





OEB2019 Workshop, 27 November 2019

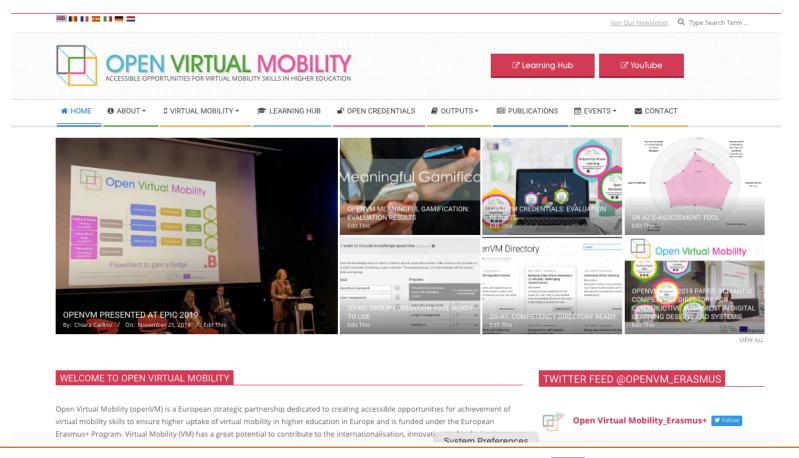
Prof. Dr. Ilona Buchem, OpenVM Erasmus+ Coordinator Beuth University of Applied Sciences Berlin





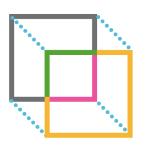


Erasmus+ Strategic Partnership (2017 - 2020)
Project website http://www.openvirtualmobility.eu









Project objectives (2017 – 2020)

- 1. Enhance the uptake of Open Virtual Mobility by improving virtual mobility skills of educators and students.
- 2. Create a collaborative OpenVM Learning Hub for achievement, assessment and recognition of VM skills.
- 3. Develop a set of innovative tools and methods to enhance learning and collaboration for virtual mobility.





OpenVM partner organisations



BEUTH HOCHSCHULE FÜR TECHNIK BERLIN

University of Applied Sciences



Open Universiteit welten-instituut.ou.nl







Universitat de les Illes Balears















OpenVM Network is growing!









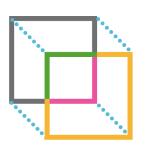




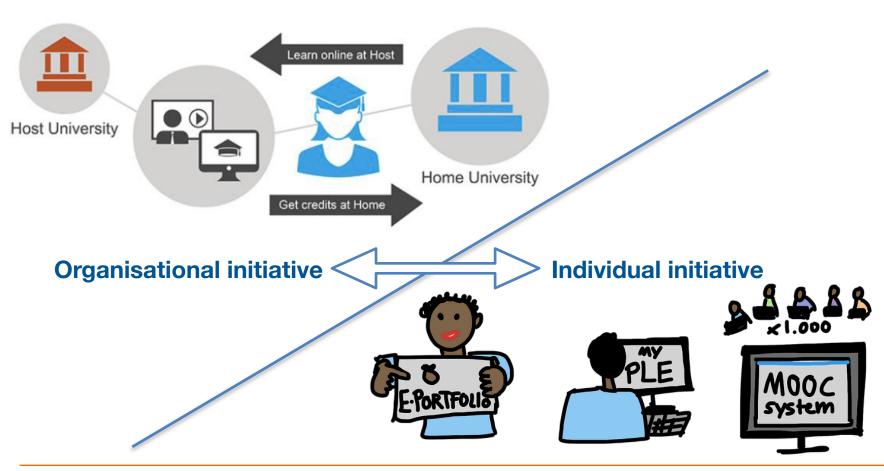








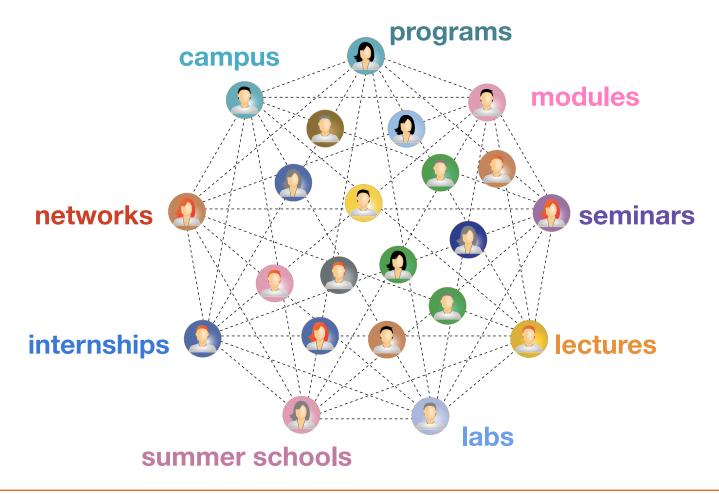
Virtual Mobility > Open Education







Applying "open" & "virtual" to different educational formats







Opening virtual mobility along the 10 OE dimensions Link https://ec.europa.eu/jrc/en/open-education:







