

Introduction to Up2U

Peter Szegedi - GÉANT

Motivations

- The “*Opening Up Education*” policy of the European Commission was announced in 2013 to boost innovation and digital skills in schools and universities.
 - The major statement of the policy was that about **63% of nine year olds in the EU are in schools that are still not digitally equipped** although 90% of jobs will require digital skills by 2020.
- The *Net Children Go Mobile* project study, funded by the Commission, concluded that, in all the European countries asked, daily Internet access is strongly differentiated by age, with older children having more access everywhere.
 - Age differences, however, are more pronounced for private or mobile Internet use with teenagers aged 15-16 years old far more likely, about **84%**, to access the Internet in their own bedroom.

In a nutshell

- EC Call ICT-22-2016: Technologies for Learning and Skills
 - easy creation, mix and re-use of content, services, applications and contextual data for interactive learning processes
 - environments for new learning experiences and experimentation
 - educational support services
- The key objective of our project is to bridge the gap between secondary schools and higher education and research by better integrating formal and informal learning scenarios and adapting both the technology and the methodology that students will most likely be facing in universities.
- Innovation Action getting 5ME funding from the EC for 3 years



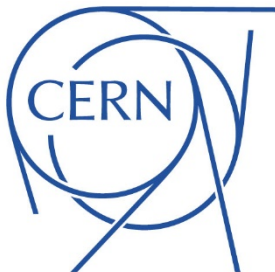
National Technical University of Athens



UNIVERSIDADE DE VIGO



SAPIENZA UNIVERSITÀ DI ROMA

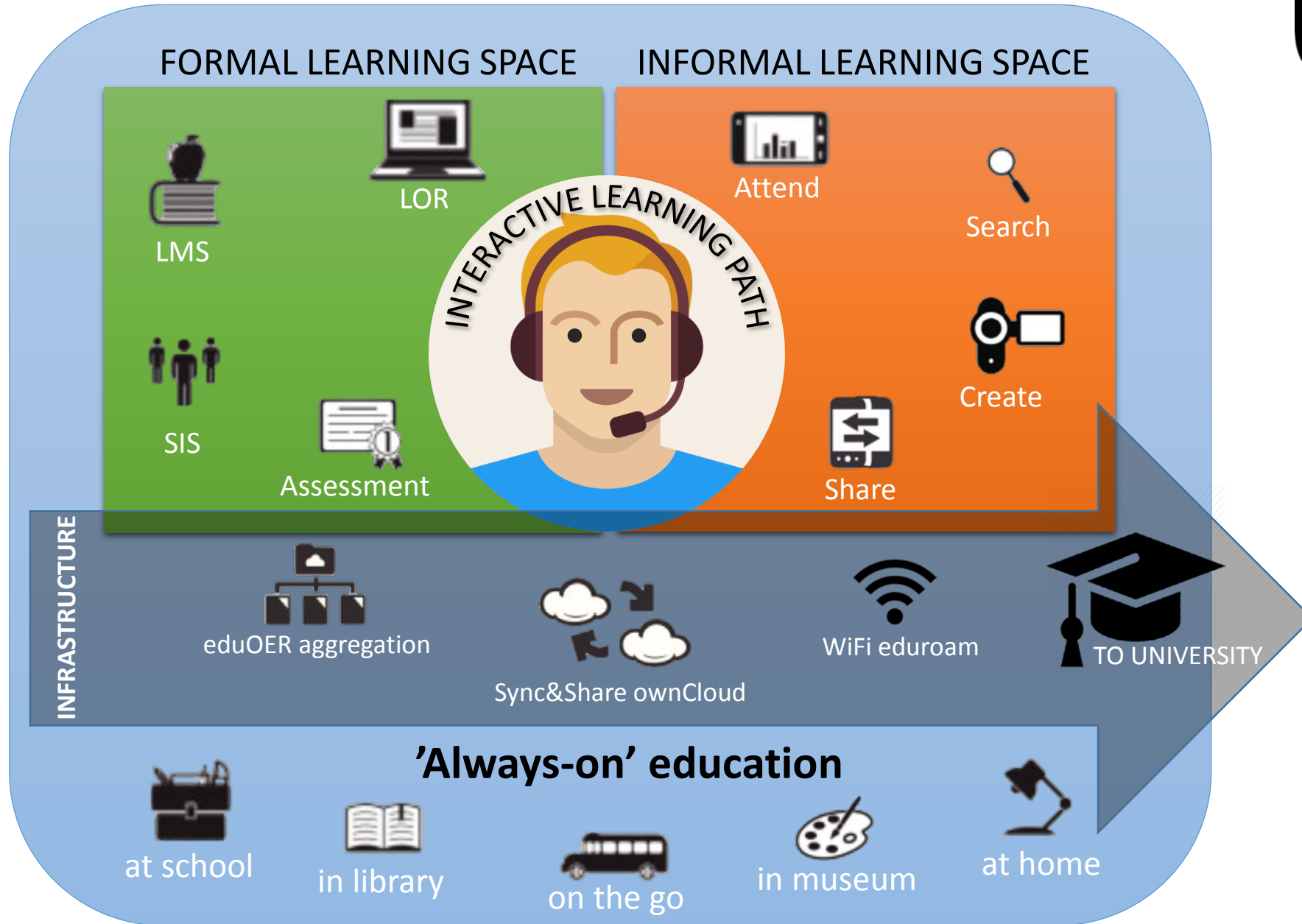




Target

- Secondary schools, often referred to as high schools, which provide secondary education between the ages of 11 and 19 depending on the country
- Intersection of formal and informal spaces, a dynamic hybrid learning environment where synchronous activities meet in both virtual and real dimensions
- Develop an innovative **Up to University (Up2U) ecosystem** – based on proven experiences in higher education and big research
 - open, more effective and efficient co-design, co-creation, and use of digital content, tools and services adapted for personalised learning and teaching
 - address project based learning and peer-to-peer learning scenarios.

