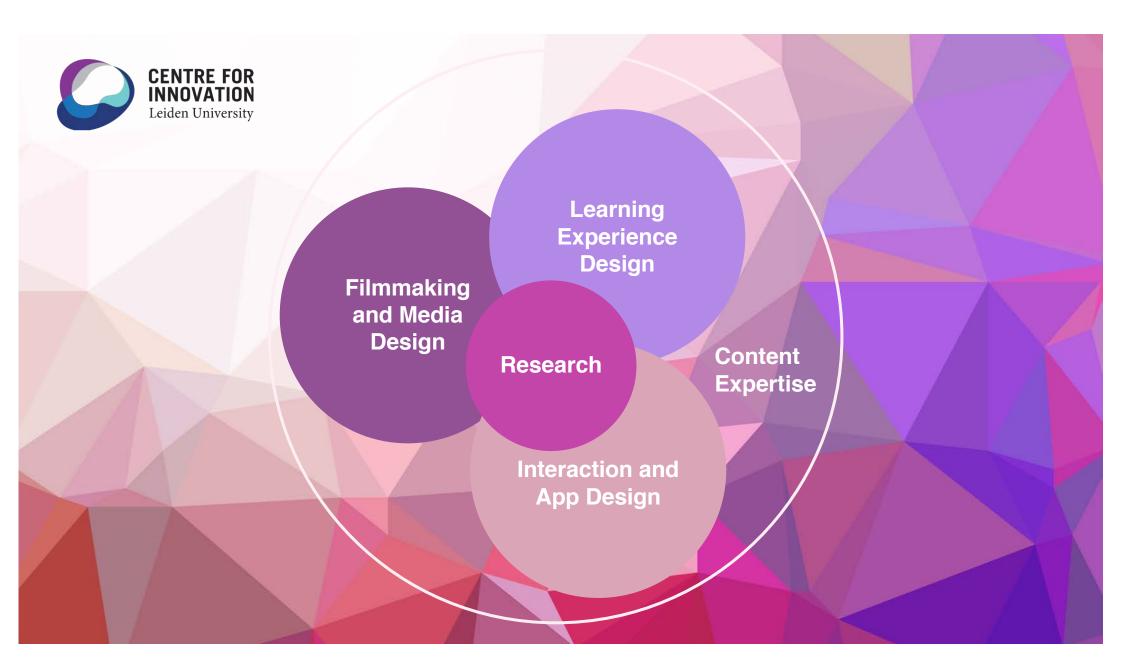
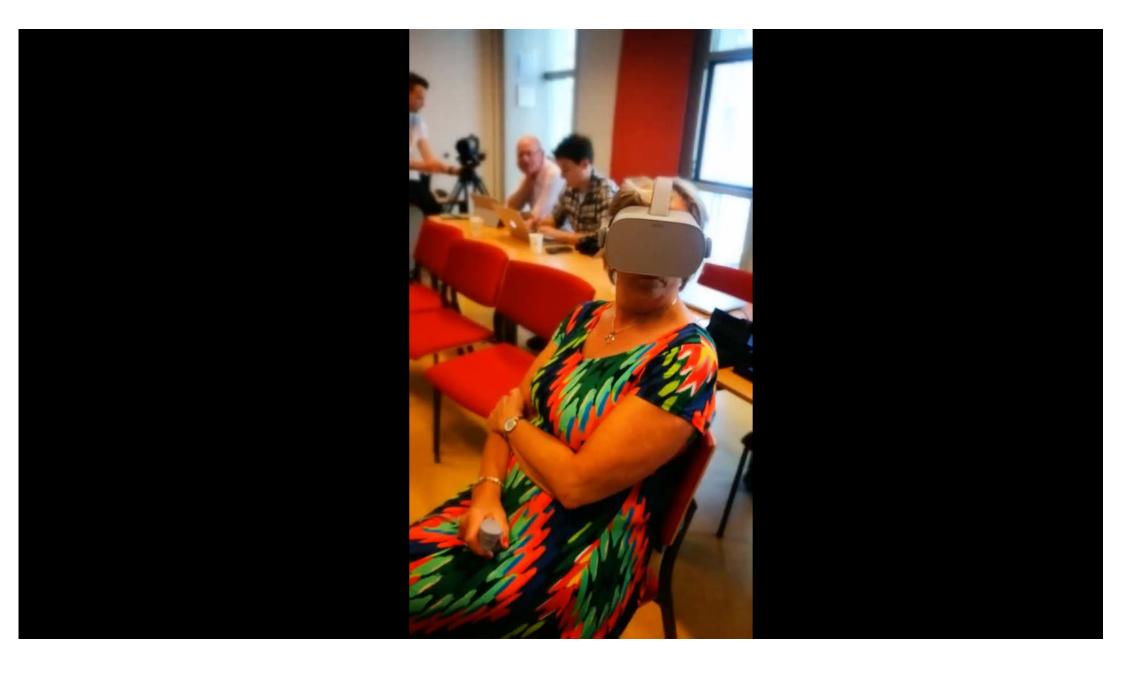


