



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

A Satellite event of MATUR 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 8<sup>th</sup> July 2010.

Looking forward to seeing you in this exciting event!

Your ROLE team

## 7<sup>th</sup> July 2010 (Wed)

Time	Activity	Presenter/ Moderator
14.00 - 14.30	<b>Welcome</b> <b>Overview about ROLE</b>	Effie Law Martin Wolpers
14.30 – 15.00	<b>Presentation of the context-specific visions: formal higher education, workplace learning, and lifelong learning</b>	Sylvana Kroop, Arunangsu Chatterjee
15.00 – 15.30	<b>ROLE Social Requirements Engineering Approach</b>	Zinayida Petrushyna
15.30 - 16.00	<b>ROLE Pedagogical Approach: PPIM</b>	Alexander Nussbaumer
16.00 – 16.30	<b>Coffee Break</b>	
16.30 – 17.00	<ul style="list-style-type: none"> <li>▪ <b>ROLE Prototype Development Process and Demonstration</b></li> <li>▪ <b>ROLE Alliance Programme</b></li> </ul>	Daniel Dahrendorf Stefi Moiszi
17.00- 17.30	<b>ROLE-MATURE Collaboration</b> <i>Personalisation, dialogue games and InterLoc</i>	Sylvana Kroop, Andrew Ravenscroft
17.30- 17.45	<b>Introduction to Group Activities</b> <b>Group formation and relocation (+ a very short break)</b>	
17:45-18:45	<p><b>Two major tasks to be accomplished*</b></p> <p>Task 1: Review of ROLE approaches (30 minutes)</p> <ul style="list-style-type: none"> <li>▪ Group A &amp; B: SRE Approach (2 groups) – Zina, AC</li> <li>▪ Group C &amp; D: Pedagogical Approach (2 groups) – Alexander, Sylvana</li> <li>▪ Group E &amp; F: Technical prototypes (2 groups) – Daniel + Stefi, Martin</li> </ul> <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"> <li>▪ Either an individual or collaborative activity using the ROLE pedagogical and technical approach</li> <li>▪ Improve on the visions shared or entirely new use cases</li> </ul>	Effie Law
18:45 – 19:25	<b>Plenary Reporting &amp; Discussion</b>	
19:25 – 19:30	<b>Wrap-up &amp; Closing: Future involvement in ROLE</b>	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.

**8th<sup>th</sup> 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)**