

Using GenAI for student learning and assessment

Short description / focus: This interactive workshop focuses on equipping educators with the skills to harness Generative AI tools, such as Microsoft CoPilot, for innovative and efficient assessment development that will support student learning in line with established academic integrity guidelines. Participants will gain an understanding of how GenAI operates, learn to craft effective prompts, and apply these skills to refine assessments in alignment with learning objectives. Through hands-on activities and guided demos, attendees will practice iterative prompt engineering and document their process, culminating in the creation of an AI-enhanced assessment ready for submission to earn a digital badge.

Ways of working: Interactive workshop - be ready to participate actively.

Date: 13/3/2025

Time: 14h00 – 15h30 CET

Platform: MS Teams

Target group: RUN-EU teachers and professors, and all staff members interested in the topic. The maximum number of participants is 30.

Previous knowledge required: None

The learning outcomes:

The participants will be able to:

- Understand how GenAI works.
- Recognise what prompts are and how to structure them effectively.
- Apply prompt engineering to reimagine assessments using AI tools like Microsoft CoPilot.

Organizing institutions: TUS & NHL Stenden

Registration: <https://forms.office.com/e/0veMWejViK>

Badge: Basics of digital tools and AI in teaching. A digital badge is a way to demonstrate competence in a specific area. We are currently piloting badges, and all four workshops during Spring 2025 are part of a badge.

How to Support Learning in Digital Environments

Short description / focus: This workshop is designed to equip educators with the knowledge and skills needed to effectively support and enhance student learning in online and blended learning settings. Using the RUN-EU pedagogical guide as a starting point, participants will be given an opportunity to experiment with digital tools to foster student collaboration and engagement. The workshop will also include guidance on digital tools for feedback and personalised learning opportunities. Finally, participants will explore strategies and tools to create inclusive digital learning experiences, underpinned by the principles of Universal Design for Learning (UDL).

Ways of working: Interactive workshop - be ready to participate actively.

Date: 8/5/2025

Time: 14h00 – 15h30 CET

Platform: MS Teams

Target group: RUN-EU teachers and professors, and all staff members interested in the topic. The maximum number of participants is 30.

Previous knowledge required: None

The learning outcomes:

The participants will be able to:

- Identify effective digital tools and resources to enhance student collaboration and engagement.
- Explore multimodal, digital approaches to providing feedback and personalised learning opportunities.
- Develop strategies to create inclusive and accessible digital learning environments for all students.

Organizing institutions: TUS & IPCA

Registration: <https://forms.office.com/e/OveMWejViK>

Badge: Basics of digital tools and AI in teaching. A digital badge is a way to demonstrate competence in a specific area. We are currently piloting badges, and all four workshops during Spring 2025 are part of a badge.

Student-centred teaching: How to choose your learning activities

Short description / focus: This workshop is all about student-centred teaching. We'll give you the tools you need to make it work in your own teaching practice. We will explain the concepts of student-centred teaching and deep approach to learning, as well as Diana Laurillard's six learning activities. Next, we'll dive in and choose the most interesting learning activities for your course. We will link the learning activities with concrete teaching methods. Instead of doing this alone, we'll inspire each other to get more new insights. By the end of the workshop, you're ready to give that extra spark of student-centredness to your courses.

Ways of working: Interactive workshop - be ready to participate actively.

Date: 1/4/2025

Time: 14h00 – 15h30 CET

Platform: MS Teams

Target group: RUN-EU teachers and professors, and all staff members interested in the topic. The maximum number of participants is 30.

Previous knowledge required: None

The learning outcomes:

The participants will be able to:

- Describe the concept of student-centred teaching and deep approach to learning.
- Distinguish between Diana Laurillard's 6 learning activities
- Choose appropriate learning activities and teaching methods for their own courses
- Inspire each other

Organizing institutions: Howest & UBU

Registration: <https://forms.office.com/e/OveMWejViK>

Badge: Learning activities designer. A digital badge is a way to demonstrate competence in a specific area. We are currently piloting badges, and all four workshops during Spring 2025 are part of a badge.

Exploring the role of assessment and feedback for student engagement

Short description/focus: This engaging and reflective workshop delves into the evolving role of assessment in higher education. Participants will be provided with an opportunity to reflect on and refine their assessment practices to better meet the needs of diverse student populations. The core objective of the workshop is to build participants' capacity to foster an assessment culture that not only supports students' learning but also contributes to their wellbeing in academic environments. Key themes include the importance of timely feedback and sustainable assessment practices, ensuring that assessments are meaningful, fair, authentic, and beneficial for long-term academic growth.

The workshop also emphasizes the critical concept of student agency in assessment, encouraging active student participation in the assessment process. By integrating the latest research on assessment alongside participants' experiences, valuable insights will be generated for improving assessment strategies and feedback systems, creating a more holistic and supportive learning experience for all students.

Ways of working: Interactive workshop - be ready to participate actively.

Date: 26/5/2025

Time: 14h00 – 15h30 CET

Platform: MS Teams

Target group: RUN-EU teachers and professors, and all staff members interested in the topic. The maximum number of participants is 30.

Previous knowledge required: None

Upon completion of the session participants will be able to:

- Reflect on their current assessment practice through the lens of inclusive and authentic assessment frameworks.
- Engage with colleagues to share ideas around designing assessments that are authentic, inclusive and foster student engagement.
- Recognise the value of formative assessment and feedback for student learning.
- Gain insights into incorporating varied and innovative assessment and feedback methods into their practice.

Organizing institutions: HAMK & TUS

Registration: <https://forms.office.com/e/0veMWejViK>

Badge: Learning activities designer. A digital badge is a way to demonstrate competence in a specific area. We are currently piloting badges, and all four workshops during Spring 2025 are part of a badge.