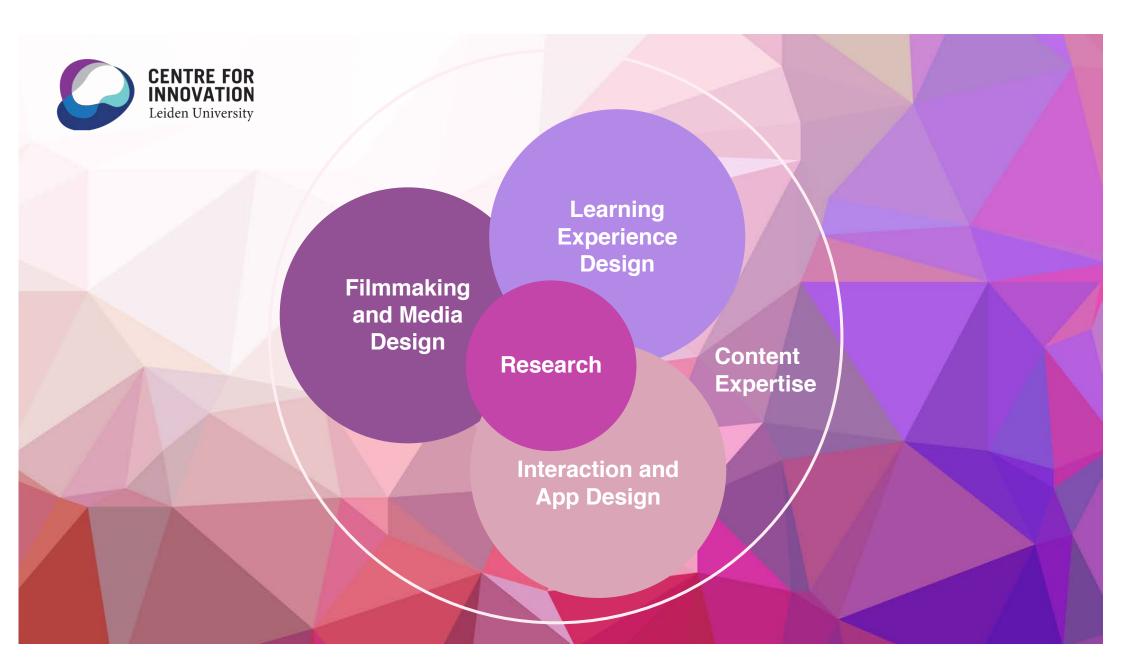
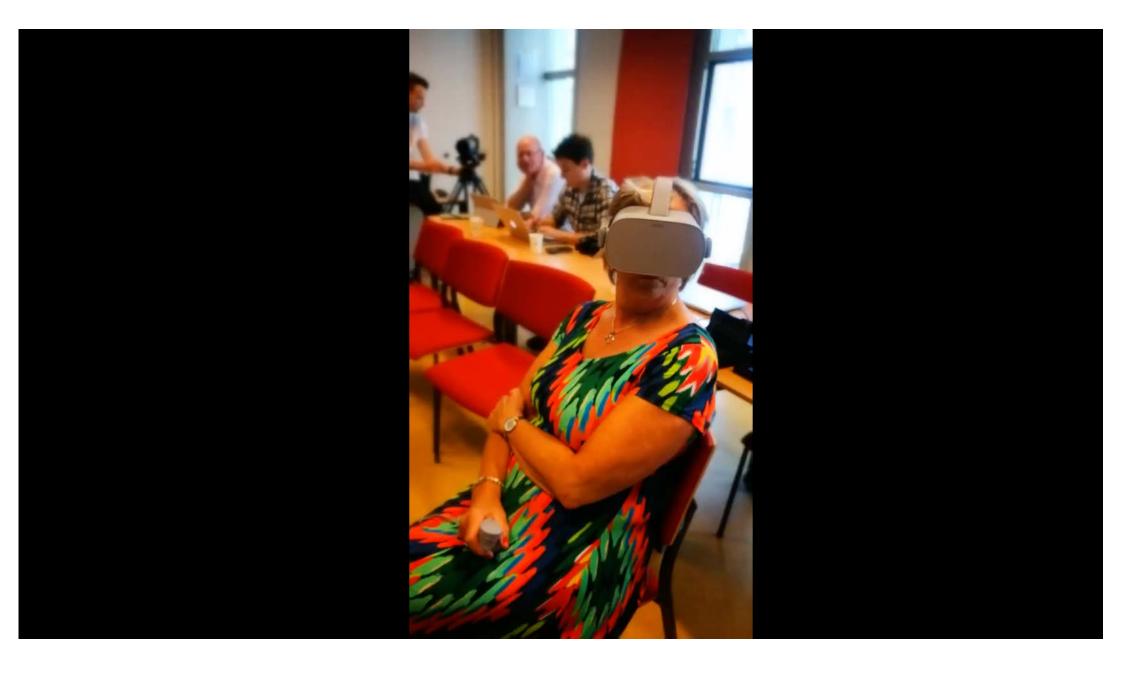


