

CREATIVE TECHNOLOGIES LEARNING LAB







CREATIVE TECHNOLOGIES LEARNING LAB HTTP://CTLL.E-CE.UTH.GR

We integrate emerging design, pedagogies, and ICT

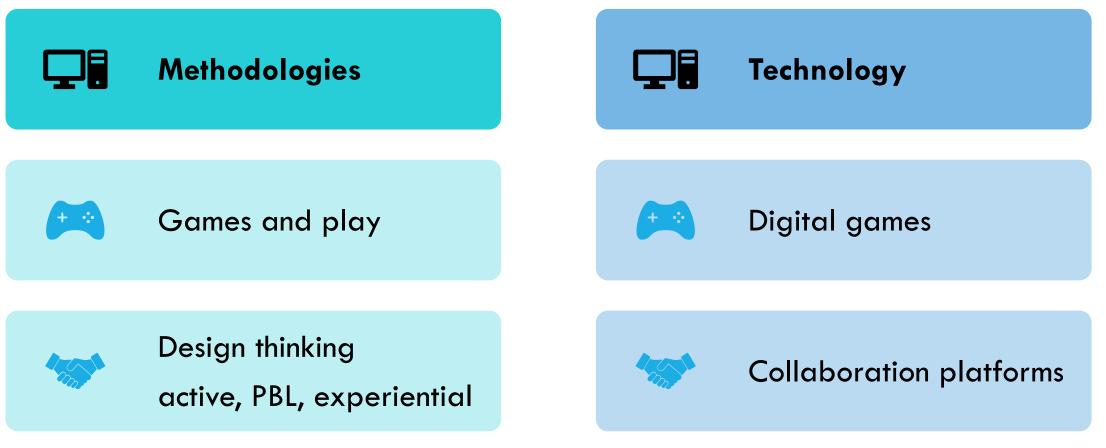
for generating innovative, rewarding, and effective learning experiences

that build the knowledge and skills

needed by industry and society in today's world.



METHODS AND TECHNOLOGY







RESEARCH PROJECTS

44 research projects

Collaboration with over 50 organizations



Europe				
Norway	UK	Hungary	UK	Slovakia
Sweden	Ireland	Romania	Ireland	Poland
Denmark	Spain	Bulgaria	Spain	Croatia
Finland	Portugal	Cyprus	Portugal	Turkey
Estonia	France	Italy	France	
Lithuania	Czech Rep	Slovenia	Czech Republic	

Asia Malaysia Nepal Pakistan Vietnam Cambodia



RESEARCH PROJECTS ON GAMES





RESEARCH PROJECTS ON METHODOLOGIES DESIGN THINKING, PBL, ACTIVE LEARNING, MORE















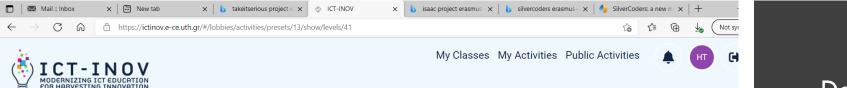












Design thinking

For innovation

In ICT higher education

Europe - Asia



🗮 Δημιουργήστε μια εφαρμογή ή μια υπηρεσία που αντιμετωπίζει ανάγκες συγκεκριμένης ομάδας χρηστών. Για παράδειγμα, ένα μαθησιακό παιχνίδι, μια υπηρεσία για οικονομικές

(~

anproopynote pita εφαρρογή η pita onapsoid noo averps toint(s) tavayke; συγκεκριμενή; ομασας χρηστων. Ττα παρασειγρα, ενα μαθηστακό παιζνιοι, μια οπηρεσία για οικονομικές συναλλαγές, μια υπηρεσία για πώληση χρησιμοποιημένων αντικειμένων που προωθεί την επαναχρησιμοποίηση, μια υπηρεσία κοινωνικής δικτύωσης, κλπ. Design and implement a softw application or service that addresses the needs of a specific group. For example, a learning game, a service for financial transactions, a service for selling used objects for promoting reuse, a social communication service, etc.

