TEAMS: SUPPORTING TEAMWORK IN AMBIENT LEARNING SPACES

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RECRUITING FOR ESA
SOLVE AS A TEAM

- Form teams of 4 participants.
- You might need your smartphone or tablet.
- Complete as a team as many challenges possible in 5 mins!
WELKOM BIJ
SELECTIE PROEF
Look closely at the following two drawings. They seem identical, yet there are differences. Can you find them all?
Alle antwoorden zijn verwerkt

Antwoorden:

1. Exact 11
2. Minder dan 11
3. Meer dan 11
In this task, a pattern is shown from which a spatial figure can be folded. Your task is to mentally "fold" this pattern so that you can imagine the closed spatial figure being formed. The ideal figure is completely closed and has no overlapping sides.

However, in the pattern, one side is wrong. State which side is wrong.
SPATIAL PATTERNS
Antwoorden:

1. Zijde A is overbodig, heeft de verkeerde vorm of bevindt zich op de verkeerde plaats.
2. Zijde B is overbodig, heeft de verkeerde vorm of bevindt zich op de verkeerde plaats.
3. Zijde C is overbodig, heeft de verkeerde vorm of bevindt zich op de verkeerde plaats.
This assignment requires you to derive rules from abstract information and then apply those rules to new information.

Three rows are shown with multiple basic figures and multiple final figures. Between the two types of figures are several F-keys. These keys each have a specific function.
You can find out the function of the F-keys by comparing the basic figures and the final figures.

Example with two rows:

- \[ F_1 \] = changes the size of the figure
- \[ F_2 \] = changes the color of the figure
ANALYZE FIGURES

<table>
<thead>
<tr>
<th>BASISFIGUREN</th>
<th>FUNCTIES</th>
<th>EINDFIGUREN</th>
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VRAAG

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ALLE ANTWOORDEN ZIJN VERWERKT

ANTWOORDEN

1

2

3

SCORE TEAM 6PT
PLAYER 001 10PT
PLAYER 002 6PT
PLAYER 003 4PT
PLAYER 004 4PT

OPDRACHT#01

VOLGENDE OPDRACHT

18:22
TEAMWORK ISN’T EFFORTLESS

- What super power would you like to possess when your team is doing group work?
What super power would you like to possess when your team is doing group work?
SUPPORTING TEAMWORK IN AMBIENT LEARNING SPACES
Supporting teamwork to make it more efficient by means of Computer Supported Collaborative Problem Solving
Preparation

1. Concept
   How to let them solve a problem by working together and to teach CPS?

2. Creation + Test
   Smart editor
   - Building blocks
   - Evidence based teaching format
   - Power of Storytelling

3. Gather insights Learners
   - Profile Test

4. Compile groups
   - Group composer
   - Groups?
     - Heterogeneous / homogeneous
     - Different roles

   Get to know your learners: personality / ability
Debrief

Dashboard

Class reflection

Way easier to objectively evaluate CPS!

10 Evaluate & adapt

Rapport

Experience dashboard

Peer Review

Presentation & peer review

9

Peer Review

TIP

Give feedback

11

Feedback

Feedforward

"thinglink"
PROJECT
CASES

- Pair programming
- EDUbox
  - Primary education
  - Secondary education
  - Professional
STEAMS WORKSHOP HUDSON (IN DEVELOPMENT)

- Intro
  Explore new planet

- Game
  “pre-selection tests”

- Training
  about teamwork

- End-game
  build a base

- Debrief
  team coaching
STEAMS WORKSHOP: INTRO

- Introduce topic: importance of teamwork
- Overarching story-telling theme: space travel
- Generate curiosity & excitement
- Uses video’s (made by VRT)
STEAMS WORKSHOP: GAME “PRE-SELECTION”

- **Assignment**: “pre-selection for the European Space Agency”
- **Complete team missions & Earn points** by working fast, accurately & efficiently as a team
- **Draws on various skills**: numerical, memory, visual, communication, speed, ...
- **VRT gaming** platform, uses common screen & individual mobile devices
- **“pre-measurement” of teamwork**
Training about teamwork skills in four chapters

Alternate between theory, reflection, short assignments, video’s

Triggers reflections & discussions about own functioning as a team

**Align**
Shared understanding & team awareness

**Act**
Team planning and coordination

**Grow**
Team reflection & team climate

**Communicate**
Efficient & respectful comm. Communication styles
Group assignment: design a temporary research base on a new planet

- Different information sources to analyse + different constraints to consider
- Extra budget can be earned with side-assignments and mini-games
- During play-out, unexpected events happen that should trigger team agility/flexibility
**STEAMS WORKSHOP: DEBRIEF**

- Evaluation of teamwork (CPS) skills: what went well and what could go better?
- Feedback via “experience dashboard”
- Together with coach:
  - Discuss own functioning as a team
  - Devise strategies to improve as a team
TEAMWORK 2.0

SAVE-THE-DATE
slotevent imec.icon project
9 november 13u30 - 17u30
KULAK Kortrijk
embracing a better life