



The Lab Group Open Day

This is the current version of the programme for The Lab Group Open Day, which will take place on Wednesday 20 February 2008, between 10.45 and 16.15, at Oracle's City of London Building.

The Lab Group (<http://www.labgroup.org.uk/>) is an Association for Learning Technology-supported collaboration between labs which undertake research and development in learning mediated by technology.

This second Lab Group Open Day will:

- enable around a dozen member labs to showcase some of their work, discuss the concepts that lie behind it, answer questions about it, and get feedback on it from other labs;
- give participants from policy-making and funding bodies to keep abreast of developments, and improve their understanding of what is going on in the development and research community.

The Open Day will be organised so that people presenting in the morning will be able to attend presentations during the afternoon, and *vice versa*.

The Lab Group Open Day is made possible with the generous sponsorship of the Joint Information Systems Committee (JISC), with facilities on the day kindly provided by Oracle.



To book your place at the Open Day (whether you are presenting or participating) please follow the link to the online booking form on the ALT web site at <http://www.alt.ac.uk/>.



The closing date for bookings is Monday 11 February 2008. Joining instructions and a programme for the day will be distributed by email on or around Wednesday 13 February 2008.



Schedule for the day

10.45 – 11.00	11.00 – 11.45	11.50 – 12.35	12.40 – 13.25	13.30 – 14.15	14.20 – 15.25	15.30 – 16.15
Welcome	1 st set of Parallel Sessions, repeated		Lunch and networking	2 nd set of Parallel Sessions, repeated		Lab Group General Meeting
	A1 - ISTR	A2 - ISTR		H1 - IET	H2 - IET	
	B1 - LTRI	B2 - LTRI		I1 - ILRT	I2 - ILRT	
	C1 - LSRI	C2 - LSRI		J1 - SGI	J2 - SGI	
	D1 - LKL	D2 - LKL		K1 - LSL	K2 - LSL	
	E1 - Inspire	E2 - Inspire		L1 - Futurelab	L2 - Futurelab	
	F1 - CARET	F2 - CARET		M1 - SMARTlab	M2 - SMARTlab	
	G1 - IEC	G2 - IEC				

Outline for each of the parallel sessions

Lab	Summary
<p>A: Institute for Social and Technical Research (formerly Chimera) – Essex University – Chris Fowler</p> 	<p>The Institute for Social and Technical Research (formerly Chimera) is an Institute of the University of Essex that combines the social and technological sciences to generate insights into the personal and social use of information and communication technologies. Our objective is to understand what people do, how they do it, how this changes over time and what difference it makes. We then apply this understanding to the design of new technologies, commercial strategies or public policy interventions. One of our key application areas is e-Learning. In particular we have been interested in developing methods and principles for bridging pedagogy and design (UIDM); use of semantic web technology for accessing educational resources (DELTA); use of social networks to browse for resources (ResourceBrowser & Eprofile); and using distance learning technologies to support workplace learning. The lab session will be given by Chris Fowler and will provide a brief summary of our e-learning work to date and an overview of our future plans.</p> <p>http://www.essex.ac.uk/chimera/</p>
<p>B: Learning Technology Research Institute (LTRI) – London Metropolitan University – Tom Boyle</p>	<p>The LTRI conducts research into the application of information and communication technologies to augment, support and transform learning. There are three major research themes. “Learning objects & learning design”, led by Tom Boyle, concerns the design, development and use of reusable objects and designs. We lead the CETL in Reusable Learning Objects (RLO-CETL) http://www.rlo-cetl.ac.uk/ “Learning interaction & dialogue design”, led by Andrew Ravenscroft, concerns the nature of effective learning dialogue with an emphasis on the development of supportive software tools using dialogue games. “Designing for informal & lifelong learning”, led by John Cook, develops models that describe how people perform learning activities in informal as well as formal contexts, and how these can be coordinated.</p> <p>http://www.londonmet.ac.uk/ltri/</p>
<p>C: Learning Science Research Institute (LSRI) – Nottingham University – Caroline Windrum – Ian Pearshouse</p>	<p>The LSRI is an interdisciplinary institute for research into the science of learning. Its scope includes understanding the processes and practices of human learning, and designing new technologies and environments to enhance learning across all ages and cultures. The institute brings together staff from the Schools of Computer Science and IT, Education and Psychology, as well as expertise from other disciplines. Our main areas of research are: mobile and contextual learning, visual thinking and learning, learning in cross-cultural contexts, playful and game-based learning, design and evaluation of tangible and mixed-reality technologies for learning, cognition and mathematics, analysis of classroom interaction, and fundamental learning processes.</p> <p>http://www.lsri.nottingham.ac.uk/</p>
<p>D: London Knowledge Lab – The Institute of Education and Birkbeck – Neil Selwyn</p> 	<p>The London Knowledge Lab is a unique collaboration between two of the UK’s most prominent centres of world-class research - the Institute of Education and Birkbeck. The Lab brings together computer and social scientists from a very broad range of fields, which means that issues can be tackled from many different perspectives, and this is reflected in our mission, to: understand the place of digital technologies and media in our cultural, social and educational relationships with knowledge - finding, acquiring, creating, and sharing it; design, build and evaluate systems, processes and interfaces that enhance learning, both formal and informal, throughout life; examine critically the assumptions about knowledge and learning that underlie the increasingly wide range of applications of digital technologies. The ways in which we learn, and what we need to know, are changing. Our research aims to explore and invent the roles of technology in this process, and to understand how technology relates to broader social, economic and cultural factors.</p> <p>http://www.lkl.ac.uk/cms/</p>