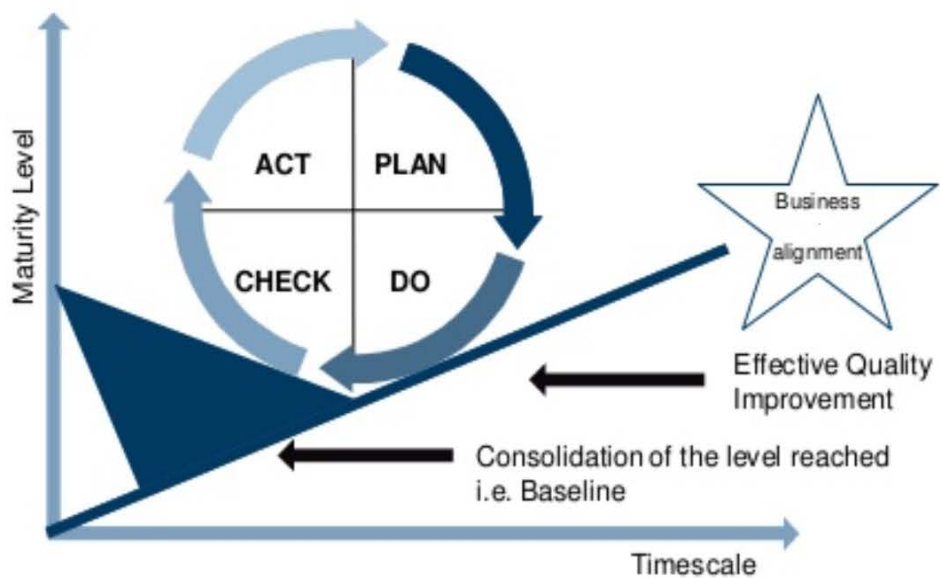
Up2U ECOSYSTEM



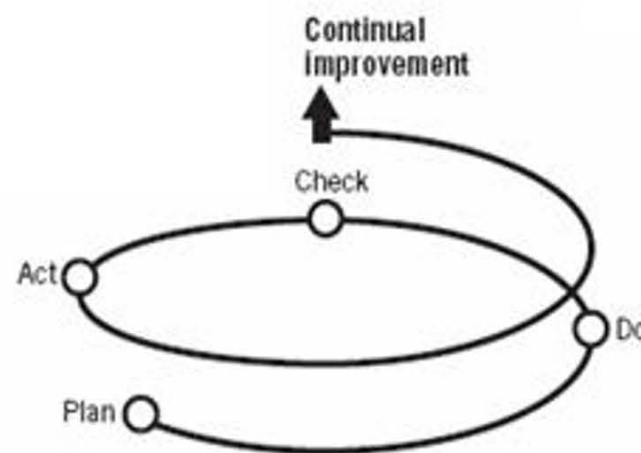
Objectives

1. To assess the use of public and private cloud-based infrastructure services with proven track records in higher education and research, integrating and adapting them to the specific learning context of schools.
2. To design and develop a scalable and flexible integrated “application toolbox”, which supports student-driven, personalised, dynamic learning path creation with social sharing and interactions (i.e. project-based and peer-to-peer learning and assessment) on top of the abovementioned cloud-based service infrastructure.
3. To build and train the learning community for the specific learning context
4. To propose an executable roadmap for ensuring security and privacy.
5. To roll out and test the infrastructure service components and the application toolbox through very large-scale pilots
6. To develop, establish and operate a continuous risk assessment function
7. To define an effective sustainability and exploitation framework

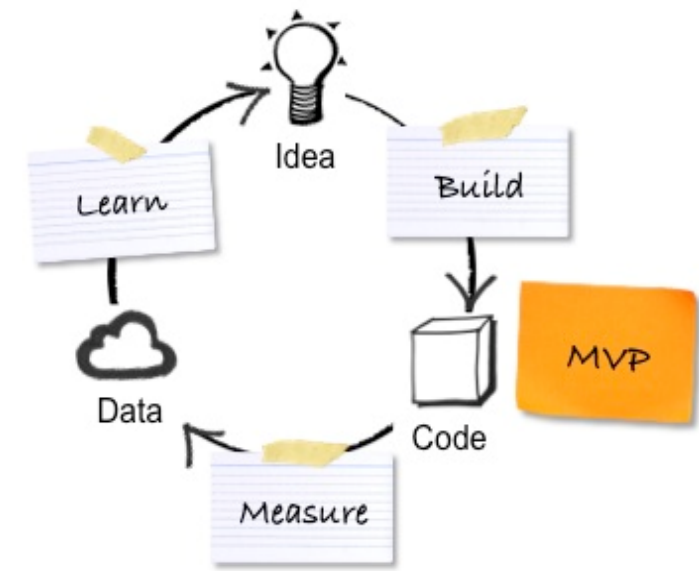
Methodology



a)



b)



Local Use Case – Make it as a global experience...

- *Students were asked to form small groups, come up with ideas and agree on a short play to make into a silent movie.*
- *Students recorded the movie using a mobile device (iPad), edited the video with online tools (iMovie), uploaded the final product to a video sharing platform (YouTube) and finally reflected on the results as part of their digital portfolio (stored in Google Sites).*
- *Such a project based exercise develops skills related to communication, language, literature, science/technology, maths, PE, social skills, and giving presentations. The basic technology, cloud based applications and services are already there to support this principle.*