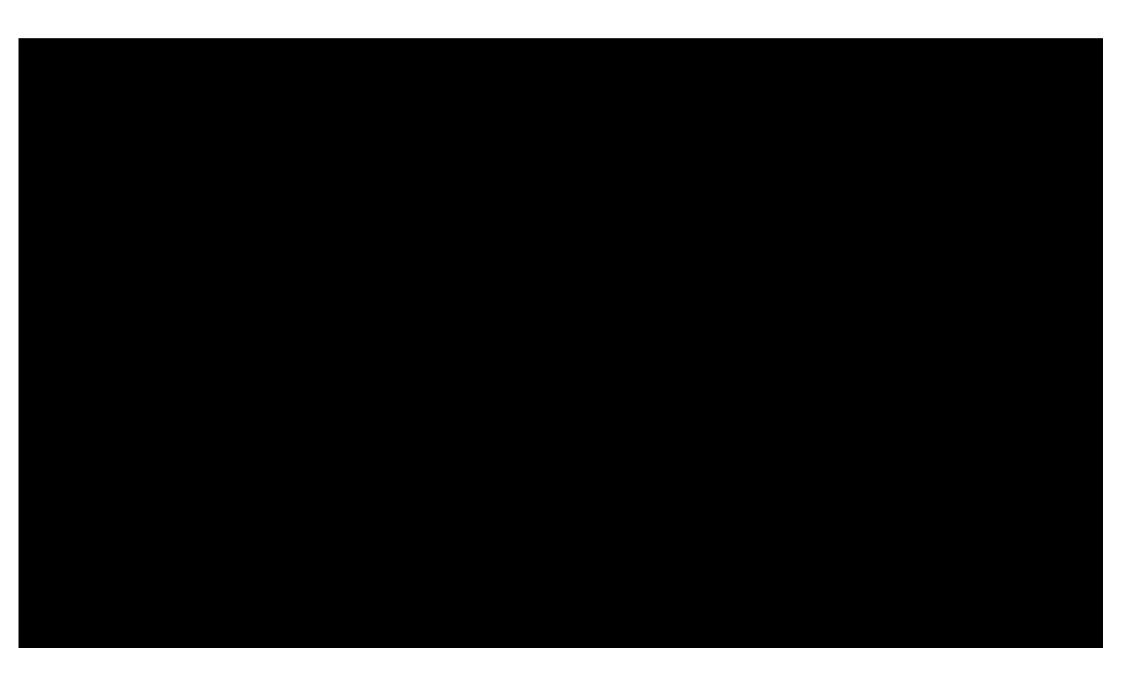
### LET'S CHALLENGE THE DESIGN OF EDUCATIONAL 360-VR