Σχεδιασμός Λογισμικού - Software Engineering



* +		
ΕΝΣΥΝΑΙΣΘΗΣΗ: ΚΑΤΑΝΟΗΣΗ ΤΩΝ ΑΝΑΓΚΩΝ ΤΩΝ ΧΡΗΣΤΩΝ	ΠΑΡΑΔΕΙΓΜΑ ΟΡΓΑΝΩΣΗΣ ΣΥΝΕΝΤΕΥΞΗΣ:	
Μπορείτε να δοκιμάσετε κάτι από τα παρακάτω:	ORGANIZING YOUR INTERVIEW:	
	Interview preparation	
• Οργανώστε συνεντεύξεις με	WHO?	
	VIET driver structure	

ICT-INOV PROJECT HTTP://ICTINOV-PROJECT.EU



HERA PROJECT http://heraproject.eu

City builder game For problem-based learning Multi-user, roles Collaboration tools Over 100 structures Day and night cycles Weather conditions Higher education



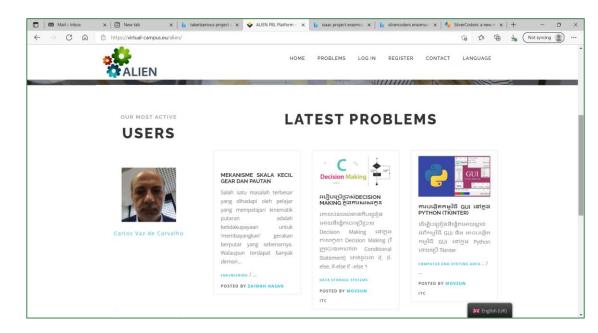
TAKEITSERIOUS PROJECT

Serious game

For disaster management

K12 education

ALIEN PROJECT http://projectalien.eu



Problem-based learning in Engineering education, Europe and Asia











ALIEN PROJECT http://projectalien.eu

Laboratory development in Cambodia, Vietnam, and Malaysia





ALIEN PROJECT http://projectalien.eu

Laboratory development in Cambodia and Nepal



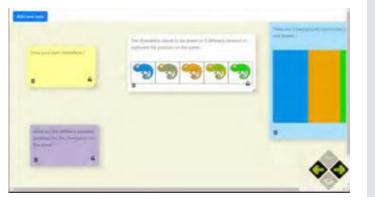


Visual programming

3D environment

Secondary education

Targeting all learners, but focus on girls



CODING4GIRLS PROJECT http://coding4girls.eu



