

ITK Doctoral Consortium 20.3.2019

Programme

09:30-10:00 **Welcome to ITK Doctoral Consortium**

10:00-12:30 **Session 1**

Group 1: Learning environments (ENG)

- Digital game-based learning in emergency contexts / Pynnönen
- Emergent leadership in student-led collaborative activity in a school-based makerspace / Korhonen
- Sixth graders integrating information from multiple texts: Role of main idea identification and effort / Kullberg
- Connected Learning in Glocal Learning Networks / Nissinen

Group 2: Technology-enhanced teaching and learning (ENG)

- How to support university students' study engagement with learning analytics? / Silvola
- Designing a behaviors correction paradigm in natural disasters based on virtual reality / Ranjbar
- Theory into Practice: Applying Deliberate Practice and Growth Mindset in Mathematics Classrooms / Phuong
- Culture Coding - a framework for unconventional thinking in design for technology / Pejoska

Group 3: Educational technology (FIN+ENG)

- Lower secondary students' improving their poetry writing by using poetic features and structures with the support of the Poetry Machine / Kangasharju
- Valokuvan periaate / Nikrus
- User-Centered Design of Virtual Bicycle Learning Environment and Impact on Children Bicycling Attitudes and Behavior / Vuorio
- Development of Self-Regulatory Learning Skills and Epistemic Beliefs: Short Term Effects of an Intervention Tool and Long Term Possibilities for Meaningful Intervention Tools / Kivimäki
- Design and development of mathematical manipulative for equation-solving concept understanding / Lehtonen D.

12:30-13:30 **Lunch (at own cost)**

13:30-16:00 **Session 2**

Group 1: Learning environments (FIN+ENG)

- Tool of Change - Flipped Classroom as a Method for Remodelling Teaching and Learning in Higher Education / Ronkainen
- Käyttäjämotivaatio ja oppimistyyli dimensiot virtuaalisten kielenoppimisympäristöjen arviontikriteereinä / Pihkala-Posti
- Building typology in temporary school buildings - Development possibilities in Finnish learning environments / Lehtonen S.
- Designing and studying the role of teacher facilitation in classroom with COTS video games / Koivisto & Uusi-Mäkelä
- Educational paths from upper secondary school to university / Kunnari

Group 2: Technology-enhanced teaching and learning (FIN+ENG)

- Structured Learning Diaries as Data-gathering Methods for Meaningful Learning Analytics / Pesonen
- In-service Teachers' developmental paths in digital pedagogy / Piispa-Hakala
- The theoretical framework for real-time collaborative online coaching pedagogy - systematic literature review (SLR) / Timonen
- Opettajan digipedagoginen osaaminen sekä teknologian käytön mahdollistajat / Kyllönen
- Teacher as a question-maker on collaborative design process / Stenberg

Group 3: Educational technology (ENG)

- Creating activity types and approaches to guide the independent learning of academic writing skills / Rybicki
- Computational Thinking through Graphical Programming in Primary School / Fagerlund
- The use of VR as a potential restorative environment in school during recess OR Learning in VR: Motivation and learning outcomes from different presentation styles / Lähtevänoja
- Higher education staff members' expectations and fears of adopting innovations / Al Dahdouh
- Education recommendation to support youth's vocational education and training choices / Gedrimiene

16:00-17:00 **End of the Consortium**