Students perform a silent movie that they authored, directed, recorded and shared as a collaborative project

Statement

"We strongly believe that all the tools and services the project is going to use and/or make available (i.e. incorporate, design, develop and test) must be **sustainable after the lifetime of the project.**"

- business plans and investigate appropriate business models using the expertise of the Small Medium Enterprise and National Research and Education Network partners and their contacts with third-party business actors
- make it easy for new schools to join the Up2U infrastructure and ecosystem that will form a federated market-place for the learning community

Sir Ken Robinson



TED Ideas worth spreading

WATCH

DISCOVER

ATTEND

PARTICIPATE

ABOUT

LOG IN



Ken Robinson:

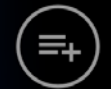
How to escape education's death valley



TED Talks Education · 19:11 · Filmed Apr 2013

42 subtitle languages

View interactive transcript



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6,131,720 Total views

Standard movement



Industrial vs. Organic Education

- Supply the workforce
- Same age group
- Facing the front
- Fixed schedule
- Changing subjects
- Linear development
- Standard assessment
- Own interest and strengths
- Own schedule and rate
- Mixed age and culture
- New role of teachers
- Personalized assessment
- Roundtables
- Flipped classes
- Multidisciplinary projects

Organic Education



Organic Education

1. Personalized
 2. Strong teacher support
 3. Close community links
 4. Broad and diverse curriculum
 5. Outside and inside school involvement
- Create the right conditions and children will learn!