LEAP PROJECT - 5S http://leapproject.eu

Serious games

For lean design

In higher education

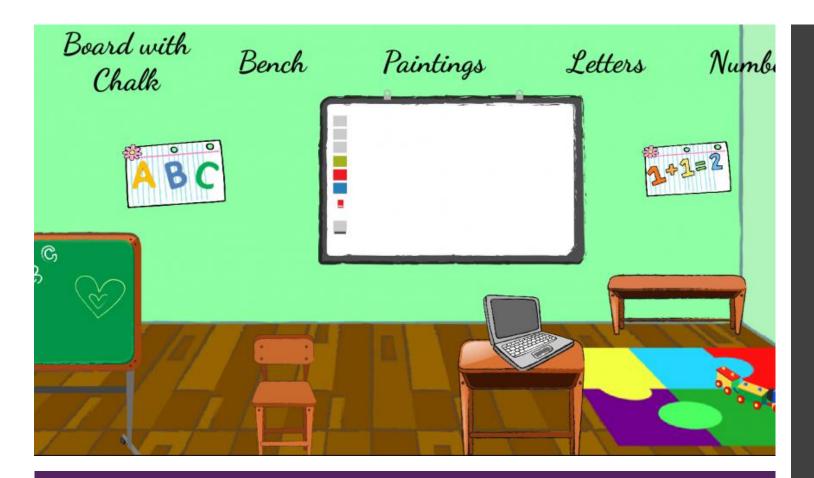


LEAP PROJECT - SCRUM http://leapproject.eu

Serious games

For agile design

In higher education

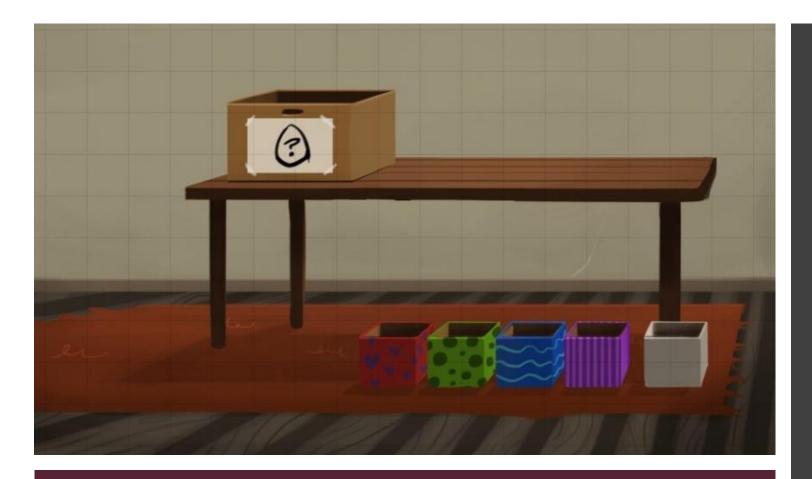


LANGUAGEGAMES PROJECT http://www.languagegames.eu/

Serious games

For language learning

In pre-school education



CMINDS PROJECT

Visual programming

For building critical thinking

In primary education



ENVKIDS PROJECT http://ohmpro.org/envkids/

Serious game

For green skills development

Sandbox, open-ended

K12 education





Instructor training for preschool teachers in Greece, 2019

COLLABORATION WITH EDUCATIONAL STAKEHOLDERS





SECONDARY EDUCATOR TRAINING IN GREECE, 2019



Secondary education instructor training on PBL



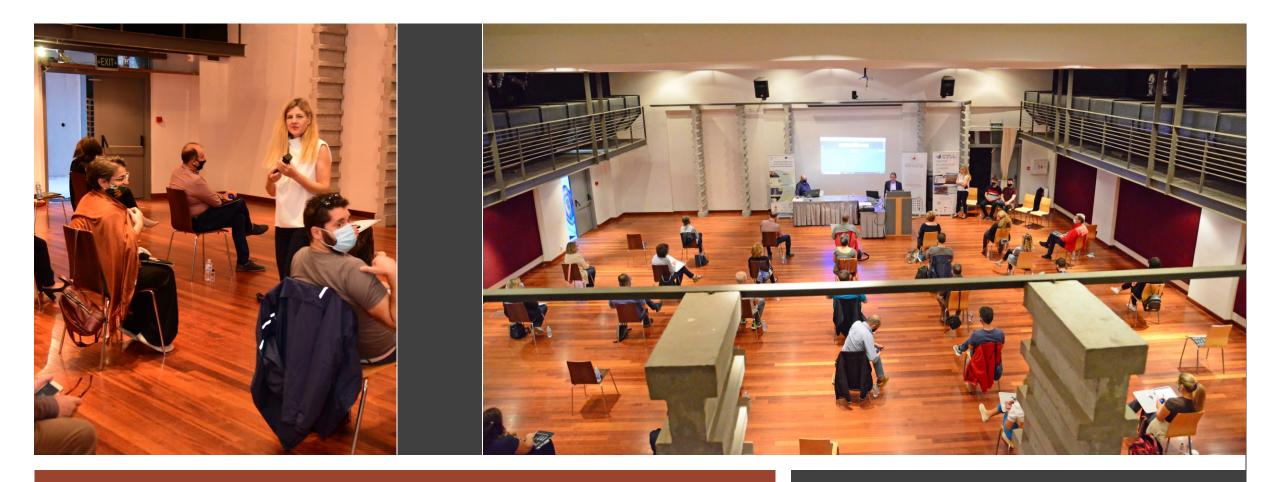
Co-funded by the Erasmus+ Programme of the European Union



INSTRUCTOR TRAINING ON PBL IN KUALA LUMPUR, 2019



INSTRUCTOR TRAINING ON PBL IN HANOI, 2019



INSTRUCTOR TRAINING IN GREECE, 2020

Programming games

Focus on girl engagement

INSTRUCTOR TRAINING IN GREECE, 2021

6

۱

Training on design thinking