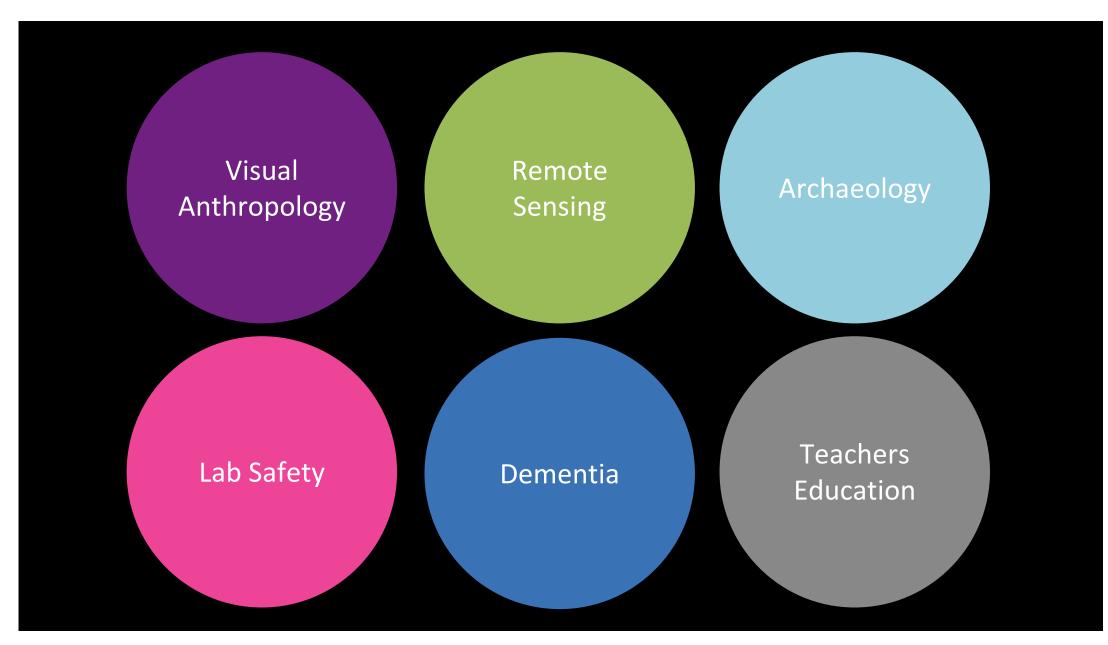
New Media & Digital Learning Lab Jeanine Reutemann & Monique Snijder





## WARNING







# Select the right tool: Archaeo--1111111 logy



# Media Design (+Research)

### #affordances of the medium





(i)