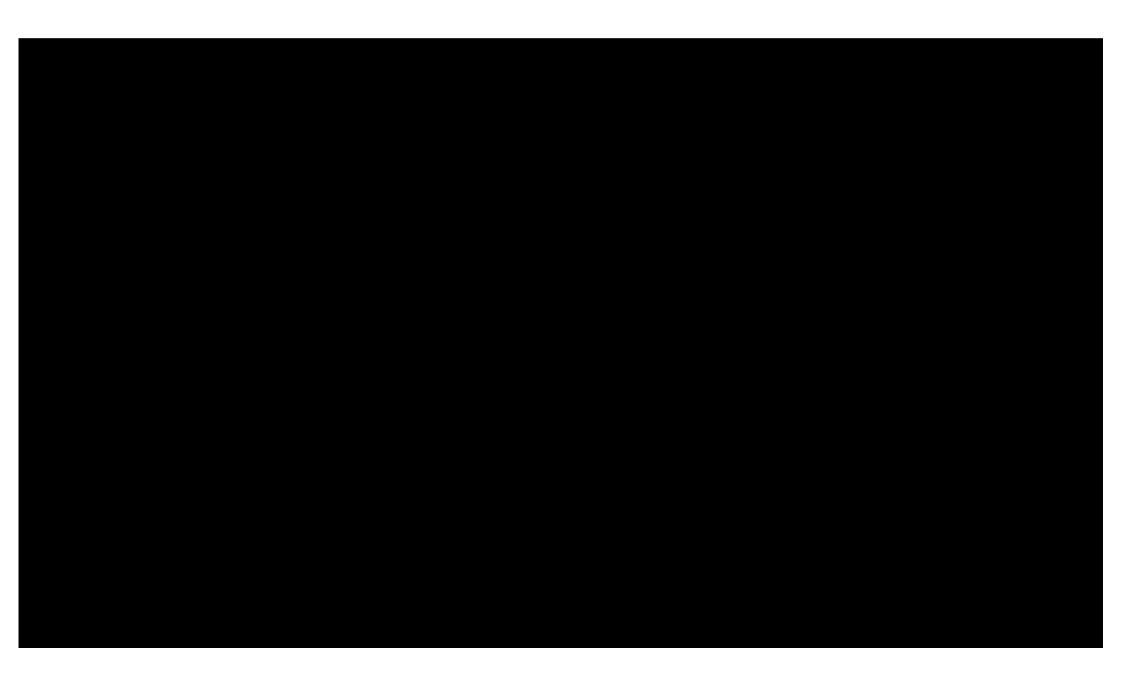
LET'S CHALLENGE THE DESIGN OF EDUCATIONAL 360-VR