What to do...

- List of projects, call for creative ideas
- Calendar for activities
- Digital classroom platform
- Bring schools together
- Boost the bottom-up movement
- Education + Creativity
- **Make education broader and deeper to everyone!**

- Develop children in vectors: head, hand, heart
- Distance between idea and product is getting smaller and smaller

How to do it...

...by technology that we have!

- LMS + Social Media + Web Conferencing
- Choosing an LMS is like entering into a marriage: Need a 'divorce clause'
- Free puppies vs. Free beer

Platform War

- LMS – Get the basics
 - Moodle, Sakai, Drupal
 - Canvas, D2L/Brightspace, Blackboard, Acatar
- Social Media – Positive peer interaction
 - Facebook, Eduardo, VoiceTread, Cassroom2.0, P2P University
 - Commonspaces
- WebConf – Personalized tutoring + Peer meeting place
 - Jitsi, KnockPlop
 - AC, WebEX, Skype, Google Hangouts

Buid as needed

- Rapid prototyping
 - Start with something existing quick
 - Consolidation functions
 - Develop what we need
- Build a platform (fit for purpose)
 - HTML5
 - Cloud
 - Interoperability

Project structure

A screenshot of a Trello project board for the 'Up2U Consortium'. The interface includes a top navigation bar with 'Boards', a search icon, the 'Trello' logo, a user profile for 'Peter Szegedi', and notification icons. Below the navigation bar, there are tabs for 'Boards', 'Members', and 'Settings'. The main area displays a grid of nine work items (WPs) as colored cards. The cards are: WP1 - Project management and external liaison (blue), WP2 - Dissemination and outreach (orange), WP3 - Cloud-based infrastructure services (green), WP4 - Integrated application toolbox (red), WP5 - Learning community management and skills (purple), WP6 - Roadmap for security and trust (pink), WP7 - Pilot coordination and continuous risk assessment (green), WP8 - Sustainability and exploitation of results (teal), and WP9 - Ethics requirements (grey). A 'Create new board...' button is located at the bottom right of the grid. At the bottom left of the page, there is a link that says 'Create a new team...'.

