



# FINDING BEST PRACTICE IN A POST-COVID WORLD

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**Aisling Third**

*Knowledge Media Institute  
The Open University*

**DEL4ALL Final Event**

*Online, 21<sup>o</sup> April 2022*

[WWW.DEL4ALL.EU](http://WWW.DEL4ALL.EU)

# Goals

## Advanced Technologies for Digital Education

- Blockchain
- Artificial Intelligence
- Augmented & Virtual Reality
- ...

# Goals

## Advanced Technologies for Digital Education

- Video calls
- Collaborative notes
- The Unmute button...
  
- Student engagement
- Assessment
- ...

# DATA COLLECTION

**5** Surveys – total of **147** responses

**15** expert interviews

**98** experts engaged

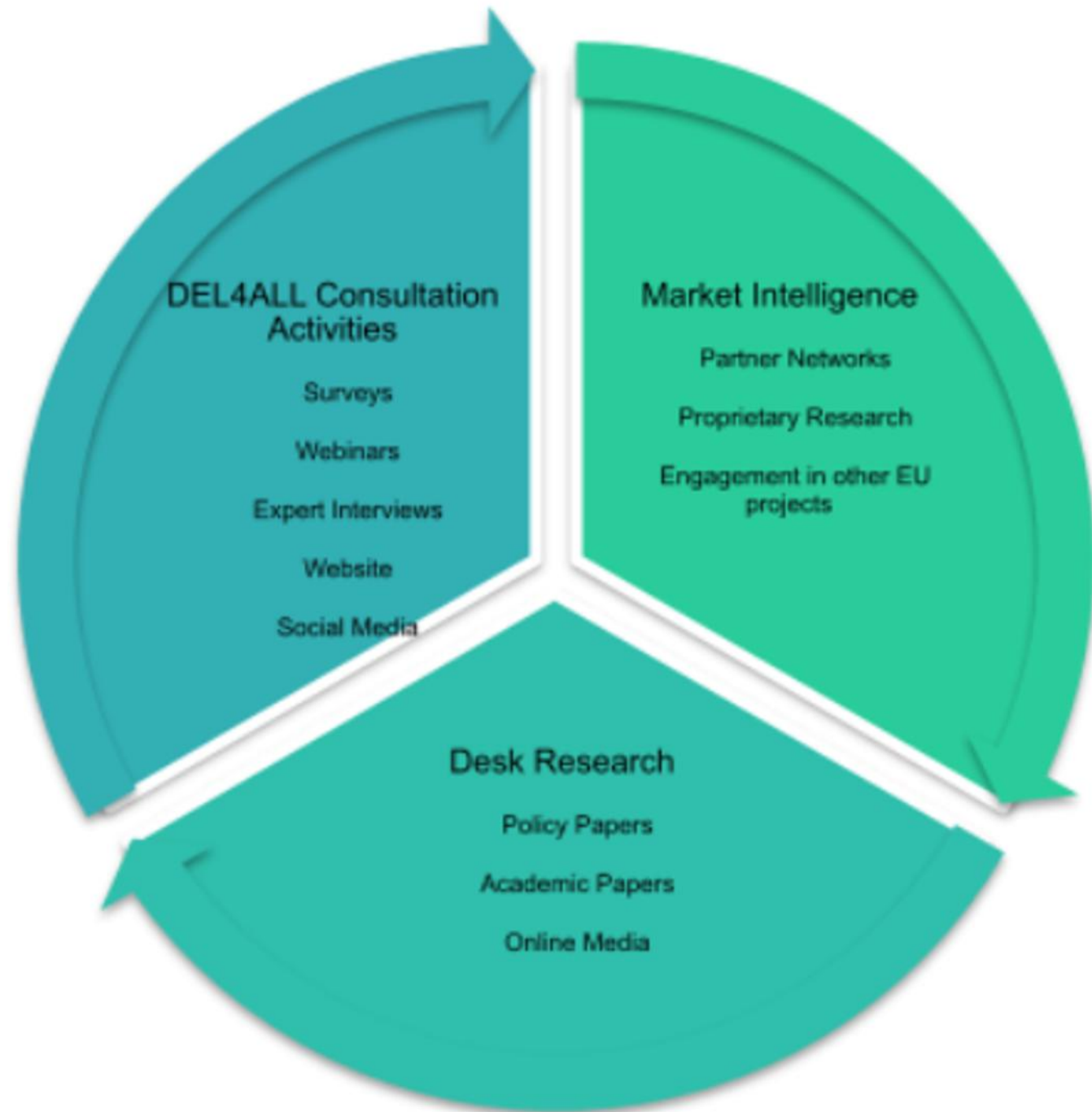
**9** events (webinars, workshops and large events) – **270** attendees