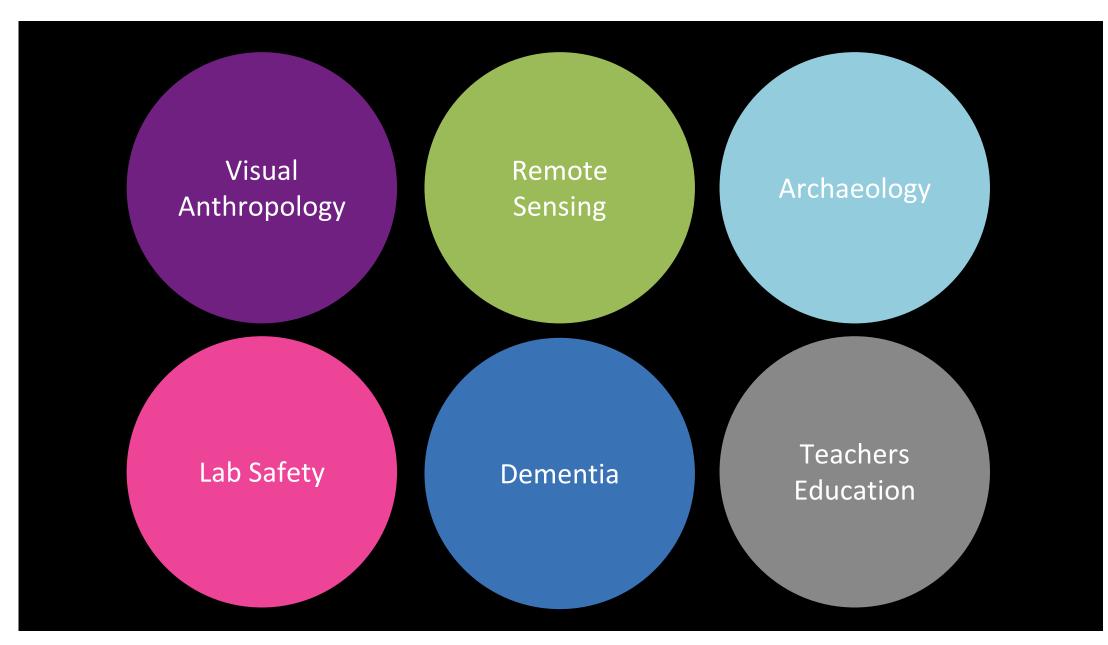
New Media & Digital Learning Lab Jeanine Reutemann & Monique Snijder





WARNING







Select the right tool: Archaeo--1111111 logy



Media Design (+Research)

#affordances of the medium





(i)