Boards

Up2U Consortium

Boards

Members

Settings

WP1 - Project management and external liaison

WP2 - Dissemination and outreach

WP3 - Cloud-based infrastructure services

WP4 - Integrated application toolbox

WP5 - Learning community management and skills

WP6 - Roadmap for security and trust

WP7 - Pilot coordination and continuous risk assessment

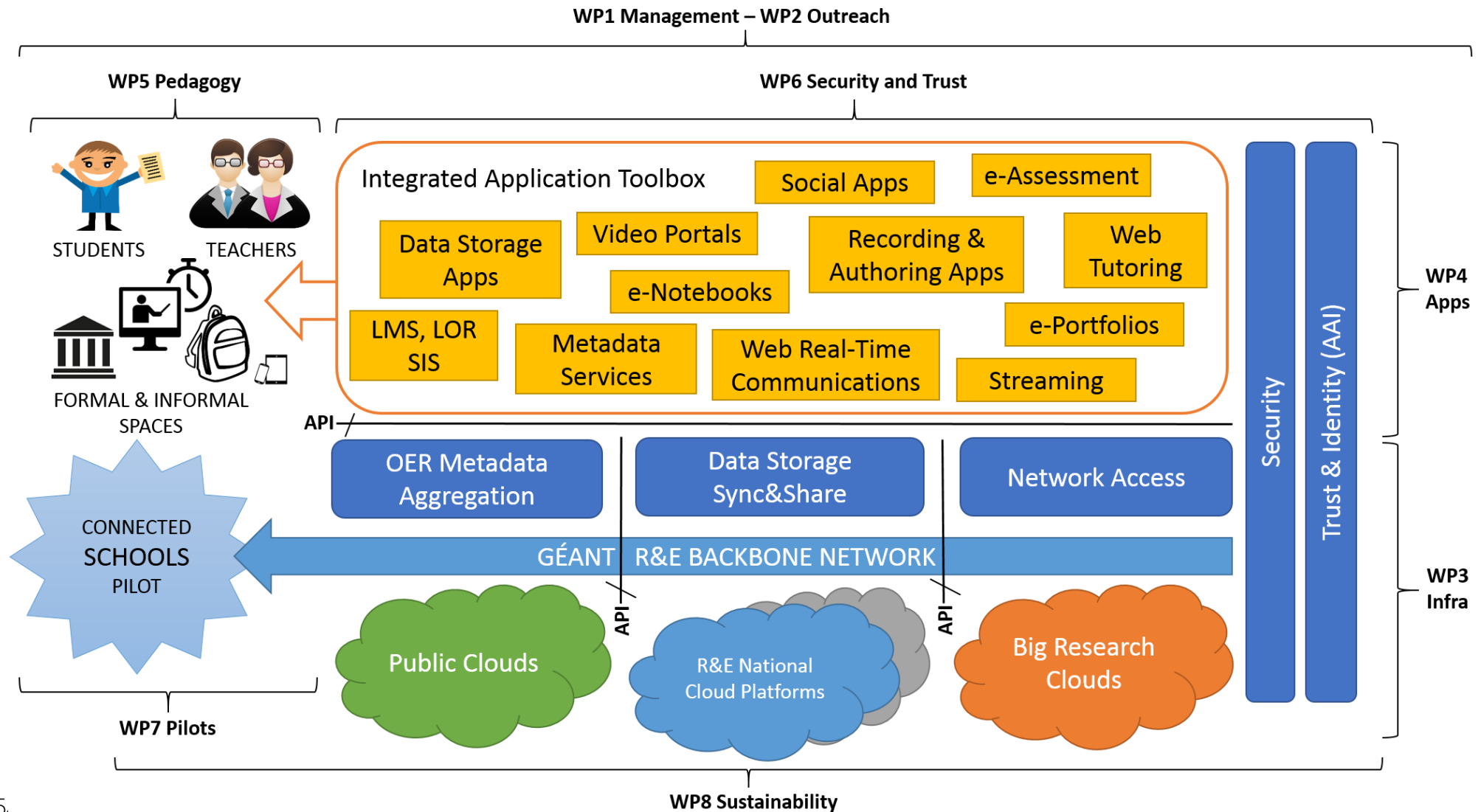
WP8 - Sustainability and exploitation of results

WP9 - Ethics requirements

Create new board...