Forms of virtual mobility (VM spectrum)

formal

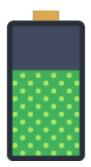
semi-formal

informal

institutional agreement e. g. European virtual exchange projects (e. g. EPFL)



recognition of credits
e. g. earning ECTS in
MOOCs
(e. g. open HPI)



no agreement and no recognition of credits e. g. InterCult, TalkTech









Collection of Good Practice in the OpenVM Learning Hub

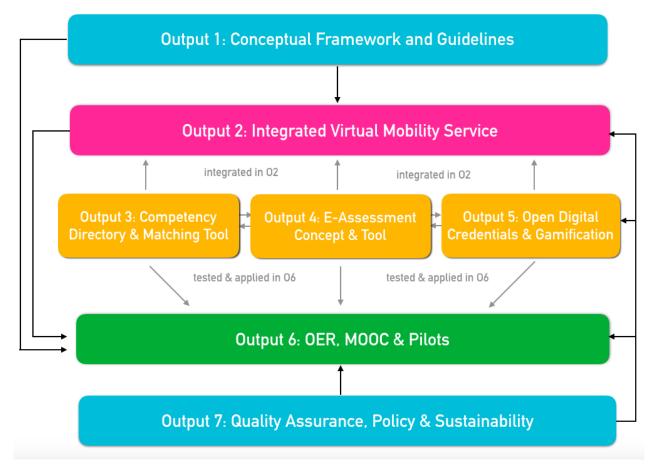








Project Outputs (O1 - O7)









Defining competencies for Open Virtual Mobility / Output 1



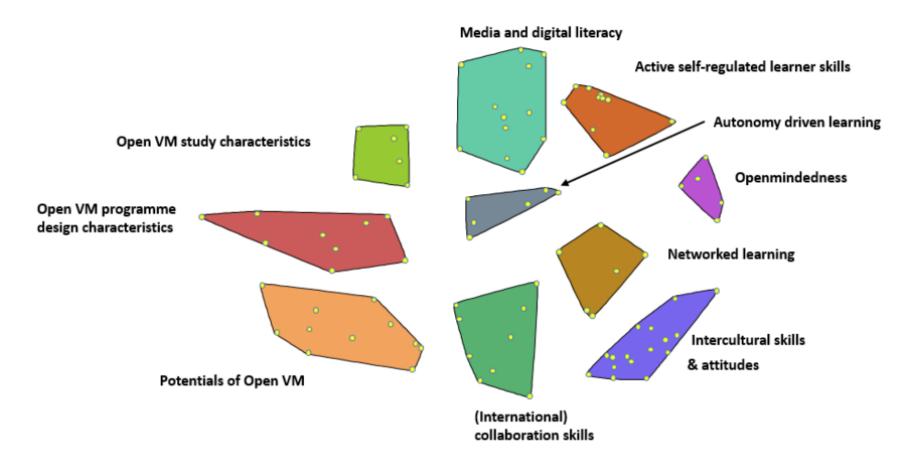
https://www.openvirtualmobility.eu/outputs/1091-o1-conceptual-framework-and-guidelines-for-achievement-assessment-and-recognition-of-vm-skills-in-he/







Group Concept Mapping Study (O1) - OUNL, KUL

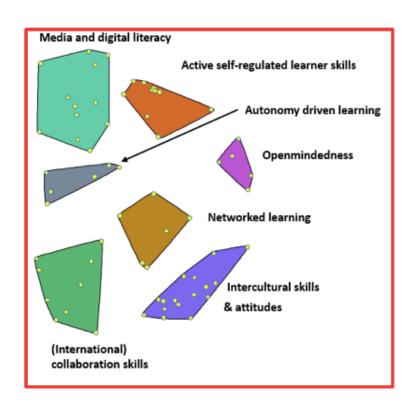








OpenVM skill set of 8 competency clusters (OU NL)



- (1) Intercultural skills & attitudes
- (2) Networked learning
- (3) Active self-regulated learner skills
- (4) Media and digital literacy
- (5) Autonomy-driven learning
- (6) Interactive and collaborative learning in an authentic international environment
- (7) Open-mindedness
- (8) Gaining Knowledge of Virtual Mobility and Open Education







OpenVM set of 8 competency clusters (OU NL, KUL)

Demonstrating learner control Bring a high level of self-

- regulation competency to the online collaboration
- Set one's own learning objectives
- Organize content and schedules

Media and Digital Literacy Being proficient in using online learning technologies

- Awareness of the differences between on- and offline
- Proficiency in searching for new courses & resources and - Proficiency in using digital
- platforms Proficiency of independent use of tools for online communication

Being proficient in assessing quality in courses and resources found online

- Proficiency in assessing course and OER quality

Active self-regulated learner skills Being able to self-regulate Being able to self-reflect Demonstrating ownership learning processes on learning experiences Be self-responsible Be able to reflect on Being motivated to learn one's own learning

Be self-disciplined Be able to plan & organize one's own learning Be pro-active

process Be communicative

over own learning (attitude)

- Be constructive towards the course goal.
- Have both digital and cultural competences

Networked learning Engaging in digital networking

- Be able to use networks (being "networking savvy") for learning
- Learn to work and cooperate in an international setting with the use of ICT and social platforms
- Enhance international and digital competence

Dealing with complexity in networked learning

- Cross boundaries in learning
- Learn how to deal with complex situations
- Learn how to deal with ambiguity

Autonomy-driven learning

Demonstrating selfdirectedness in decisionmaking on own learning

- Develop learning selfregulation strategies
- Develop persistence and creativity in organizing one's own study

peers from different

disciplines

Demonstrating independent learning

- Be able to study in a flexible way. independent of time and place
- Enhance lifelong learning skills
- Adapt and further develop knowledge of Open Education ICT tools

authentic resources in

a foreign language

Learn in an open digital context

Gaining cultural knowledae

- Gain knowledge about the culture they "visit" Get to know other cultural-based perspectives of education