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

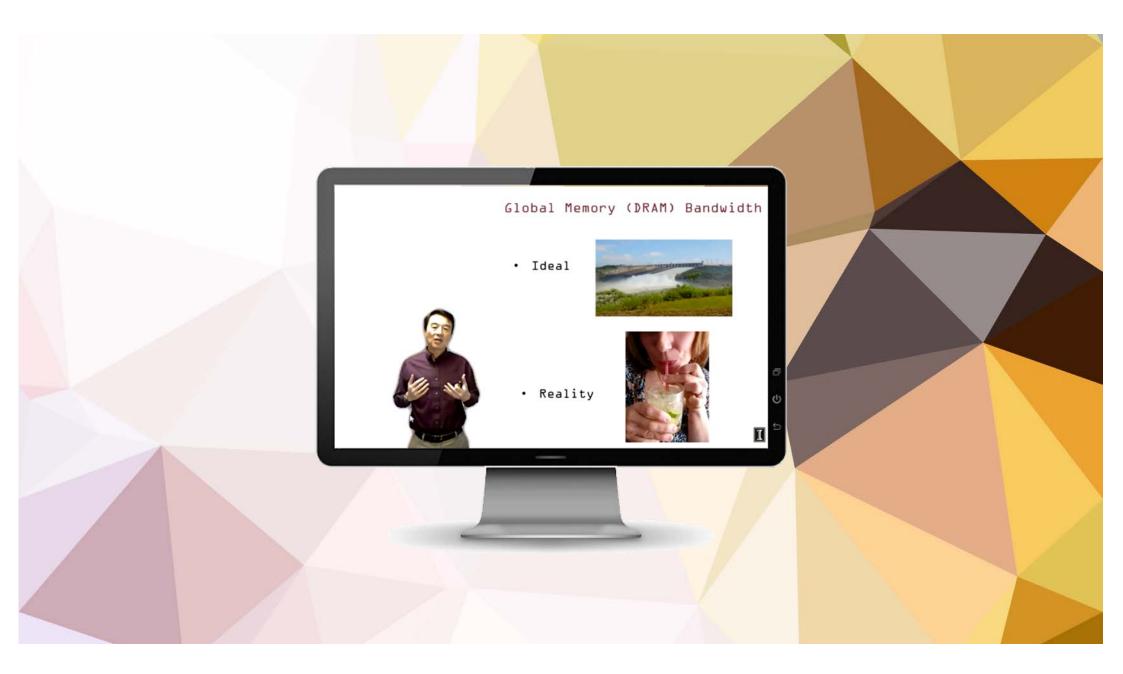
2@18

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



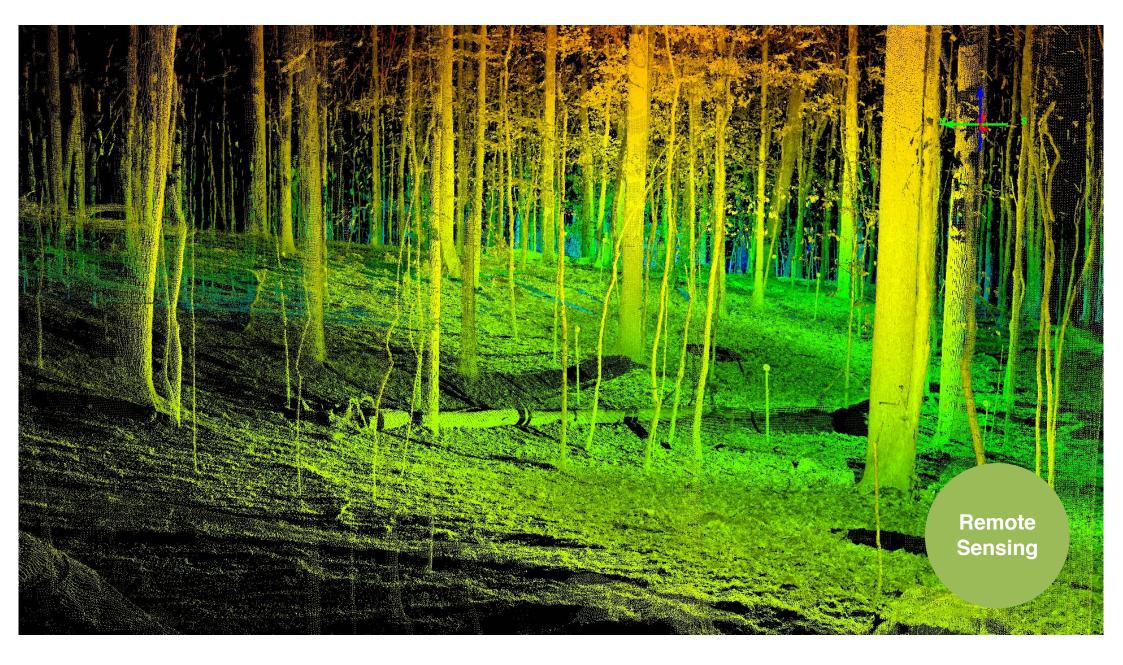