Lab	Summary
E: Inspire – Anglia Ruskin University – Leonie Ramondt 	INSPIRE - Anglia Ruskin University's Centre for Learning and Teaching - is responsible for supporting a wide range of initiatives, activities and projects associated with the development of the curriculum and enhancing of our students' experiences of higher education. INSPIRE additionally engages in pedagogic research and leads on establishing innovative approaches to learning, teaching and assessment as well as widening participation and e-learning. We are also project partners in a number of consortium projects, including EU Framework 6, focused on Mobile game-based learning and Design for the 21st Century - Technology for social action. http://www.inspire.anglia.ac.uk/news.php
F: The Centre for Applied Research in Educational Technologies (CARET) – Cambridge University – Patrick Carmichael	CARET (The Centre for Applied Research in Educational Technologies) at Cambridge University is an interdisciplinary centre that supports teaching, learning and research across the University and across the HE Sector. It hosts, develops and researches CamTools, the institutional collaboration and learning platform; develops advanced teaching and learning technologies; and carries out pedagogical research and development. It undertakes ESRC, EPSRC and JISC funded research activities and is currently leading a HEA Pathfinder Project into teaching and learning across the University. http://www.caret.cam.ac.uk/
G: Institute for Educational Cybernetics (IEC) – Bolton University 	The IEC mission is to develop a better understanding of how information and communications technologies affect the organisation of education, from individual learning to the global system. Cybernetics has been defined as “The science of communication and control in animal and machine” by Norbert Wiener, and as “The science of effective organisation” by Stafford Beer. Organisation and communication are the key subjects for cybernetic inquiry. Cybernetics is also concerned with perspective and understanding, and is founded on a constructivist view of the world. IEC will apply the models and insights from cybernetics to help develop a better understanding and therefore improved education design. http://www.bolton.ac.uk/iec/
H: Institute of Educational Technology (IET) – Open University – Will Woods	IET explores Educational Technologies looking at how people teach and learn. We have a 19 Million pound purpose built ambient technology research centre under construction which will become a centre for IET and the OU Computing department to come together and work. In our session we will showcase our work on opening up to provide free and accessible content to the world and we will include the technology we use for our research work and the plans for the new purpose built usability environment. http://iet.open.ac.uk/
I: Institute for Learning and Research Technology (ILRT) – Bristol University – Pete Walker – Chris Bailey – Nikki Rogers	The Institute for Learning and Research Technology (ILRT) focuses on developing Web technologies and standards and applying them to real-life needs to support learning, research and administration. Based at the University of Bristol, ILRT brings together computer and social scientists, librarians, teachers and Web developers in inter-disciplinary teams to deliver 30+ projects and four national HE services. Current developments include: visual research tools for the performing arts and search/replay tools for video-d research events, combining Access Grid and Semantic Web technologies; and a Clinical Experience Recorder using Web 2.0 and XForms to support assessment and ePortfolios. http://www.ilt.bris.ac.uk/

Lab	Summary
<p>J: The Serious Games Institute (SGI) – Coventry University – Sara de Freitas</p> 	<p>The Serious Games Institute (SGI), is based in Coventry University's Technology Park. SGI is an international centre of excellence for serious games. The Institute provides a close interface between high-level applied academic research and leading edge technology companies in the field of serious games and virtual world applications. The session will be themed "Engaging learners in immersive worlds" and will give demonstrations of leading edge uses of serious games and virtual world applications for learning and training. The session will include presentations from SGI residents: Jude Ower (Digital 2.0), Ron Edwards (Ambient Performance), David Burden (Daden Ltd) and Sara de Freitas (SGI). Each will give short presentations demonstrating the use of immersive applications developed by SGI residents and partners. The sessions will be interactive and allow participants to question and discuss.</p> <p>http://www.seriousgamesinstitute.co.uk/</p>
<p>K: Learning Societies Lab – Southampton University – Hugh Davis</p>	<p>The Learning Societies Lab is a multidisciplinary research group of around 50 researchers based within the 5* School of Electronics and Computer Science at the University of Southampton, and has connections into Education, Psychology and Social Science. The research interests focus on: technology enhanced learning; interaction with knowledge and semantics; virtual communities and social systems; accessible technologies; innovation in science, engineering and technology education. The group engages with commercial partners through ECS Partners Ltd, which provides a fast moving and pragmatic interface to our consultancy services.</p> <p>http://www.lsl.ecs.soton.ac.uk/</p>
<p>L: Futurelab – Bristol – Mary Ulicsak</p>	<p>Futurelab has been commissioned by the DCSF Technology Futures Unit to conduct a programme of horizon scanning, consultation and research into the question, "What might be the purpose, nature and organisation of education in 2025 and beyond?". In this session, we will describe the activities undertaken in the initial stages of our engagement with this question, explore some of the issues that have arisen in our work to date, and begin a dialogue with Lab Group attendees on education in the future.</p> <p>http://www.futurelab.org.uk/</p>
<p>M: SmartLab – University of East London – Lisbeth Goodman</p> 	<p>SMARTlab hosts a formidable team of recognised industry professionals which includes Designers Artists, Technologists, Game Designers, Educationalists, Film makers, Interaction Experts, Programmers, Architects and Engineers. Many of our team started their careers in the commercial sector and have a wealth of expertise in Experience Design for the Educational sector as well as for the Serious Games, Assistive Technology, Retail, Entertainment and Hospitality industries, and have selected SMARTlab as the most appropriate base for high level research and knowledge transfer. We have graduated over 30 successful PhDs to date, and currently direct a new cohort of 40 Practice-based PhD projects in digital media and creative technology. Our current projects include the GLAM Academy for Games, Life and Media, TRUST (with NESTA), SafetyNET (with the U.N), and Clubtech (with Microsoft). We publish widely, and offer contract consultancy as well as research incubation and project development opportunities for scholars, SMEs and industry professionals.</p> <p>http://www.smartlab.uk.com/</p>