Understanding cultural perspectives

- Improve understanding of intercultural issues at general and disciplinary level

Intercultural skills and attitude

 Get a feeling of how learning (or teaching) is like in a different country

Enhancing own cultural identity

- Gain knowledge about own culture
- Become self-aware of their own cultural identity

Enhancing cultural understanding understanding

- Gain international, intercultural experiences
- Experience different cultural settings (in all its facets) through online courses
- Exposure to different working and cultural backgrounds

Demonstrating cultural

- Direct interaction with peers from other cultural settings during VM activities
- Exchange knowledge with peers from different cultural settings
- Be able to deal with intercultural issues

Applying intercultural awareness in culturally challenging

- circumstances Learn to reserve judgment on the people you work with, to avoid cultural misunderstandings
- Become self-aware of the cultural prejudices
- Can deal with intercultural issues Feel confident in interacting with people from other cultures

Being open-minded and tolerant - Be open-minded and

with peers or teachers at

Open-Mindedness

Demonstrating self
confidence in interaction p Be not afraid of interacting

languages - Be proficient in foreign Show willingness to improve proficiency in foreign

- Be willing to further improve proficiency in foreign



Collaborate in the open

digital contexts



Mapping 8 competency clusters (OU NL, KUL)

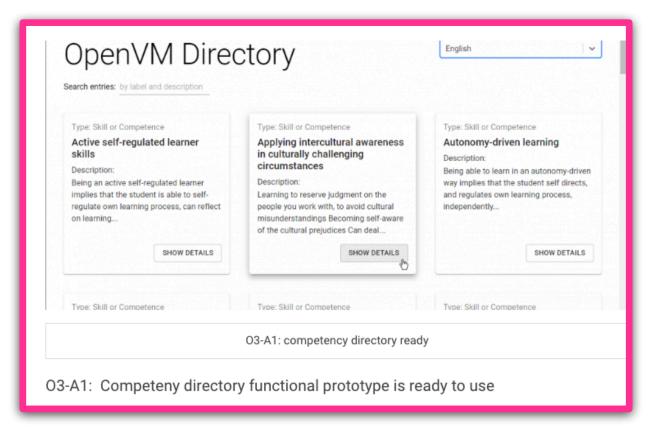
MEDIA AND DIGITAL LEARNING Skill and sub-skills			
Being proficient in using online learning technologies	Awareness of the differences between on- and offline Proficiency in searching for new courses & resources and Proficiency in using digital platforms Proficiency of independent use of tools for online communication		
Being proficient in assessing quality in courses and resources found online	- Proficiency in assessing course and OER quality		
Preliminary Design Guidelines	Argumentation and Examples		
Use independent project work to elicit learner control	Giving learners the responsibility over the topic and direction of their project work creates an opportunity to develop learner control.		
Give free choice in the use of technology	Letting learners decide about how they structure their online interactions, and which technologies they use for this creates scope for developing media and digital literacy skills. In particular, this approach allows students to think about learning technologies and		







Designing semantic Competency Directory in OpenVM / Output 3



https://www.openvirtualmobility.eu/outputs/2419-o3-a1-competency-directory-ready/







Mapping OpenVM competencies (Beuth University, OU NL)

source ID	Reference type	target ID
2	is essential subskill/part of	1
3	is essential subskill/part of	1
4	is essential subskill/part of	1
5	is essential subskill/part of	1
6	is essential subskill/part of	1
7	is essential subskill/part of	1
9	is essential subskill/part of	8
10	is essential subskill/part of	8
11	is essential subskill/part of	8
12	is essential subskill/part of	8
14	is essential subskill/part of	13
15	is essential subskill/part of	13
17	is essential subskill/part of	16
18	is essential subskill/part of	16
20	is essential subskill/part of	19
21	is essential subskill/part of	19
22	is essential subskill/part of	19
24	is essential subskill/part of	23
25	is essential subskill/part of	23
26	is essential subskill/part of	23
28	is essential subskill/part of	27
29	is essential subskill/part of	27





Mapping OpenVM competencies to the ESCO framework (Beuth University, OU NL)