### No more Talking Heads and PP-slides. Our protagonist is a tree!

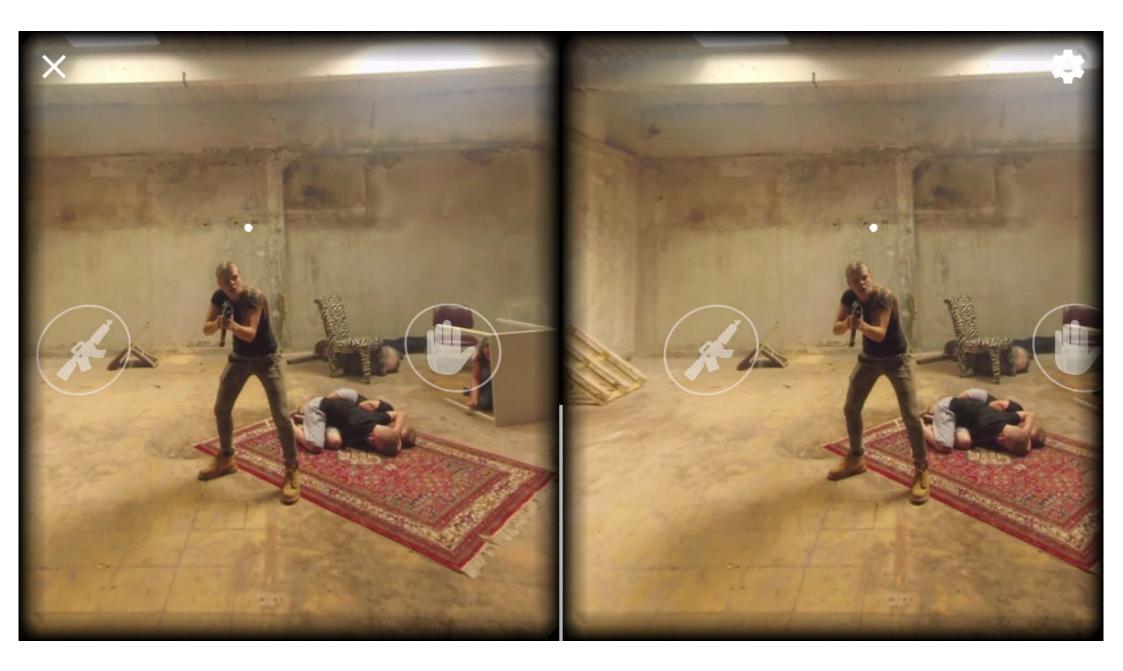
Remote Sensing



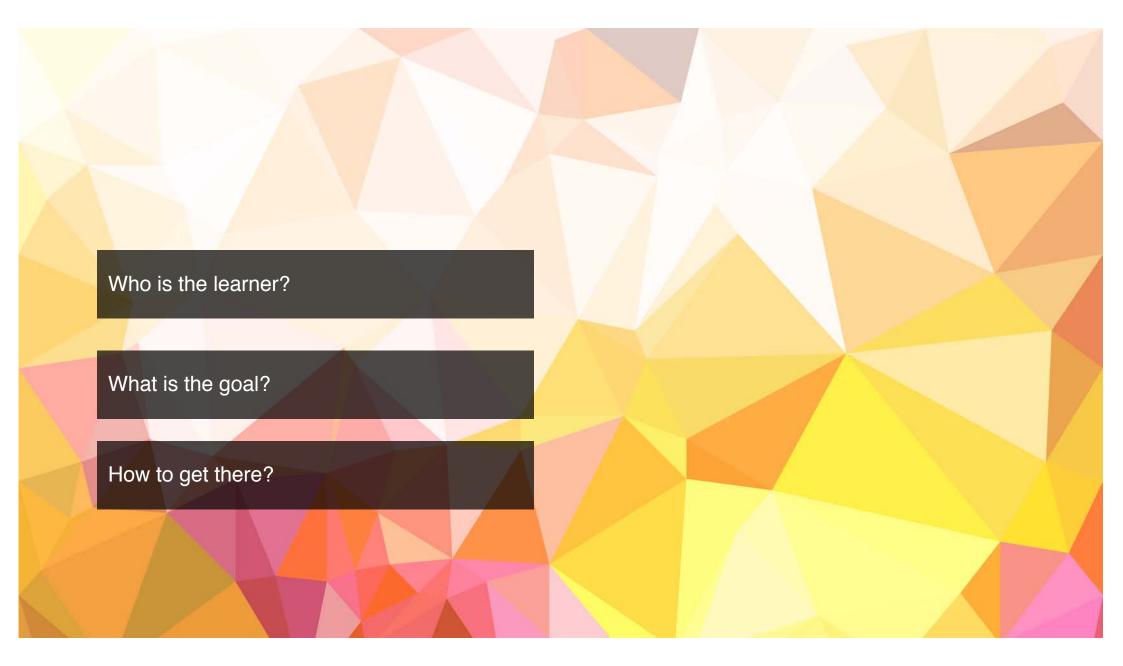








# Learning Experience Design



### **The Dementia Case**

Who is the learner?