https://www.youtube.com/watch?v=5VEHBuuRKXI

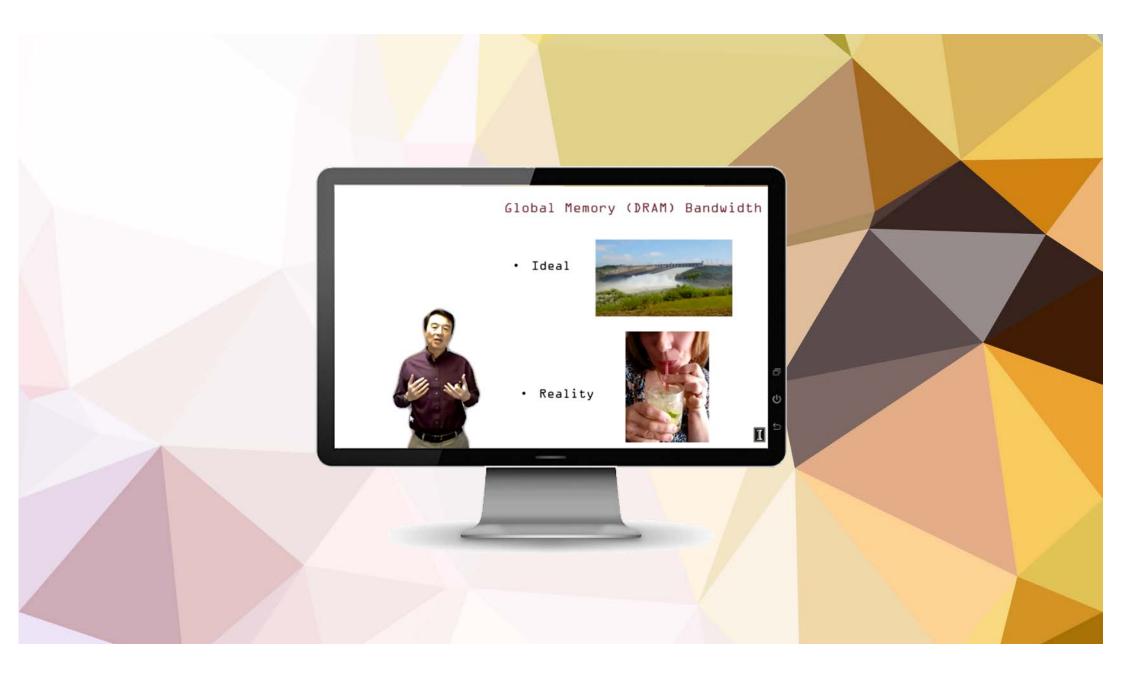
2@18

Suchen

DATA SET 448 MOOC

Research Video (2016):

"Videos in Higher Education – A Journey into the World of Digital Education"