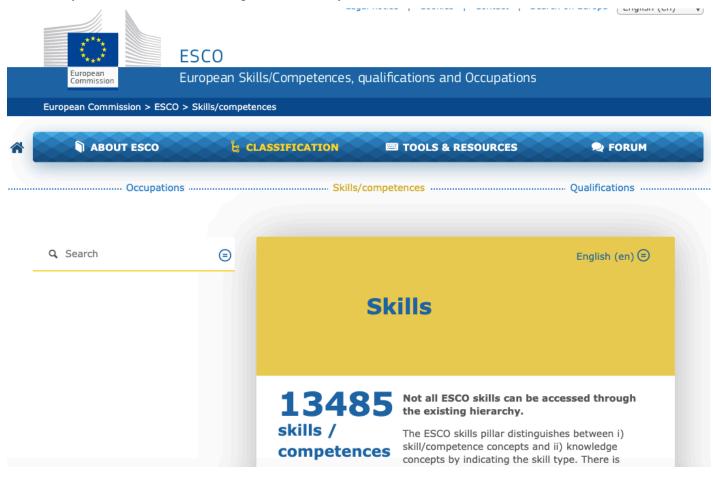
Competence name	ESCO skill uri
•	
Intercultural skills and attitude	
	http://data.europa.eu/esco/skill/7d23c508-c007-4221-bb84-0c9a479b8ea6
	http://data.europa.eu/esco/skill/c10d5d87-36cf-42f5-8a12-e560fb5f4af8
	http://data.europa.eu/esco/skill/996243ee-543f-4c36-a31a-e0f2403c0c5d
	http://data.europa.eu/esco/skill/5cd1930c-278d-4929-b413-27352f5b3687
Interactive and collaborative learning in an a	authenti http://data.europa.eu/esco/skill/60c78287-22eb-4103-9c8c-28deaa460da0
	http://data.europa.eu/esco/skill/09e28145-e205-4b7a-8b3b-5c4876396069
	http://data.europa.eu/esco/skill/a12057b4-6d11-4a12-ab8e-15a028ef0a6d
	http://data.europa.eu/esco/skill/8f18f987-33e2-4228-9efb-65de25d03330
Autonomy-driven learning	http://data.europa.eu/esco/skill/9bf266a6-188b-4d17-a22f-2f266d76832b
	http://data.europa.eu/esco/skill/669b75d8-671c-4a1c-8e0b-6466c513c27d
Networked learning	http://data.europa.eu/esco/skill/c624c6a3-b0ba-4a31-a296-0d433fe47e41
	http://data.europa.eu/esco/skill/5cd1930c-278d-4929-b413-27352f5b3687
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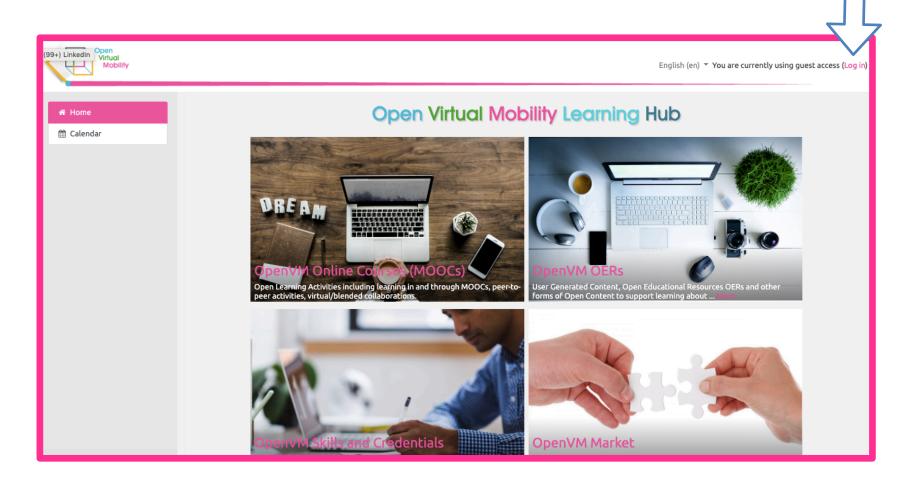
Mapping OpenVM competencies to the ESCO framework (Beuth University, OU NL)







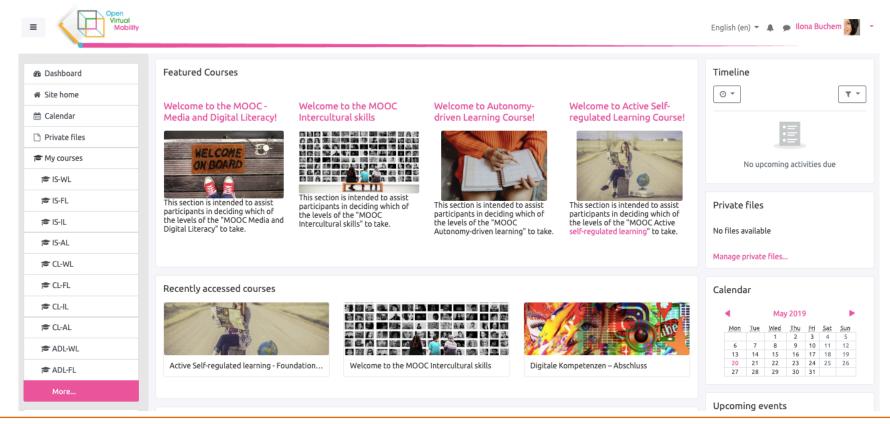
Designing the OpenVM Learning Hub / Output 2







Launched in 2019: hub.openvirtualmobility.eu Numbers in Nov'19: over 980 users & 250 000 hits









OpenVM Learning Hub connected to BESTR (Bestr is a badging platform from Italy)



