







### 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!







Look closely at the following two drawings. They seem identical, yet there are differences. Can you find them all?

# SPOT THE DIFFERENCES









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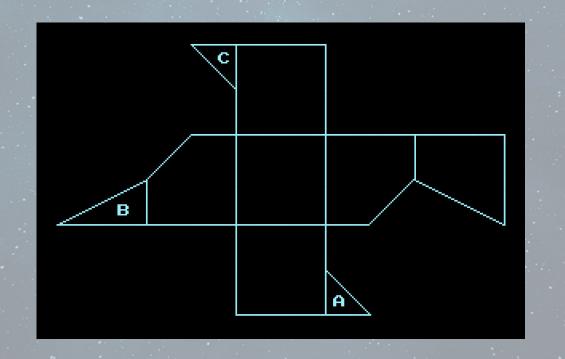
In this task, a pattern is shown from which a spatial figure can be folded. Your task is to mentally "fold" this pattern so that you can imagine the closed spatial figure being formed. The ideal figure is completely closed and has no overlapping sides.

SPATIAL PATTERNS

However, in the pattern, one side is wrong. State which side is wrong.



### SPATIAL PATTERNS



### ALLE ANTWOORDEN ZIJN VERWERKT

### Antwoorden:

- Zijde A is overbodig, heeft de verkeerde vorm of bevindt zich op de verkeerde plaats.
- 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.











OPDRACHT#01

VOLGENDE OPDRACHT

18: 22

# ANALYZE FIGURES

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:



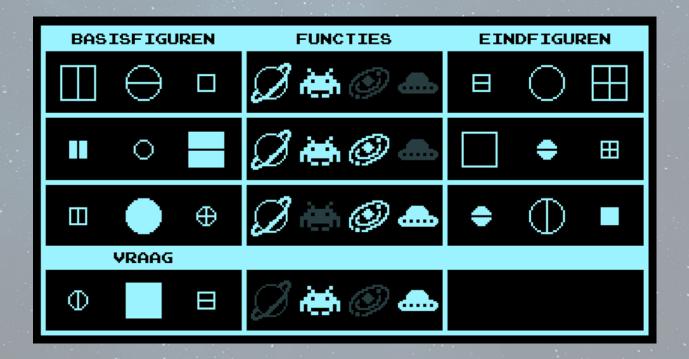
- = changes the size of the figure
- = changes the color of the figure

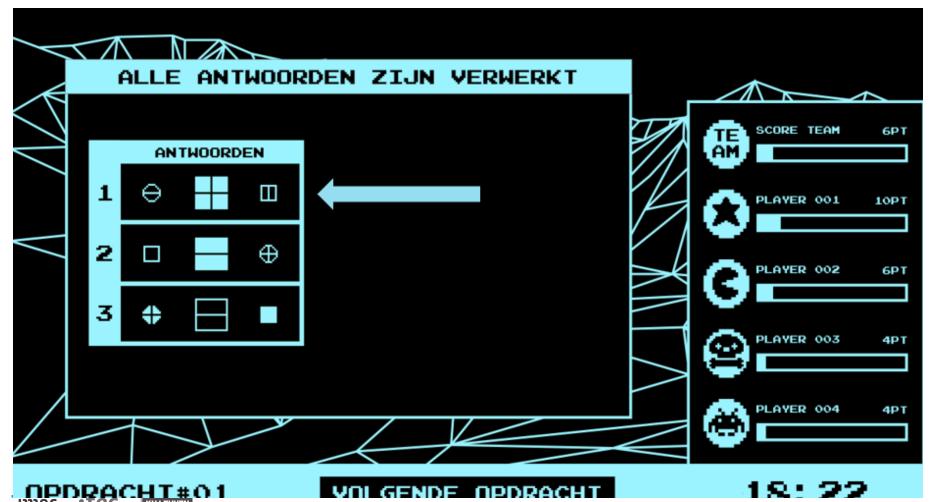
### ANALYZE FIGURES

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### ANALYZE FIGURES







### **TEAMWORK ISN'T EFFORTLESS**

What super power would you like to possess when your team is doing group work?

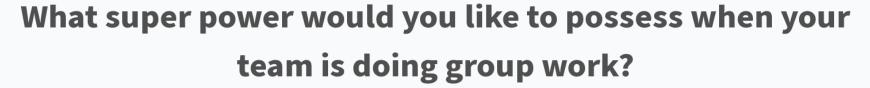
























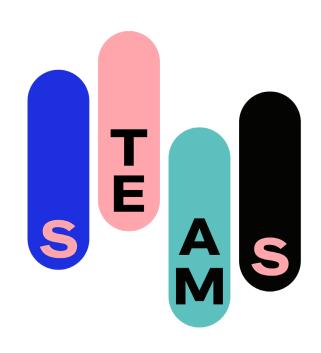
### SUPPORTING TEAMWORK IN AMBIENT LEARNING SPACES