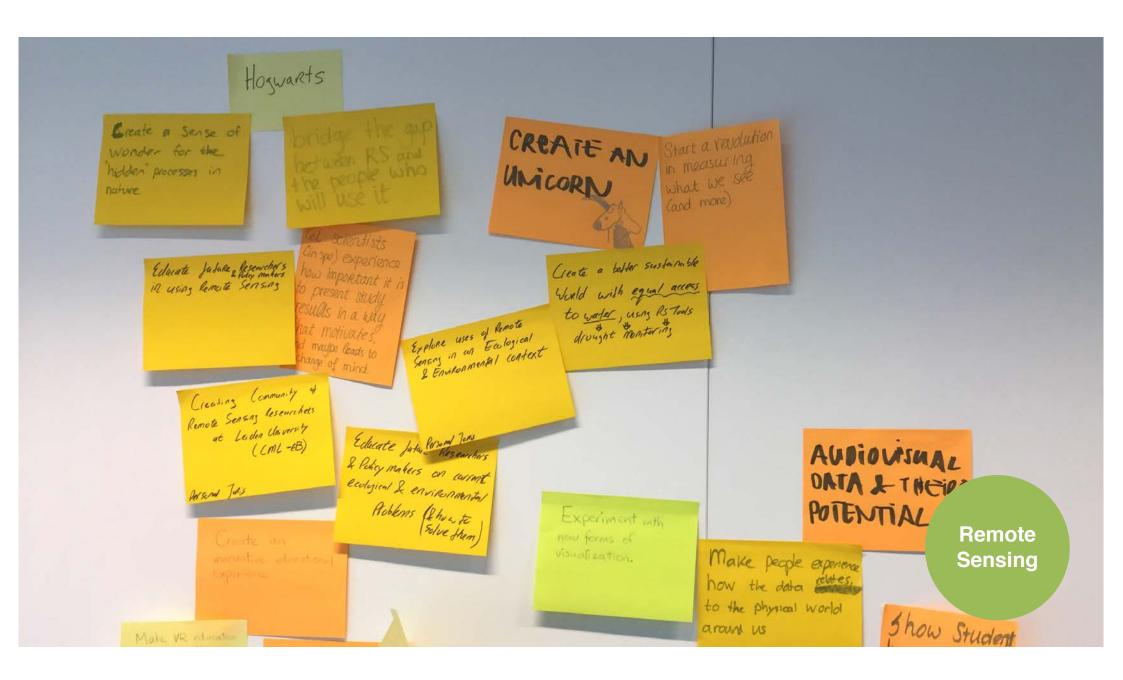




Stories to tell

Stories to tell – Storytelling

Remote Sensing



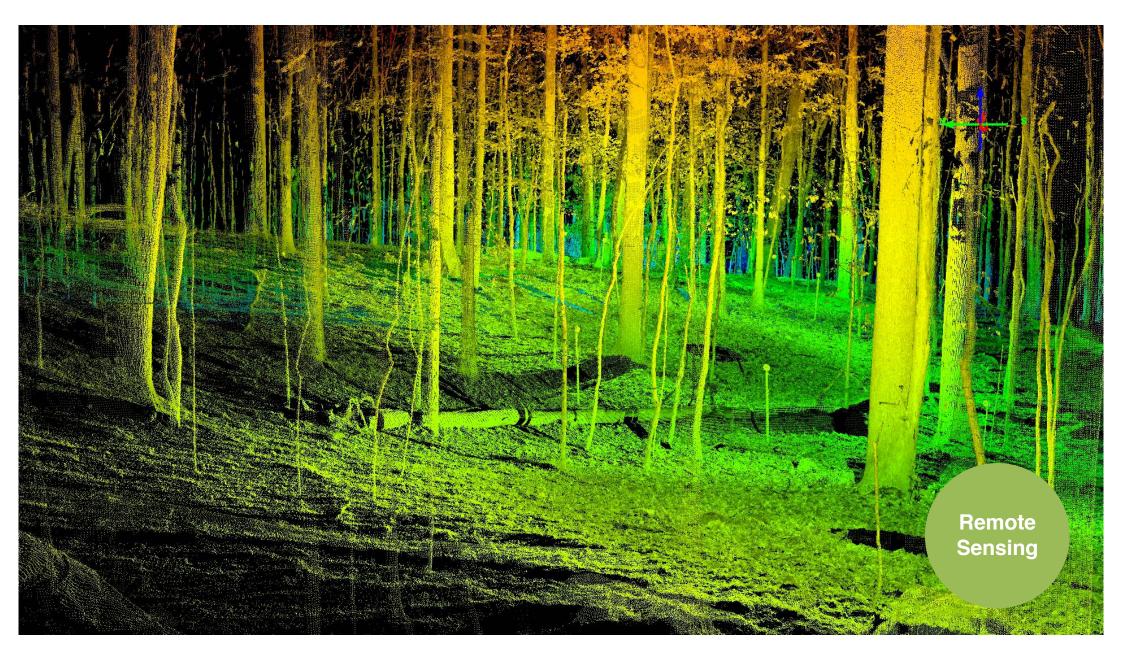


No more Talking Heads and PP-slides. Our protagonist is a tree!