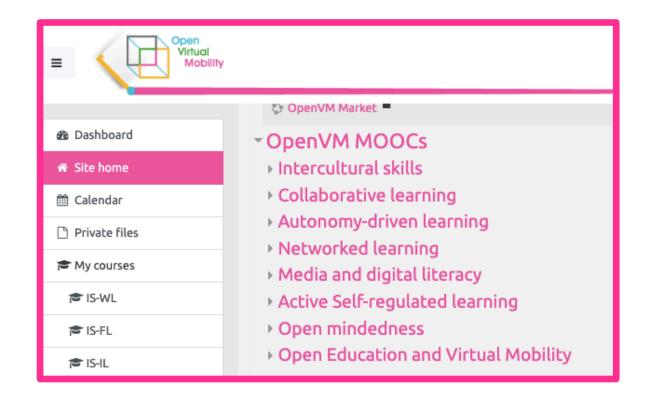








MOOC Design / Output 6





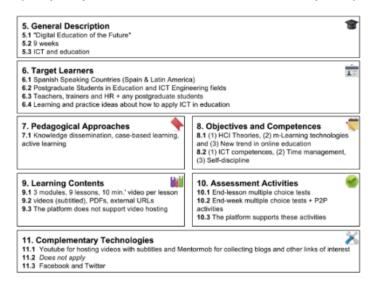


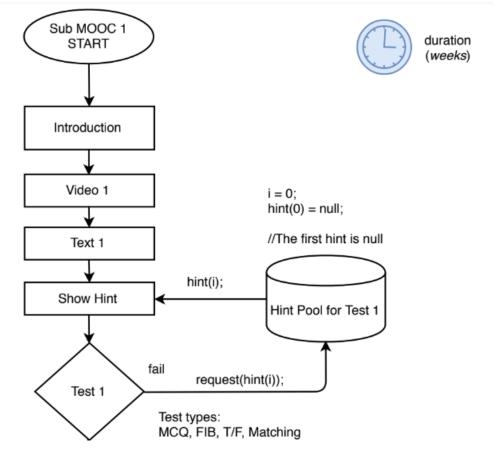


MOOC structure (authors: Uni Roma Tre) / Output 6

MOOC card - MOOC CANVAS conceptual Framework

(example https://www.it.uc3m.es/calario/MOOCCanvas/example.html)



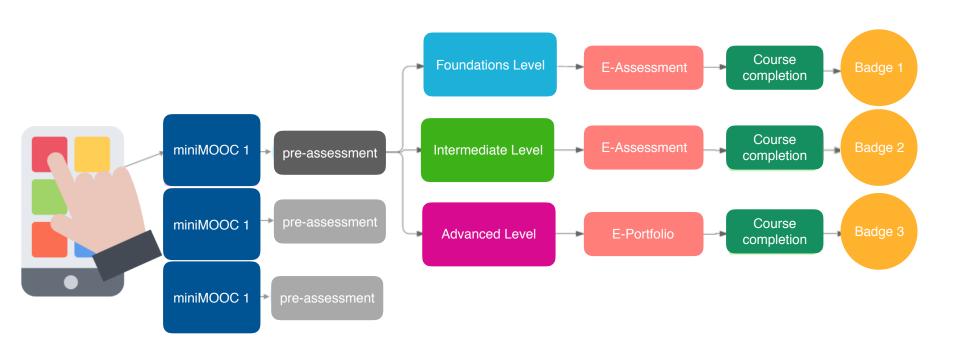








Learning Pathways in the OpenVM Learning Hub hub.openvirtualmobility.eu/

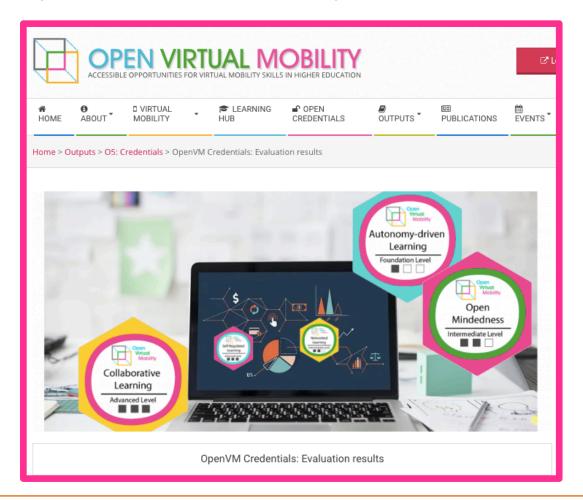








OpenVM Credentials / Output 5









Open Credentials to recognise virtual mobility skills (Beuth University, CINECA) / Output 5









OpenVM Credentials in Bestr badging platform (CINECA, Beuth University)

Badges











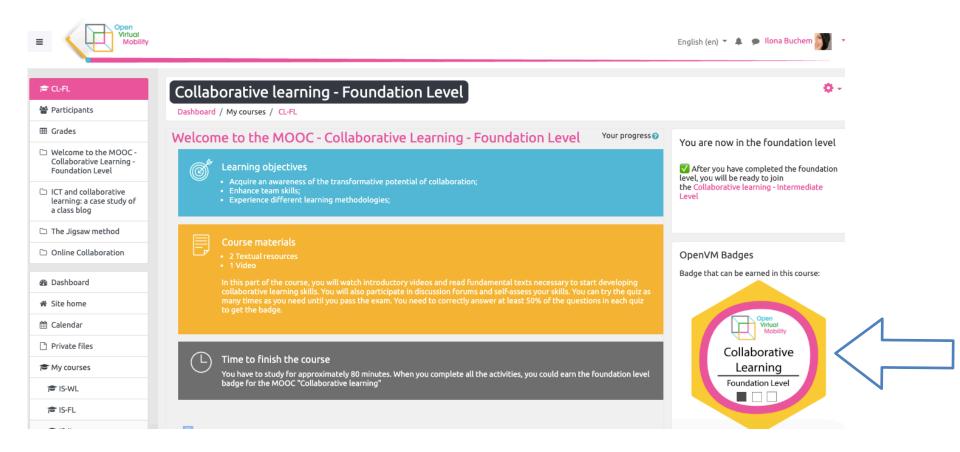








Example: Collaborative Learning Foundation Level





OpenVM Credentials are ussued via the Bestr platform upon completion of all activities in a miniMOOC level course (incl. at least 50% e-assessment).