### PROJECT GOAL

Supporting teamwork to make it more efficient by means of

Computer

Supported

Collaborative

Problem

Solving

### 21st Century Skills

How today's students can stay competitive in a changing job market

#### **Learning Skills**









#### Literacy Skills







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#### Life Skills







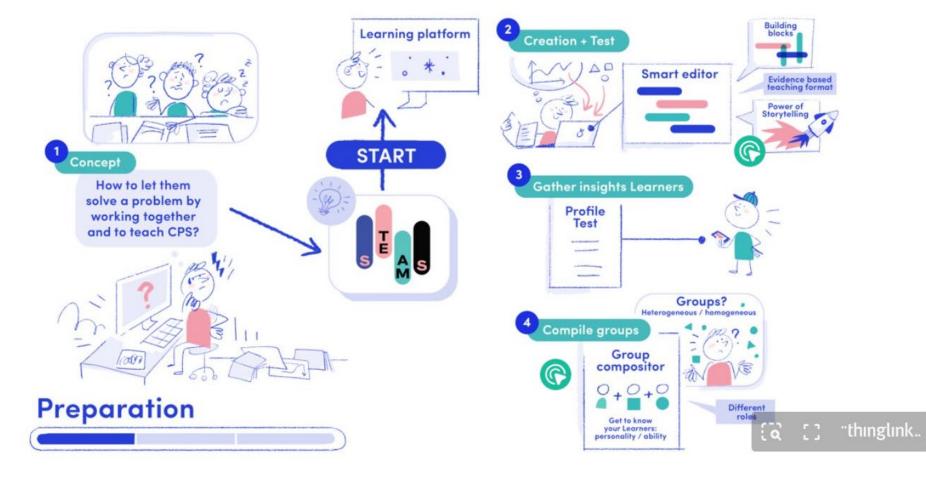


X Applied





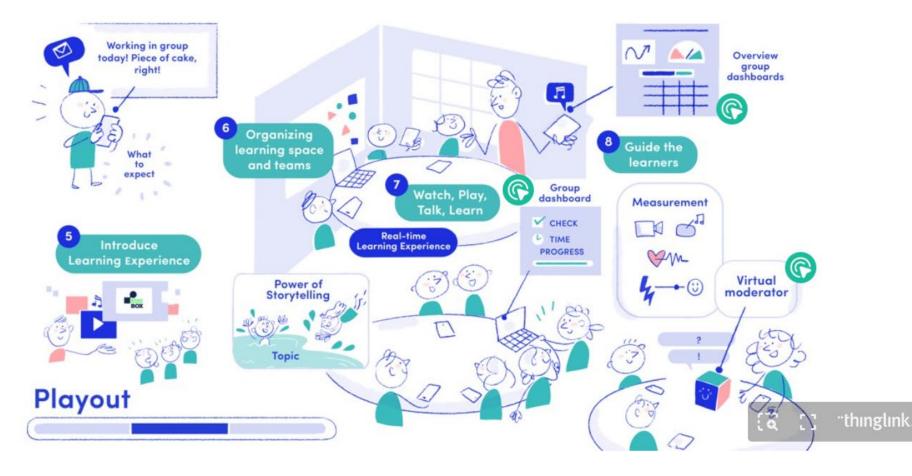


























## PROJECT CASES

- Pair programming
- EDUbox
  - Primary education
  - Secondary education
  - Professional













### STEAMS WORKSHOP HUDSON (IN DEVELOPMENT)



Intro Explore new planet Game
"preselection
tests"

**Training** about teamwork

Endgame build a base

**Debrief** team coaching





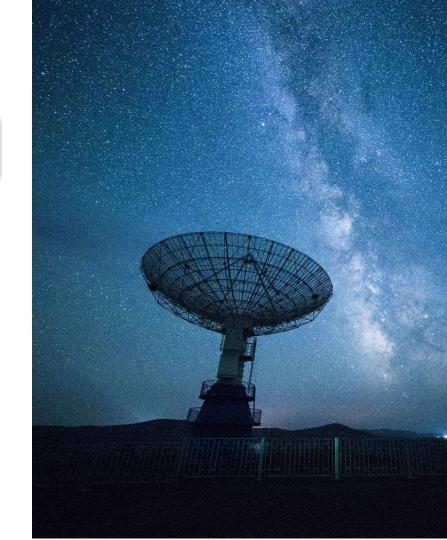
### **STEAMS WORKSHOP: INTRO**

Intro Explore new planet

Game "pre selection tests" **Training** about teamwork

End-game build a base Debrief team coaching

- 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"



Intro
Explore new planet

Game "preselection tests"

Training about teamwork

End-game build a base

Debrief team coaching



- 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

### STEAMS WORKSHOP: TRAINING



Intro Explore nev planet **Game** "pre selection tests" Training about teamwork

**End-game** build a base Debrief team coaching

- 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

#### Grow

Team reflection & team climate

### Act

Team planning and coordination

### Communicate

Efficient & respectful comm. Communication styles

inec itec



### STEAMS WORKSHOP: END-GAME



Intro
Explore new planet

Game "preselection tests"

Training about teamwork

End-game build a base

Coaching

- 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**



Intro
Explore new planet

Game "preselection tests"

Training about teamwork

End-game team coaching

- 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















## mec

embracing a better life



