

# The Next Generation: Digital Learning Research Symposium 2016

## DIGITAL LEARNING RESEARCH SYMPOSIUM: Programme Schedule - Draft

Time	Session	Theme	Venue		
8:00 – 8:50am	REGISTRATION		The Helix		
8:50 - 9:15am	Welcome Why a Research Symposium?	Dr Eamon Costello, Programme Chair Professor Brian MacCraith President, Dublin City University	The Mahony Hall		
9:15 - 10:00am	Keynote 1 Professor Sian Bayne	Manifesto: Making a Teaching Philosophy from Research in Digital Education			
10:00 - 10:15am	Brief Panel Response	Catherine Cronin - NUIG Dr Conor Galvin – UCD Dr Charlotte Holland - DCU			
10:15 - 10:45am	REFRESHMENT BREAK – Levels 2 & 3				
10:45 - 11:40am	Research Spotlights 1 Concise Papers	<p><b>Strand 1 - Mahony Hall Chair, Conor Galvin</b></p> <p><b>1.1 Morag Munro</b> E-Learning Policy: A Trojan Horse for Neoliberalism</p> <p><b>1.2 Tony Murphy</b> Exploring the role of Blended Learning Courses in the New Managerialism-Collegiality Debate</p> <p><b>1.3 Mark Brown</b> Critical Reflections on the Irish Horizon Report:</p>	<p><b>Strand 2 – The Space Chair, Tom Farrelly</b></p> <p><b>2.1 Tom Carroll</b> Improving the Student Experience and Attendance at Mathematics Tutorials using the Computer Aided Assessment Tool Numbas</p> <p><b>2.2 Glenn Strong</b> A Survey of Prior Experience of Computing and Engineering Undergraduates</p>	<p><b>Strand 3 - The Gallery Chair, Orna Farrell</b></p> <p><b>3.1 Michael McMahon</b> The Flipped Classroom as a Vehicle for Enhancement of Accessibility in Higher Education: A Literature Review</p> <p><b>3.2 Lorraine Delaney</b> Using Case Study Methodology to Explore the Relationship between Digital Learning and Widening University</p>	<p><b>Strand 4 – The Blue Room Chair, Louise Drumm</b></p> <p><b>4.1 Monica Ward</b> Two Digital Learning Challenges at Third Level – Digital Expectations and Digital Learning Fatigue</p> <p><b>4.2 Naoimh O'Reilly</b> Are We There Yet? Why has the Virtual Learning Environment Failed to Transform Teaching?</p>

		<p>What did we Learn from the Exercise?</p> <p><b>1.4 Catherine Cronin</b> Openness and Praxis: Exploring the use of Open Educational Practices for Teaching in Higher Education</p>	<p><b>2.3 Colette Kirwan</b> Teaching Computational Thinking to Irish Post-Primary Students: A Doctoral Study in Progress</p> <p><b>2.4 Barry Ryan</b> Can Technology Enhanced Classes be Truly Interactive?</p>	<p>Access</p> <p><b>3.3 James Brunton</b> A MOOC to facilitate Flexible Learner Transition into Higher Education - Head Start Online</p> <p><b>3.4 Mairéad Nic Giolla Mhichil</b> LMOOCs? Language Learning MOOCs – First Steps and Growing Pains</p>	<p><b>4.3 Geraldine McDermott</b> Towards a Culturally Responsive Pedagogy in Online Teaching: an Irish Perspective</p> <p><b>4.4 Denise McEvoy</b> The Importance of Emotional Design for Positive Engagement in Technology Enhanced Learning Tools</p>
11:40 – 11:45am	TRANSITION BREAK				
11:45 - 12:45pm	<p>Research Spotlights 2 Concise Papers</p>	<p><b>Strand 1</b> - Mahony Hall Chair, Angelica Risquez</p> <p><b>1.5 Helen Guerin</b> Aladdin's Lamp: A Vision or Creating, Supporting, Sustaining and Improving the Impact of UCD's Digital Scholarship</p> <p><b>1.6 Richard Beggs</b> Apps for Active Learning - A Digital Futures Pilot</p> <p><b>1.7 Paul Gormley</b> A Framework-Based Methodological Approach to Embedding Digital Literacies into Professional Education Programmes (PEPs)</p> <p><b>1.8 Tony Hall</b> DBR3: Design-Based Research for Digital Learning Research in Formal and Informal Education Contexts</p>	<p><b>Strand 2</b> - The Space Chair, Colette Kirwan</p> <p><b>2.5 Jillian Kellough</b> Flipped CPD Redefines Teacher's Role in Professional Development</p> <p><b>2.6 Stephen Comiskey</b> Integration of Tablet Technology in Post-primary Education: A Case-Study of Teachers' Experiences</p> <p><b>2.7 Susan Marron</b> Primary Physical Education Initial Teacher Educators' Experiences of Integrating of Technology in their Teaching</p> <p><b>2.8 Suzanne Parkinson</b> Applying Theory to Practice: Raising a Virtual Child</p>	<p><b>Strand 3</b> - The Gallery Chair, Lorraine Delaney</p> <p><b>3.5 Laura Rafferty</b> Gamification of Education</p> <p><b>3.6 Deirdre Butler</b> Minecraft and Digital Learning: Building a Research Culture</p> <p><b>3.7 Martin Brown</b> Factors Affecting the Introduction of Digital Portfolios in Irish Education</p> <p><b>3.8 Orna Farrell</b> The Next Generation of Online Learning: How can Digital Portfolios Enhance the Nature of the Learning Experience and the Development of Criticality among flexible learners?</p>	<p><b>Strand 4</b> – The Blue Room Chair, Naoimh O'Reilly</p> <p><b>4.5 Louise Drumm</b> The Role of Theory in Digital Teaching in Universities</p> <p><b>4.6 Muireann O'Keeffe</b> Twitter for Professional Learning: Myths and Realities</p> <p><b>4.7 Theo Lynn</b> On-message Out-of-Class: An Exploration in to the Effect of Message Source Credibility and Message Content on Student Engagement on Twitter</p> <p><b>4.8 Enda Donlon</b> Harnessing the Crowd: Framing a Research Agenda</p>

12:45 - 13:30pm	LUNCH BREAK - Research Posters		
13:30 - 14:10pm	Keynote 2 Professor Grainne Conole	Research Through the Generations: Reflecting on the Past, Present and Future	
14:10 - 14:55pm	Looking to the Future Major Research Themes	Key Questions Roundtable Discussions Final Report Back	
14:55 - 15:00pm	Tribute to Barry McIntyre	Paul Gormley Irish Learning Technology Association	
15:00 - 15:30pm	REFRESHMENT BREAK – Levels 2 & 3		
15:30 - 16:10pm	Research Snapshots Rapid Fire Presentations	Facilitator: Dr. Tom Farrelly Order of Presentations Random	The Mahony Hall
16:10 - 16:45pm	Keynote 3 Professor Paul Conway	From Manuscripts to Digital Era Publishing: Old and New Academic Practices?	
16:45 - 17:00pm	Next Steps Irish Research Community	Journal Announcement A Research Network for Scholarly Professionals	
17:00 - 17:15pm	Summary Reflections Professor Mark Brown	Analysis of Major Themes Weaving Together the Generations	
17:15 - 17:30pm	Final Reflections Closing	Symposium Participants Programme Chair	
17:30 - 18:30pm	SOCIAL EVENT – Level 3		