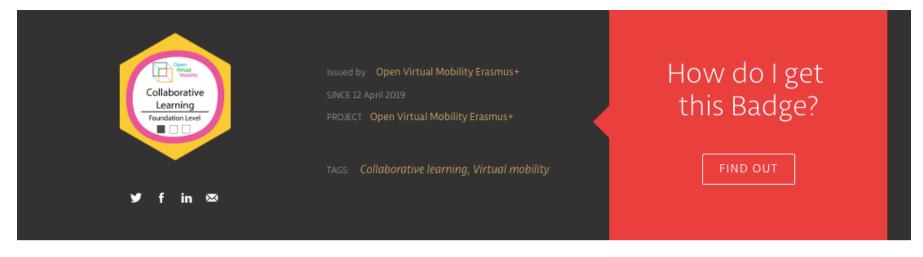








Example: Collaborative Learning Foundation Level



Interactive and collaborative learning Foundation Level

This digital credential "Interactive and collaborative learning Foundation Level" certifies that the owner has acquired basic collaborative learning skills.

Designed by the Open Virtual Mobility Erasmus+ project, the Collaborative Learning MOOC provides teachers, students and other stakeholders in higher education with the learning pathway addressing the following Collaborative learning skills relevant for successful engagement in virtual mobility:







Example: Collaborative Learning Foundation Level

Skills

This digital credential certifies that the person who attended the Foundation Level Pathway in Interactive and collaborative Learning MOOC in the OpenVM Learning Hub, have acquired the following skills and competences:

- collaborating with peers from different disciplines;
- interacting with authentic international resources in a foreign language;
- exchange knowledge with peers from different disciplines;
- access to and use of authentic resources in a foreign language.

Criteria

To earn the "Interactive and collaborative learning Foundation Level" you must have:

- 1. read the content and watched the videos on the concept definition, and some tools and learning strategies;
- 2. shared your understanding and reflections and commented your peers' posts in the discussion forum;

3. successfully passed the e-assessment.

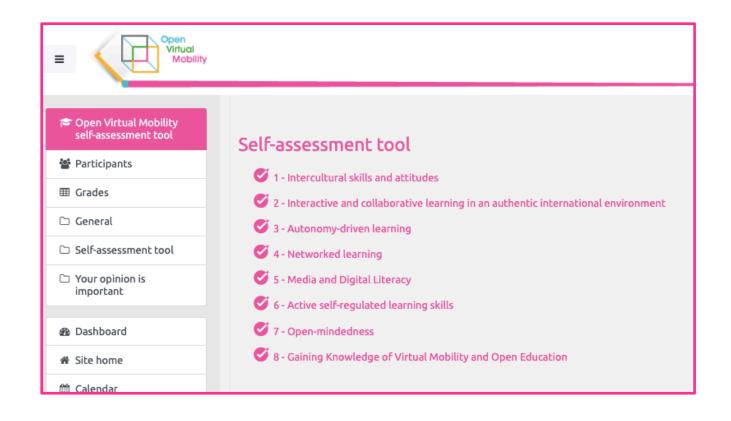
e-assessment





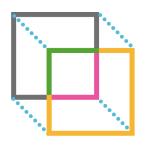


OpenVM Self-Assessment by AUNEGE (FR)/ Output 4

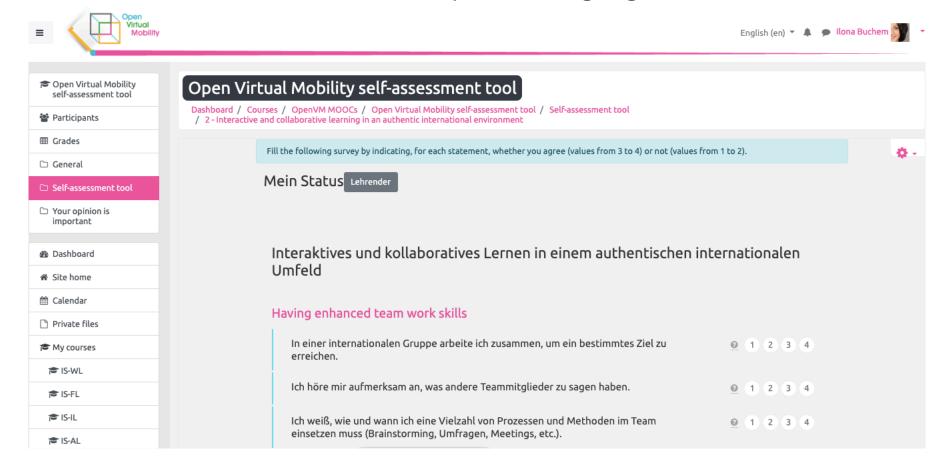






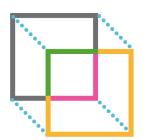


OpenVM Self-Assessment Tool: Items translated into partner languages

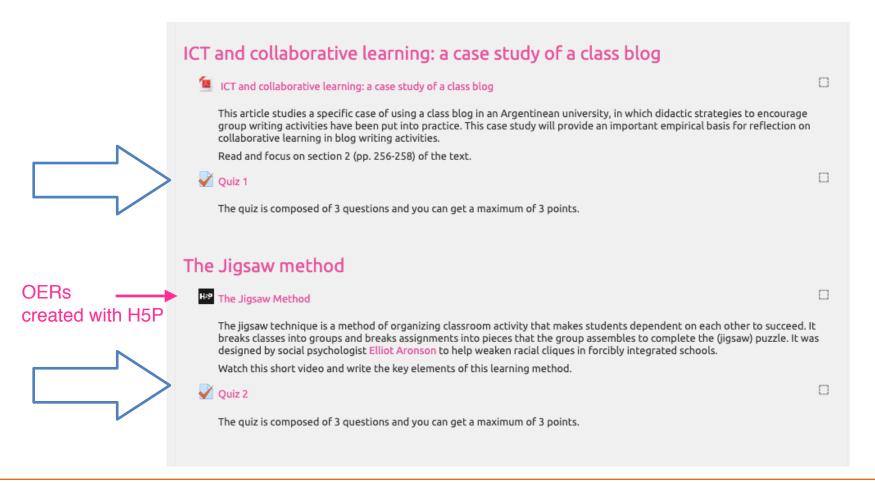








OpenVM Self-Assessment Type "QUIZ"





