



Wednesday 20th November

Time	Activity	Location
09.00 – 09.45	Registration – Coffee and Tea	Food Hub
09.45 – 09.55	Welcome by Vice Dean of Education, Faculty of Engineering and Science, Aalborg University, Olav Geil	Auditorium
09.55 – 10.40	Keynote: Assistant Professor Sine Zambach , CBS, Titel: "What will be the role of AI in the future of education?"	Auditorium
10.45 – 12.15	Sessions/workshops A, Explore	

Explore session A	
A1, Auditorium	A2, Pitch Area
Explore Sessions: VR, Active Learning, PBL, Student competencies Chair: Bente Nørgaard	Explore Sessions: AI, ChatGBT, Pedagogy, education, Chair: Per Lysgaard
2: Bettina Dahl-Søndergaard : Using Virtual Reality to teach engineering students abstract mathematics	4: Ashraf Khalil : A CAS-based Pedagogical Approach for Teaching Laplace Transform to Electrical Engineering Students
3: Euan Lindsay : Key Competencies STEM Students Present in PBL Environments	5: Mahmoud Al-Subaihi : Teaching Project Management with a focus on engineering students' self-efficacy
6: Rune Aardal Hansen, Mona W. Andersen : From Discomfort to Mastery: The Human Element in Learning	8: Sebastian Horch : Introduction of AI into Class – Students' Viewpoints and Implications
14: Niranjan Desai : Interactive teaching of structural engineering with functional models	

12.15 – 13.15	Lunch	Food Hub
13.15 – 14.45	Sessions/workshops B, Hands-on	

Hands-On sessions B			
B1, Auditorium	B2, Pitch Area	B3: Play Lab	B4: C104
<i>Keywords: Interdisciplinarity, Boundary crossing, Engineering education</i> Chair: Bente Nørgaard	<i>Keywords: active learning, generative AI, gameful design</i> Chair: Hanne Løje	<i>Keywords: Practical teaching, more learning outcome, better retention,</i> Chair: Flemming Korf Davidsen	<i>Keywords: Student peer review, Feedback, improvement, Quality</i> Chair: Jesper Stensbo Knudsen
1: Anna Augusta Fornø : Crossing a Boundary: Adapting Principles of Interdisciplinarity into Teaching	11: Sofie Otto : Design For Teaching and Learning with and about Generative Artificial Intelligence: A Hands-on Workshop using Gameful Design Tools	9: Henning Slavensky, Per Lysgaard : Flipped learning	10: Torben Hede : How do we Enhance the Quality of Student Peer Feedback

14.45 – 15:00	Coffee/tea	Food Hub
15.00 – 16.00	Network group	Innovate
16.00 - 17.30	Transport to city and own time	
17.30 – 19.00	Networking with snack and bobles. Touring on your own in the museum	Kunsten - Aalborg Museum of art
19.00 – 21.00	Dinner, two course dinner with coffee/tea and sweets.	Kunsten - Aalborg Museum of art

Thursday 21. November

Time	Activity	Location
08.30 - 09.00	Morning coffee and crossaint	Food Hub
09.00 - 09.45	Keynote: Professor Mikael Enelund, Chalmers : "Reforming Education at Chalmers University og Technology"	Auditorium
09.45 - 10.00	Coffee/tea	Food Hub
10.00 - 11.30	Sessions/workshops C: Hands-on	

Hands-On sessions C		
C1, Auditorium	C2, Pitch Area	C3, Play Lab
<i>Keywords: Learning ecosystems, Learning communities, transdisciplinary education, co-creation</i> Chair: Flemming Korf Davidsen	<i>Keywords: Real-life cases, active learning, innovation</i> Chair: Jesper Stensbo Knudsen	<i>Keywords: Digital education, Rewilding, Hacking, EDI, Well-being</i> Chair: Per Lysgaard
13: Linette Boesen, Saskia Postema : Building your own transdisciplinary learning ecosystem: The LEAF approach	7: Nina Qvistgaard, Hanne Løje : Use of real-life cases in teaching	12: Niels Erik Ruan Lyngdorf : Hacking Innovative Pedagogy - Digital Education Rewilded

11.45 - 12.30	Keynote: Professor Ellen Sjoer : Learning communities in practice: accelerators of innovation	Auditorium
12.30 - 12.45	Closing session/evaluation	Auditorium
12.45 - 13.30	Lunch, Stay-In/To-Go	Auditorium