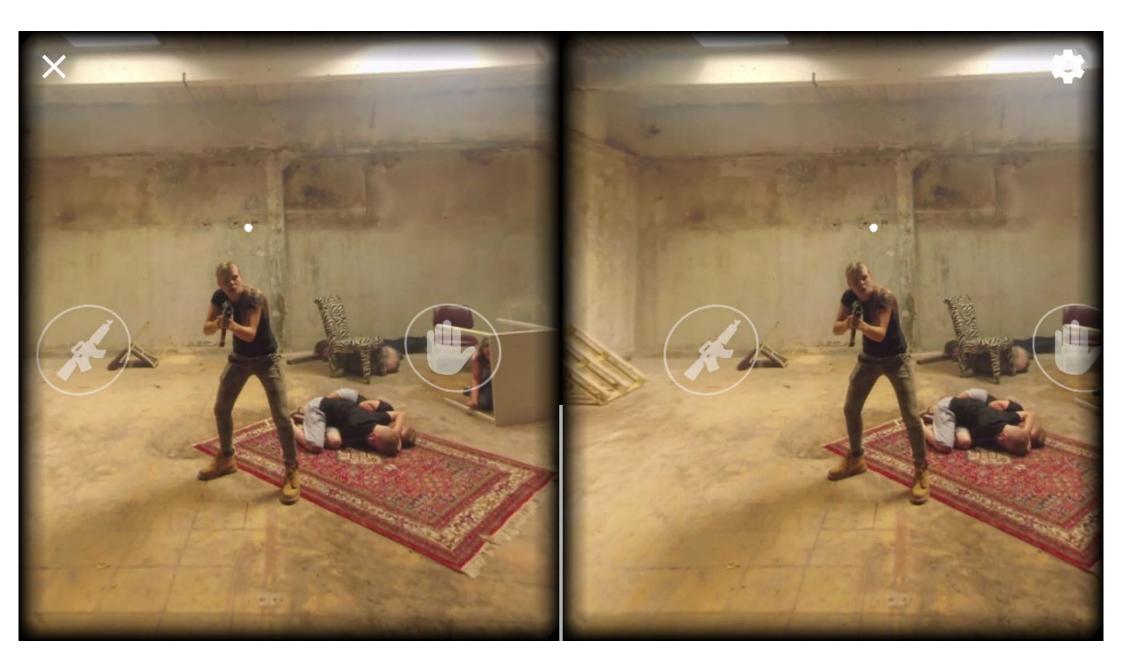
Remote Sensing



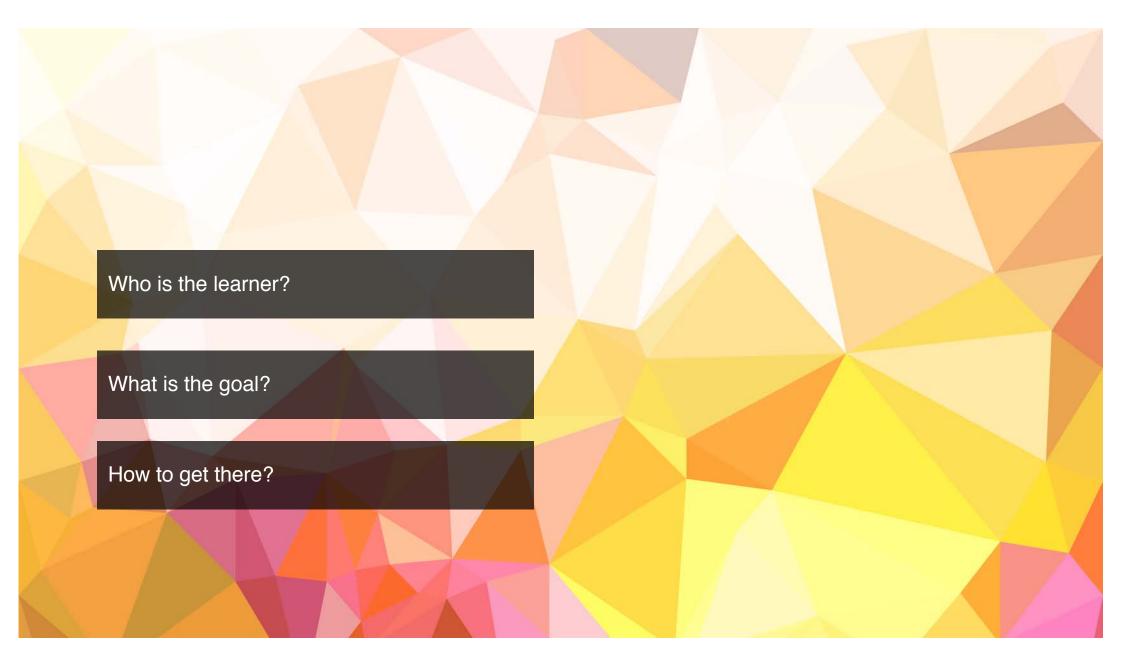








Learning Experience Design



The Dementia Case

Who is the learner?