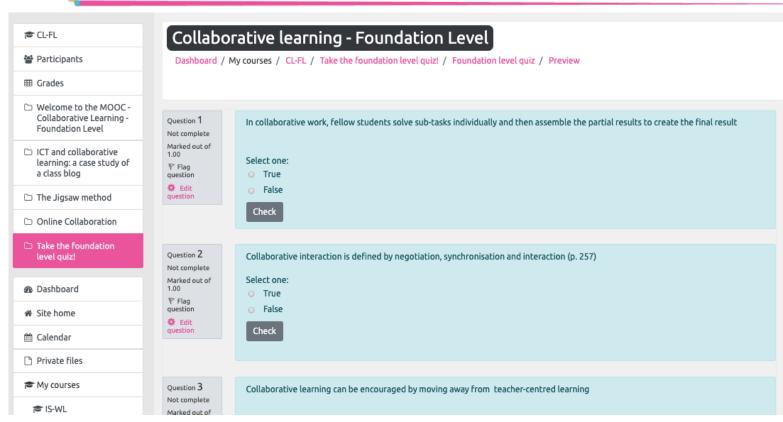




Example quiz

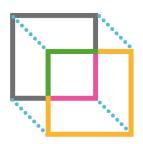




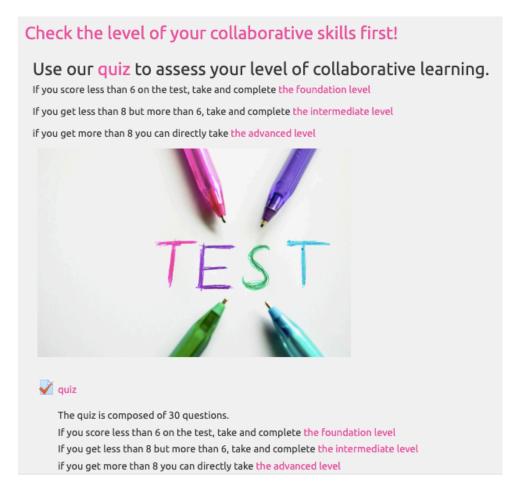








Quiz for pre-assessment

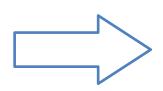








OpenVM Self-Assessment Type "E-PORTFOLIO" with integrated PEER-ASSESSMENT



E-assessment

Seportfolio - video tutorial	
E-portfolio - pdf tutorial	
Peer-assessment - video tutorial	
Peer-assessment - pdf tutorial	
Peer Assessment activity	
This set is the increase of the set of the fellowing states	

This activity is a peer assessment. To participate, take the following steps:

First, you will have to provide the URL addresses of the pages of your eportfolio that you created in the eportfolio activity.

In the second step, you will have to evaluate the work of two of your peers. You will have at your disposal a grid to help you evaluate and give them a score.

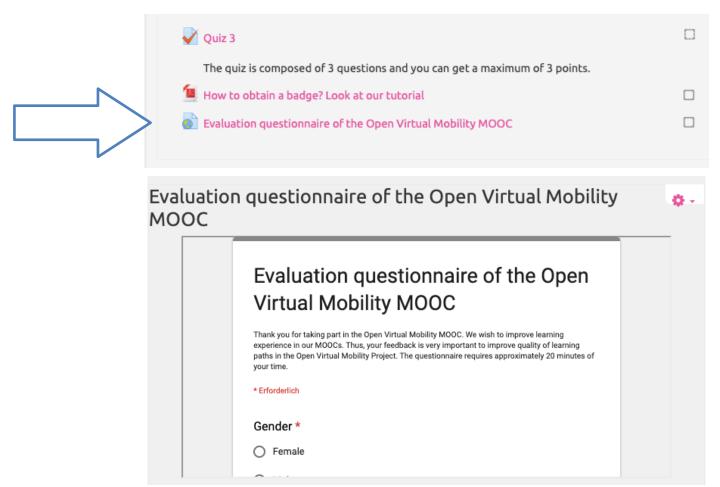
Your work will therefore also be rated by two of your peers, and your final score will be composed of the average of these two scores and the quality of your evaluation. You will not receive your score until the evaluation phase is completed.







