





WG1 hands-on workshop







Learning materials through crowdsourcing: teachers, perspectives & scenarios

Looking ahead

- Task 1.1: Overview of existing materials and workflows for their creation M1-12
- Task 1.2: Review of explicit crowdsourcing approaches M1-12

- STSM-2 (fall 2017, Ljubljana) targeting tasks 1.1 & 1.2, optimally in collaboration with WG2
 - → survey, article, presentation (Spring 2018)
- A special group/rotating task, 2-3 WG members: setting up and updating "Reading list"

 → e.g. gives right to get reimbursement for travelling to meetings
- A special group/rotating task, 2-3 WG members: setting up and updating "Relevant events"
 - → e.g. gives right to get reimbursement for travelling to meetings

• Task 1.3: Research on producing learning material through explicit crowdsourcing M6-24

- Stakeholders (teacher perspectives):
 - → survey/interviews with teachers, performed by WG members (during 2018)
 - → presentation of results (meeting 3)
- Call for papers before meeting 3, topic: "Motivation and perspectives: focus on the users" both theoretical and from existing/running projects
 - → presentations alt posters by WG member, and ev. some invited speakers

• Task 1.3: Research on producing learning material through explicit crowdsourcing M6-24

- Stakeholders (learner perspectives):
 - → survey/interviews with learners, performed by WG members (during 2019)
 - → presentation of results (meeting 5?)
- STSM: "Gamification for explicit crowdsourcing"
 - → Presentation (meeting 6?)
- Call for papers before meeting 6, topic: "Gamification for explicit crowdsourcing"
 - → presentations alt posters by WG member, and ev. some invited speakers

• Task 1.4: Design, implementation, and testing of prototypes Month 18-45

- No idea yet, but
 - → most probably try to collaborate with WG3 and WG4
 - → even more probably will by that time to lay ground for an application

Formalities

• Fill in the COST report before December, 13

Thank you!