What is the goal?

How to get there?



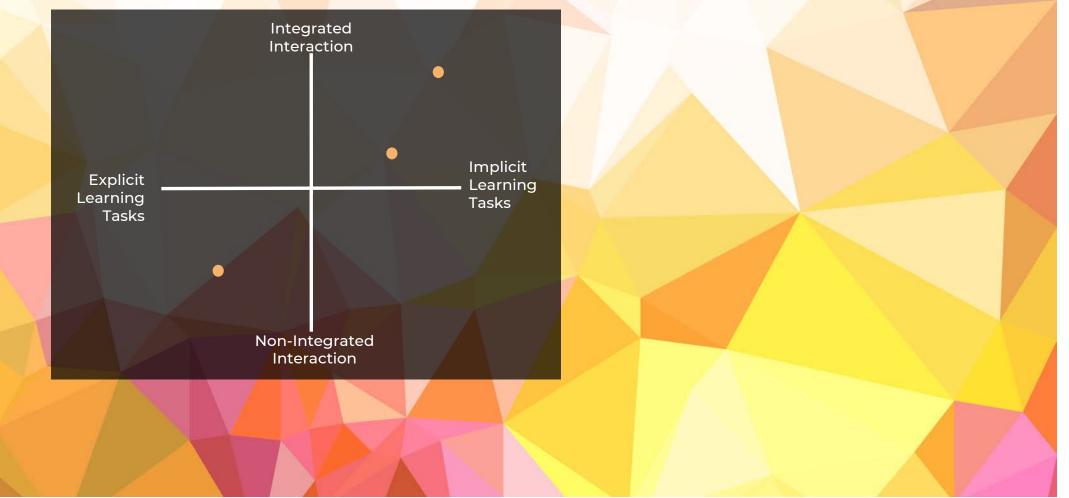
binnengekomen van Een patiënt is tegen Illen. Je hebt zo een amilielid, maar kijk ond in de woning. g goed in je op, ke aanwijzigen jagnose!