What is the goal?

How to get there?



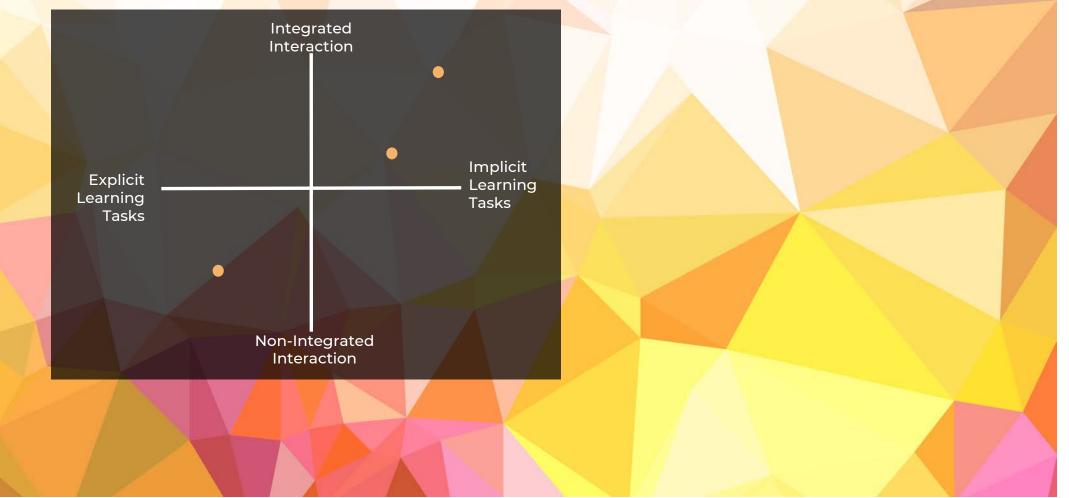
binnengekomen van Een patiënt is tegen Illen. Je hebt zo een amilielid, maar kijk ond in de woning. g goed in je op, ke aanwijzigen jagnose!