Quality Assurance by UIB (ES) / Output 7

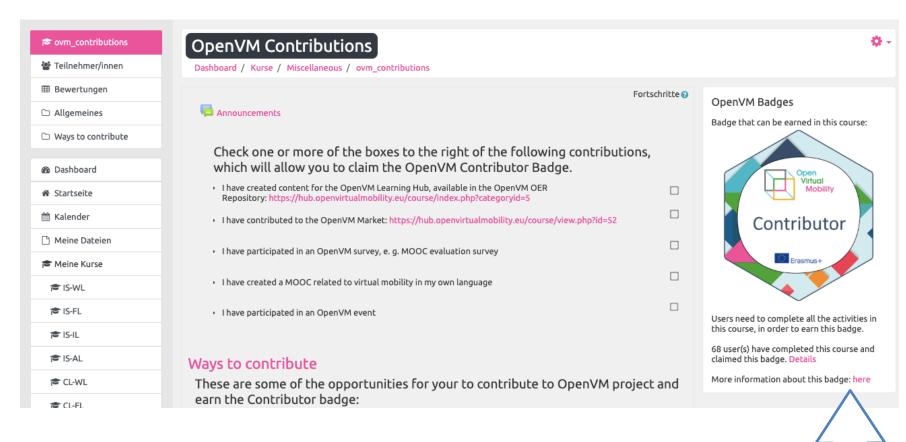








Contributor Badge

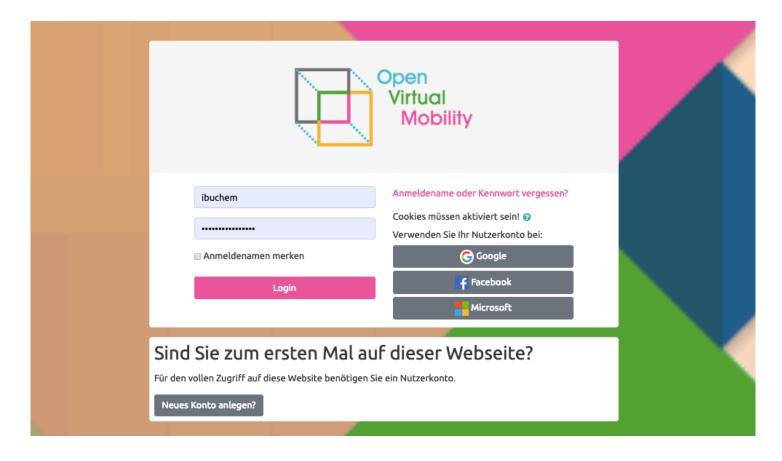






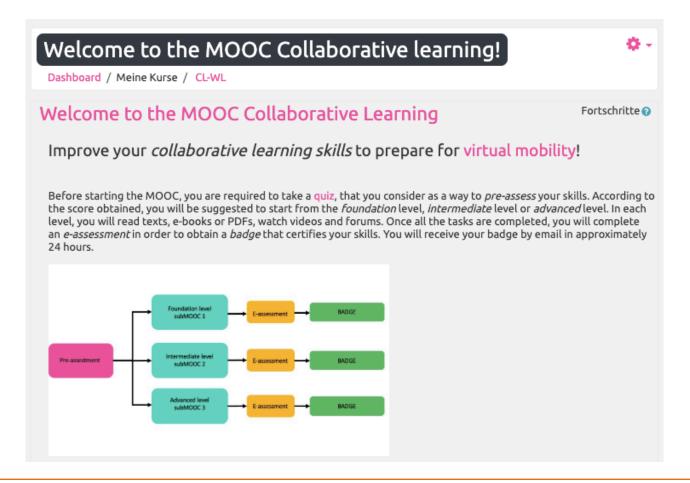


Login: https://hub.openvirtualmobility.eu/





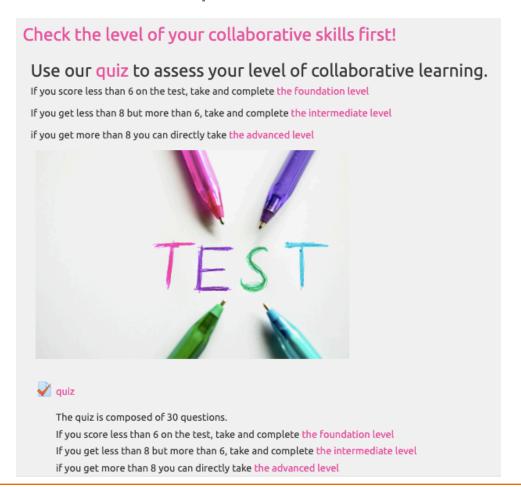
Let's explore the "Collaborative Learning" MOOC:





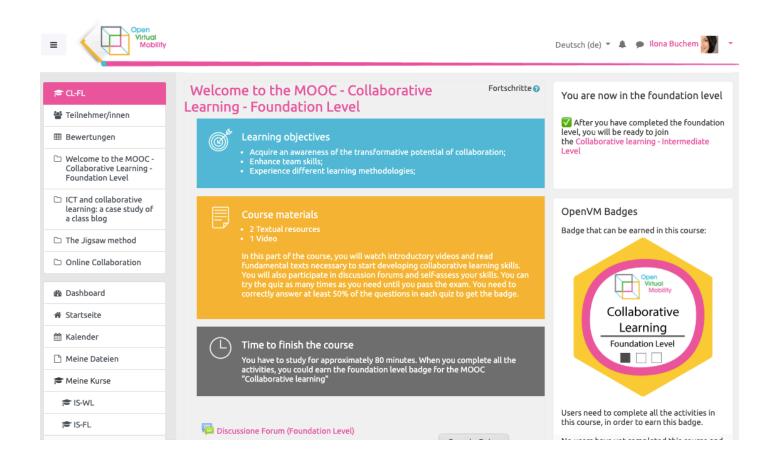


Start with the pre-test





Explore the Foundation Level





Thank you!

Project website: http://www.openvirtualmobility.eu/

Learning Hub: https://hub.openvirtualmobility.eu/

Twitter: https://twitter.com/openVM_erasmus

Connect with us!

TWITTER FEED: #OPENVIRTUALMOBILITY





