



Responsive Open Learning Environment [ROLE]: Next Generation PLE Infrastructure

A Satellite event of MATURE PLE
Conference

Barcelona, Spain

What is ROLE?

Lifelong learning plays an ever-increasingly important role in our society. New work challenges entail employees to cope flexibly with rapidly changing business requirements. Similarly, employers need to consider hugely diversified backgrounds of their employees in addressing the issue of further education. Hence, new technologies, concepts and approaches are required for the continuous training of workforce.

The EU-Project ROLE (Responsive Open Learning Environments; <http://www.role-project.eu/>) tackles these challenges through a simple, effective paradigm of relieving learners from the burden of a "one size fits all" learning environment. Specifically, ROLE develops an infrastructure that enables learners to construct their own learning environment according to their personal as well as contextual needs such as accreditation and corporate goals.

Why the ROLE Workshop?

The goal of this half-day workshop is twofold:

- To share the ROLE visions we have conceived and the conceptual as well as practical approaches (i.e. models and prototypes) we have hitherto adopted to address these visions;
- To invite feedback from the wider PLE community on the existing ROLE work to further refine our visions and approaches;

How the ROLE Workshop?

The half-day workshop is open to all participants of the PLE Conference. Here below please find the agenda.

A follow-on one-hour workshop is to be held on 8th July 2010.

Looking forward to seeing you in this exciting event!

Your ROLE team

7th July 2010 (Wed)

Time	Activity	Presenter/ Moderator
14.00 - 14.30	Welcome Overview about ROLE	Effie Law Martin Wolpers
14.30 - 15.00	Presentation of the context-specific visions: formal higher education, workplace learning, and lifelong learning	Sylvana Kroop, Arunangsu Chatterjee
15.00 - 15.30	ROLE Social Requirements Engineering Approach	Zinayida Petrushyna
15.30 - 16.00	ROLE Pedagogical Approach: PPIM	Alexander Nussbaumer
16.00 - 16.30	Coffee Break	
16.30 - 17.00	<ul style="list-style-type: none"> ▪ ROLE Prototype Development Process and Demonstration ▪ ROLE Alliance Programme 	Daniel Dahrendorf Stefi Moiszi
17.00- 17.30	ROLE-MATURE Collaboration <i>Personalisation, dialogue games and InterLoc</i>	Sylvana Kroop, Andrew Ravenscroft
17.30- 17.45	Introduction to Group Activities Group formation and relocation (+ a very short break)	Effie Law
17:45- 18:45	<p>Two major tasks to be accomplished*</p> <p>Task 1: Review of ROLE approaches (30 minutes)</p> <ul style="list-style-type: none"> ▪ Group A & B: SRE Approach (2 groups) - Zina + Effie, AC ▪ Group C & D: Pedagogical Approach (2 groups) - Alexander + Sergei, Sylvana ▪ Group E & F: Technical prototypes (2 groups) - Daniel + Stefi, Martin <p>Strengths, Weaknesses, Opportunities, and Threat (SWOT) of each approach</p> <p>Task 2: Design of a learning activity: Use case (30 minutes)</p> <ul style="list-style-type: none"> ▪ Either an individual or collaborative activity using the ROLE pedagogical and technical approach ▪ Improve on the visions shared or entirely new use cases 	
18:45 -	Plenary Reporting & Discussion	

19:25		
19:25 - 19:30	Wrap-up & Closing: Future involvement in ROLE	Martin Wolpers

* The named ROLE partners are group moderators to provide further information for Task 1 to the participants and will continue to moderate Task 2.

8thth July 2010 (Thur)

Workshop (12:00 - 13:15): Rolling out of ROLE (Responsive Open Learning Environment)

Introduction:

15 minutes:

- Overview of ROLE (10 min)
- Brief introduction to Darwin evolution theory(5 min)

Panel Presentation (25 min)

- Each of the panel members expresses her or his stance on the two key questions

Open Floor Discussion (30 min)