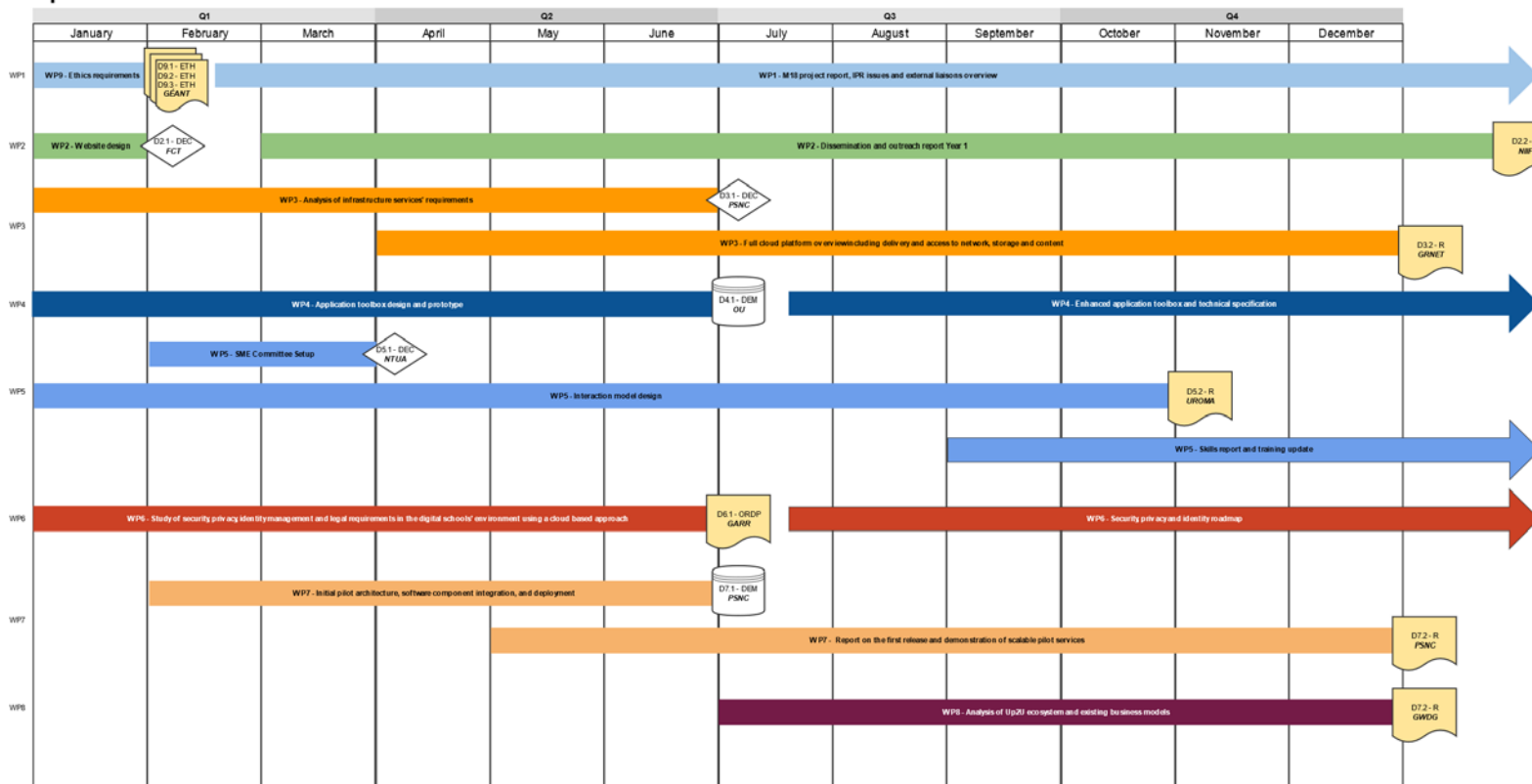
Create a new team...

Project structure



Timeline for Year 1

Up2U Year 1 Timeline



LEGEND

- D2 - R PARTNER Written report document
- D3 - DEM PARTNER Working prototype, demonstrator
- D4 - DEC PARTNER Online document, website

In conclusion

- There has been no extensive study that investigates the intersection of digitally equipped but not digitally educated high school students in Europe.
 - Technology aspects
 - Pedagogical aspects
- Formal and informal learning environment intersection is that our project proposal primarily addresses in order to create equal opportunities for students going to university.
- Create the right conditions in the digital space for children to learn.

1st General Assembly

Up to University - Up2U

1st General Assembly Meeting



27 February - 01 March, 2017
Amsterdam region, The Netherlands

Thank you!

Q&A

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Tools Demos

Mailinglists, Wiki, Web, Trello, Hangouts, AdobeConnect

On-prem Tools

- Sympa mailing list manager <https://lists.up2university.eu/sympa>
 - Federated login
 - Only MT list is publicly addressable
 - WPs are admins of their own lists
- Wiki <https://wiki.geant.org/display/UP2U/Up2U>
 - Federated login
 - Group management
 - Public and restricted pages
- Website <https://up2university.eu/>
 - Wordpress platform hosted by GÉANT
 - WP2 is responsible
 - Access rights as needed

Cloudy Tools

- Trello <https://trello.com/>
 - Free version with limitations
 - Not-federated
 - Group management
 - Will be correlated with Quarterly Reports!
- Google Hangouts
 - There's one room assigned to each WP from Trello
 - Default meeting location for WP calls
 - Always access from Trello
- AdobeConnect <https://webmeetings.garr.it/up2u/>
 - For larger webinar type of meetings
 - Slides based tutorials, notes, comments