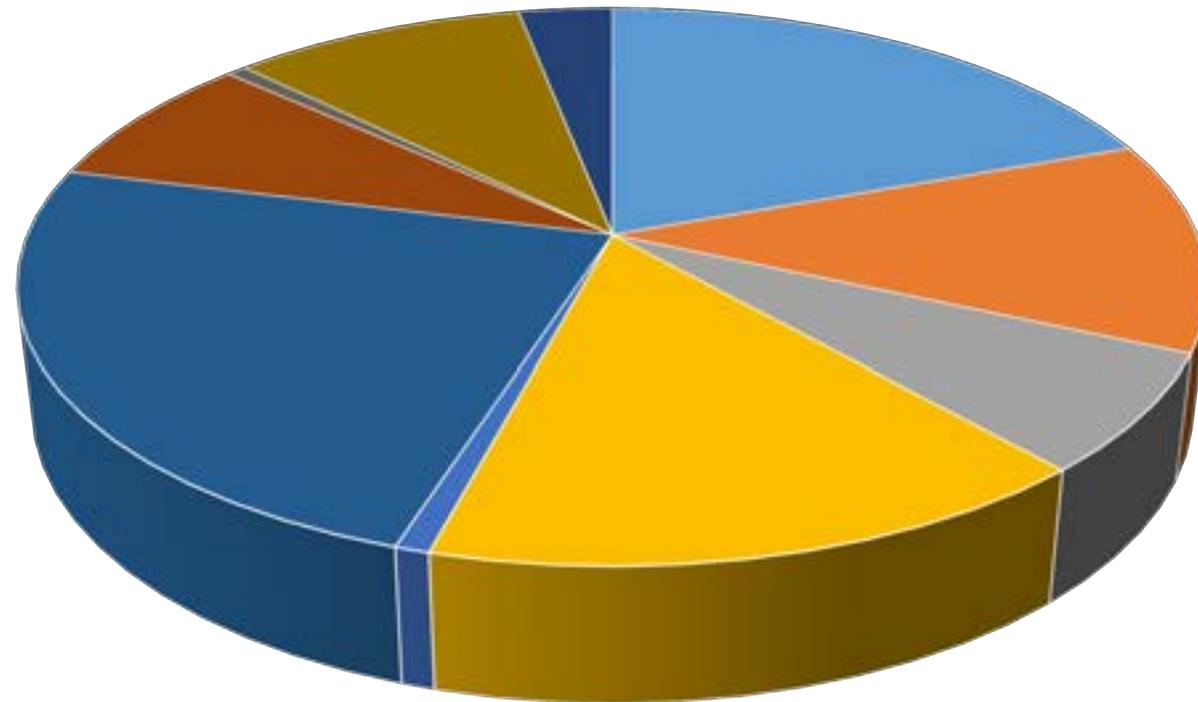
# Cursuri active pe UniCampus

- 78 cursuri ale proiectului Erasmus+ DigiCulture, *Improving the Digital Competences and Social Inclusion of Adults in Creative Industries* – 14 subiecte realizate în până la 7 limbi (română, engleză, germană, lituaniană, italiană, daneză și gaelică/irlandeză)
- 43 de iLivingLabs, parte din proiectul de Alianțe Europene, E<sup>3</sup>UDRES<sup>2</sup>, *Engaged and Entrepreneurial European University as Driver for European Smart and Sustainable Regions*.
- 12 cursuri parte din alte proiecte (inclusiv EBSI4RO)
- 8 cursuri create cu materiale din evenimente de tip Open Education Week Workshop, Digital Skills Workshop, etc.
- 5 cursuri independente

# Resurse educaționale pe UniCampus

Page	754
File	475
Folder	264
URL	606
Lesson	31
SCORM/AICC	0
Book	930
Label	304
H5P	25
Quiz	370
Questionnaire	118
Forum posts	2209

Resurse educaționale pe UniCampus





## Learning Objectives:

This module aims to offer an overview of data protection regulations, copyright legislation and open licensing possibilities in the cultural and educational sector. The module will develop the understanding of current national and European legislation surrounding the protection of personal data (GDPR) and of copyright laws.



## Competencies:

In line with the Digital competencies based on DigComp 2.1, this course will contribute to the Digital Safety competency.



## Outcomes:

On completion of this course, participants will be able to:

- Describe the principles and terms of copyright legislation;
- Define your rights as a creator of copyright-protected works;
- Define your rights as a user of others' copyright-protected works (based on legal exceptions to copyright);
- Choose an appropriate license for your work and evaluate the possibility of reusing others' works depending on their licenses;
- Explain the key principles of the EU data protection regulation (GDPR), and the principles of data processing;
- Define the conditions for processing personal data in a cultural and research context.



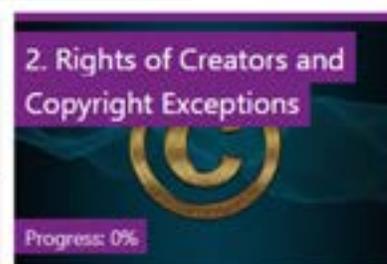
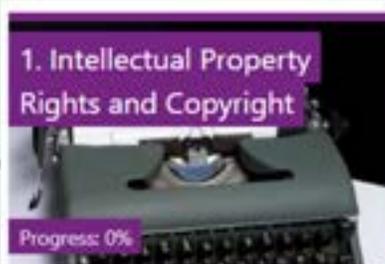
## Activities:

- Explore the Website of the *World Intellectual Property Organization (WIPO)*
- Explore the information on *copyrightexception.eu*
- Learn to use the *CLARIN LINDAT Public License Selector (github)*
- Pick and learn about a license using *CreativeCommons.org*
- Find and apply information on how to re-use material from *Europeana.eu*
- Learn how to apply a watermark using *PhotoMarks*
- Create your own GDPR-compliant consent form using the *DARIAH-EU ELDAH*



## Time to complete the course:

This course will take approximately 12 hours to complete. After you have completed for this course by taking a short quiz.



# Conclusion

Students:

this has proven as a challenging but rewarding activity, with the final result being reused and integrated in further educational activities.



#SmartDiaspora2023

# Thank you!

Digitalizarea educației prin tehnologii AR/VR/XR și  
Blockchain

12.04.2023, Timișoara, România

## Contact

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<http://www.slideshare.net/vladmihaescu>



<https://www.linkedin.com/in/vladmihaescu/>



# Connectivism in our study



Learning and knowledge rest in diversity of opinions.

by allowing students to adapt their assignment best to the delivery of a creative, multimedia artifact



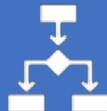
Learning is a process of connecting specialized nodes or information sources

as students used a variety of 5-12 tools and information structures (books, articles, Wikipedia, etc) to produce the OERs



Capacity to know more is more critical than what is currently known

as students understood that for producing OERs more in depth knowledge was needed, even for topics considered familiar



Decision-making is itself a learning process.

students took decision on tools, script, method, production.



Choosing what to learn and the meaning of incoming information is seen through the lens of a shifting reality.

as students reflected on the acquired knowledge and the assignment process