DER

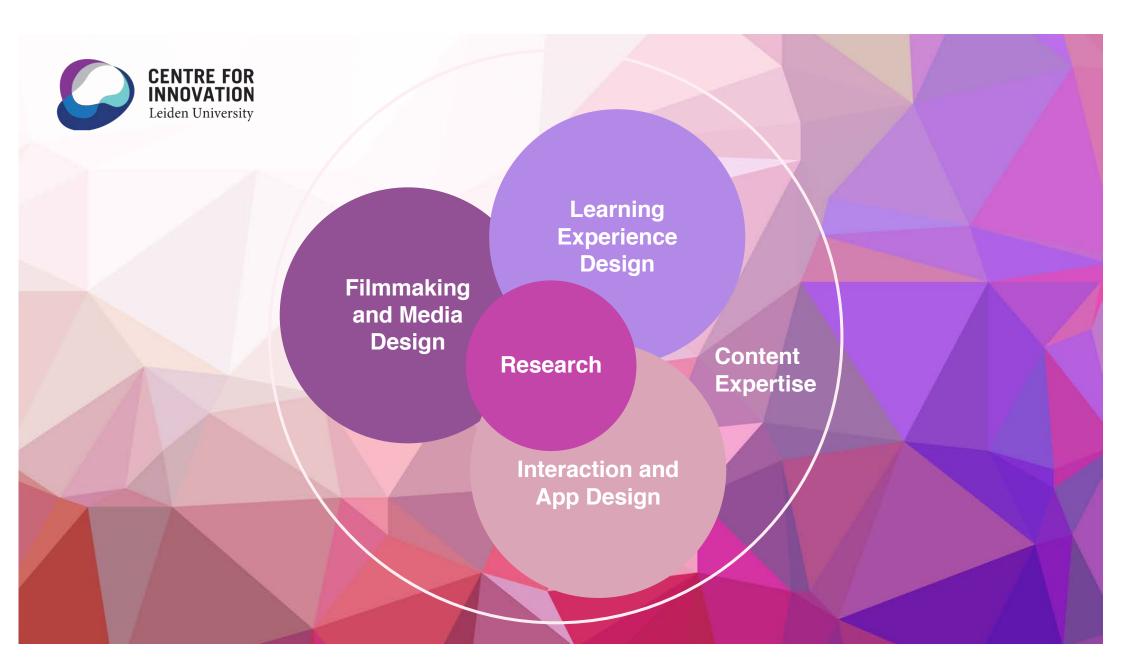
Dementia

#### 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

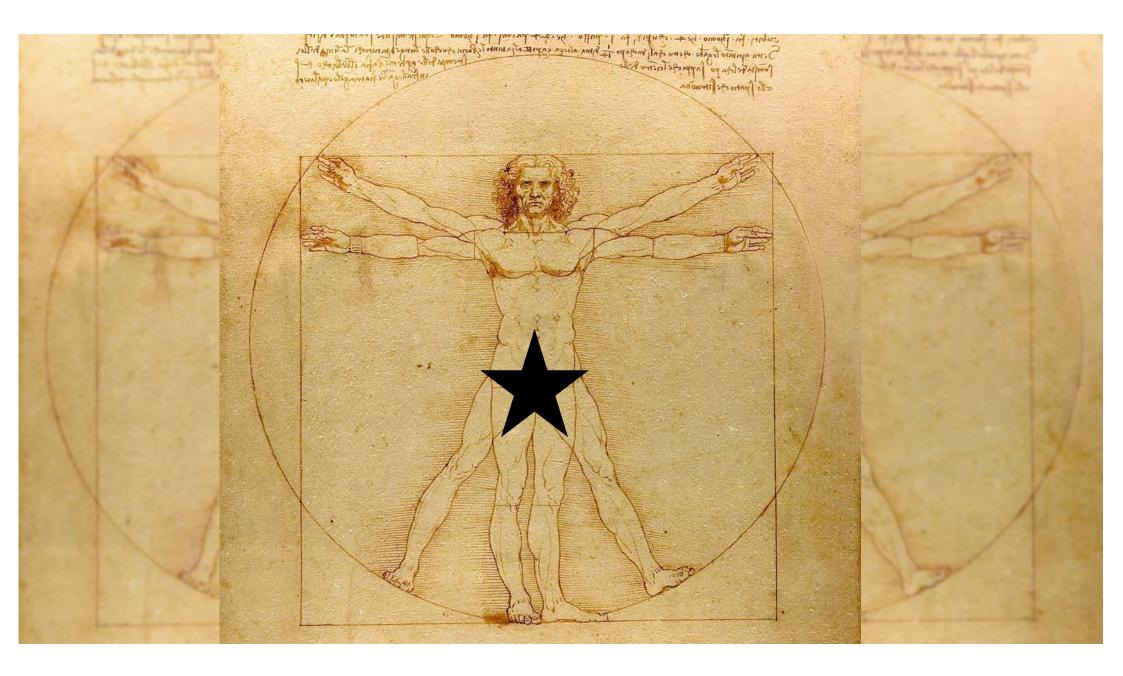


Monique Snijder Twitter @moniquesnijder; @C4innovation Linkedin: moniquesnijder

#### **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.