DER

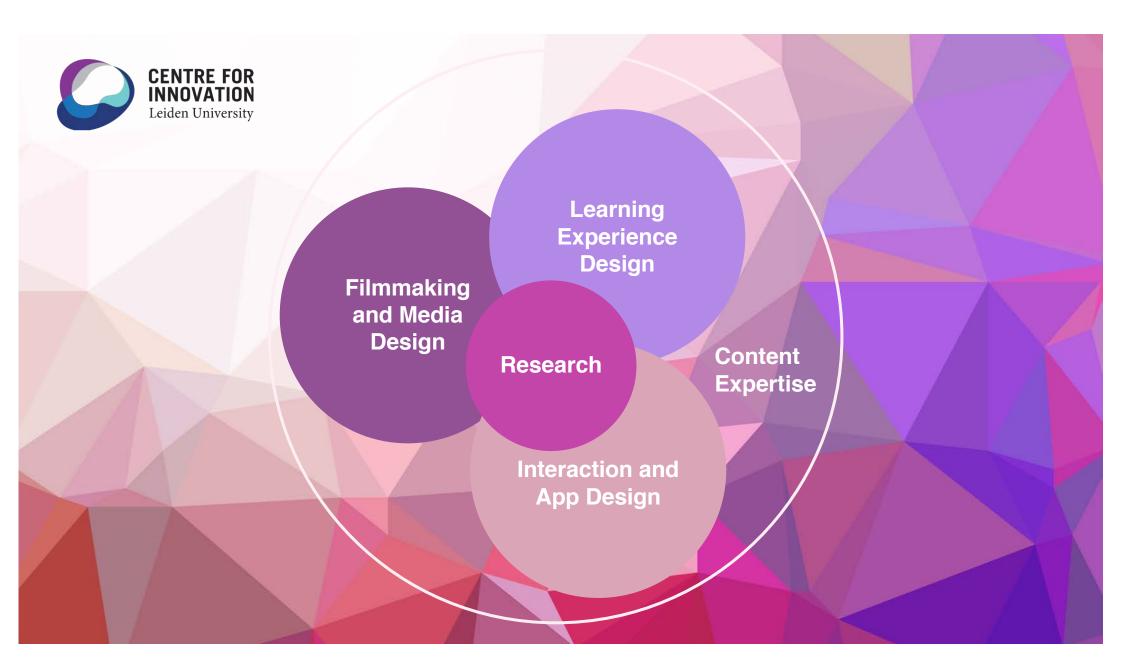
Dementia

Learning Experience Design

Learning Experience Design







Knowing your area of expertise design process

And Warner Same and

Collective responsibility

Respect & trust

Presentation on: audiovisualresearch.org

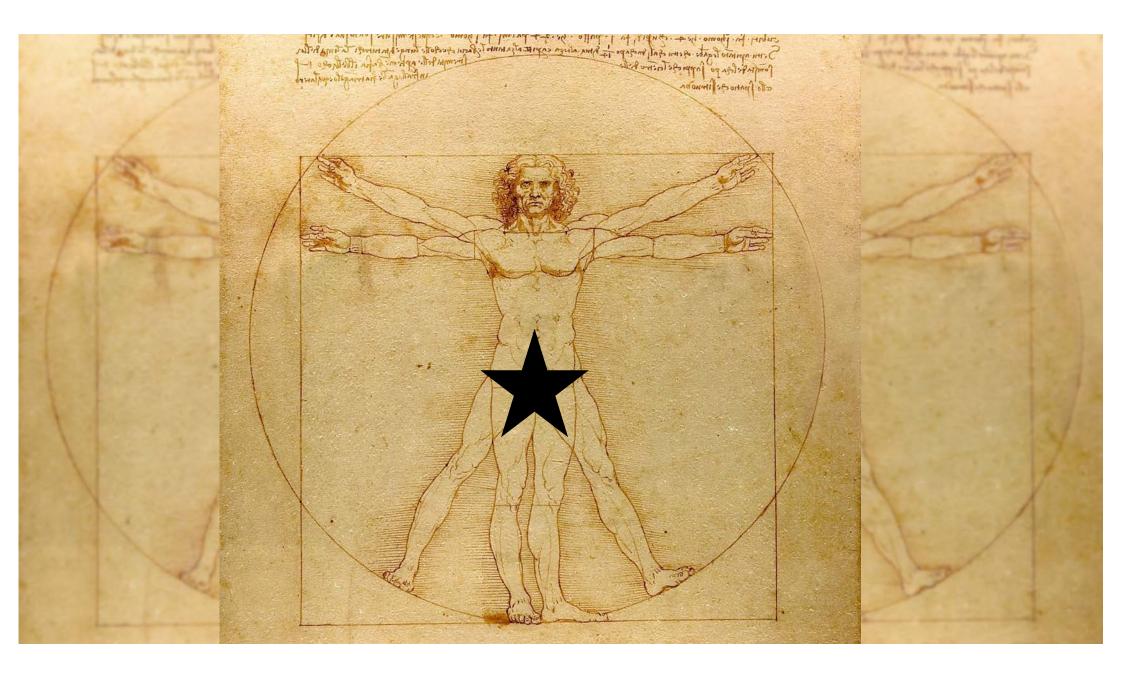


Monique Snijder Twitter @moniquesnijder; @C4innovation Linkedin: moniquesnijder

Jeanine Reutemann

Twitter @jreutemann; @C4innovation > Manifesto Videos in Higher Education, CC commons, 2018. > Book «Media Design Expertise for Videos in Higher Education», open access, 2018.









Co-Design with the MOOC Team and the Venice Time Machine Project; EPFL Lausanne 2016.





Innovedum Project with the Chair for Ecosystem Management, ETH Zurich 2017.