**503** projects and initiatives collected

**Recommendation statements** derived from the community consultations and aligned to the EC's Digital Education Action Plan (2021-2027)

- **12** prioritized challenges

- **17** research areas

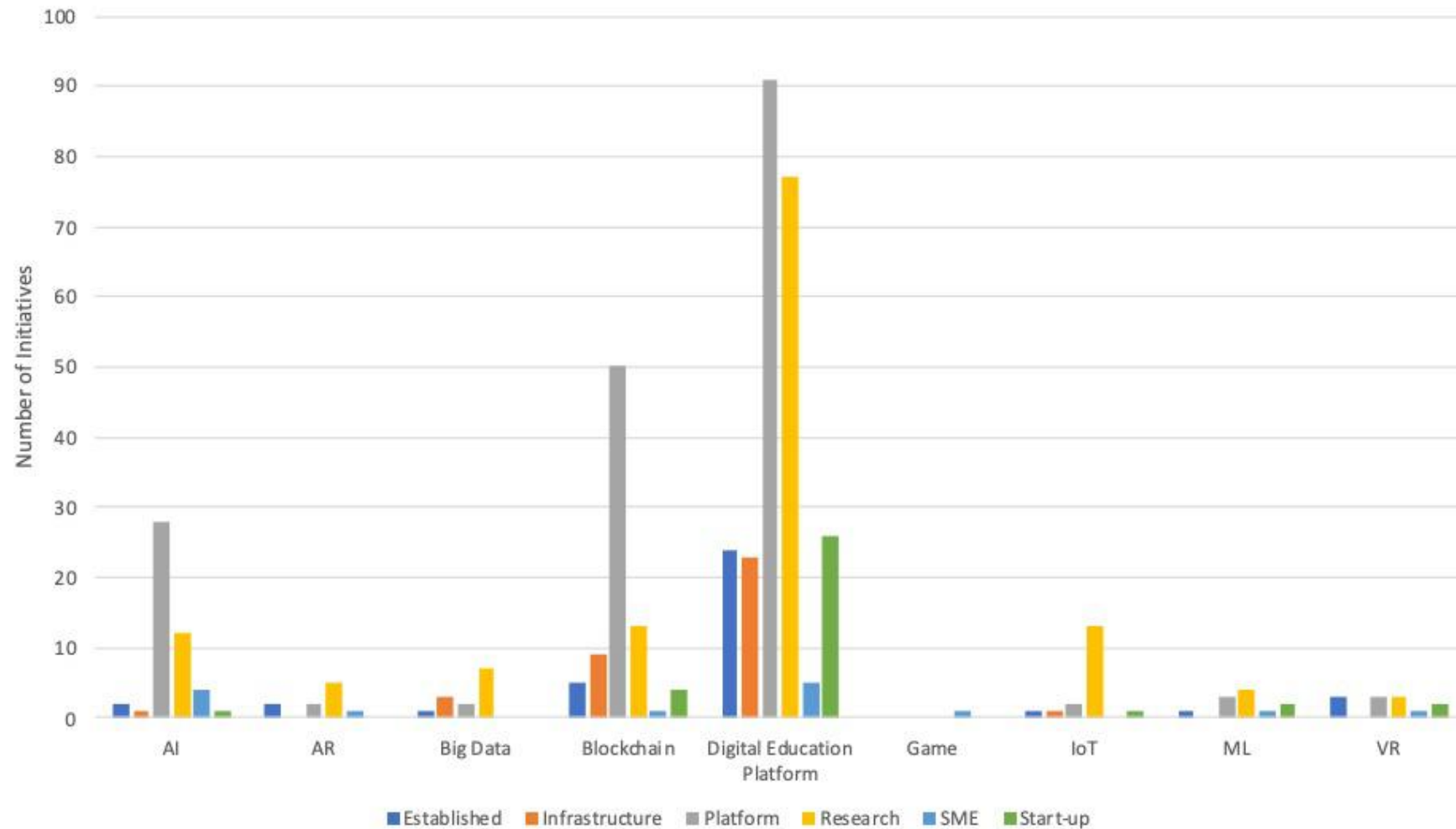


# Community-identified practices



Research Statement	Technology	Strategic Priority
Analysis of student's learning progress and outcomes	AI	Priority 3. Reconstructing student experience
Computer games in classroom environment	Digital Games	Priority 3. Reconstructing student experience
Natural language processing (NLP) helping chatbots	AI	Priority 1. Building of high-quality digital ecosystem
AR technology at university laboratories	Augmented Reality	Priority 3. Reconstructing student experience
Integration of IoT platforms into education	Internet of Things	Priority 2. Improving digital competencies
Digital environment through a sense of presence	Virtual Reality	Priority 3. Reconstructing student experience
Issue around fake certificates	Blockchain	Priority 1. Building of high-quality digital ecosystem

# Maturity of Educational Technologies

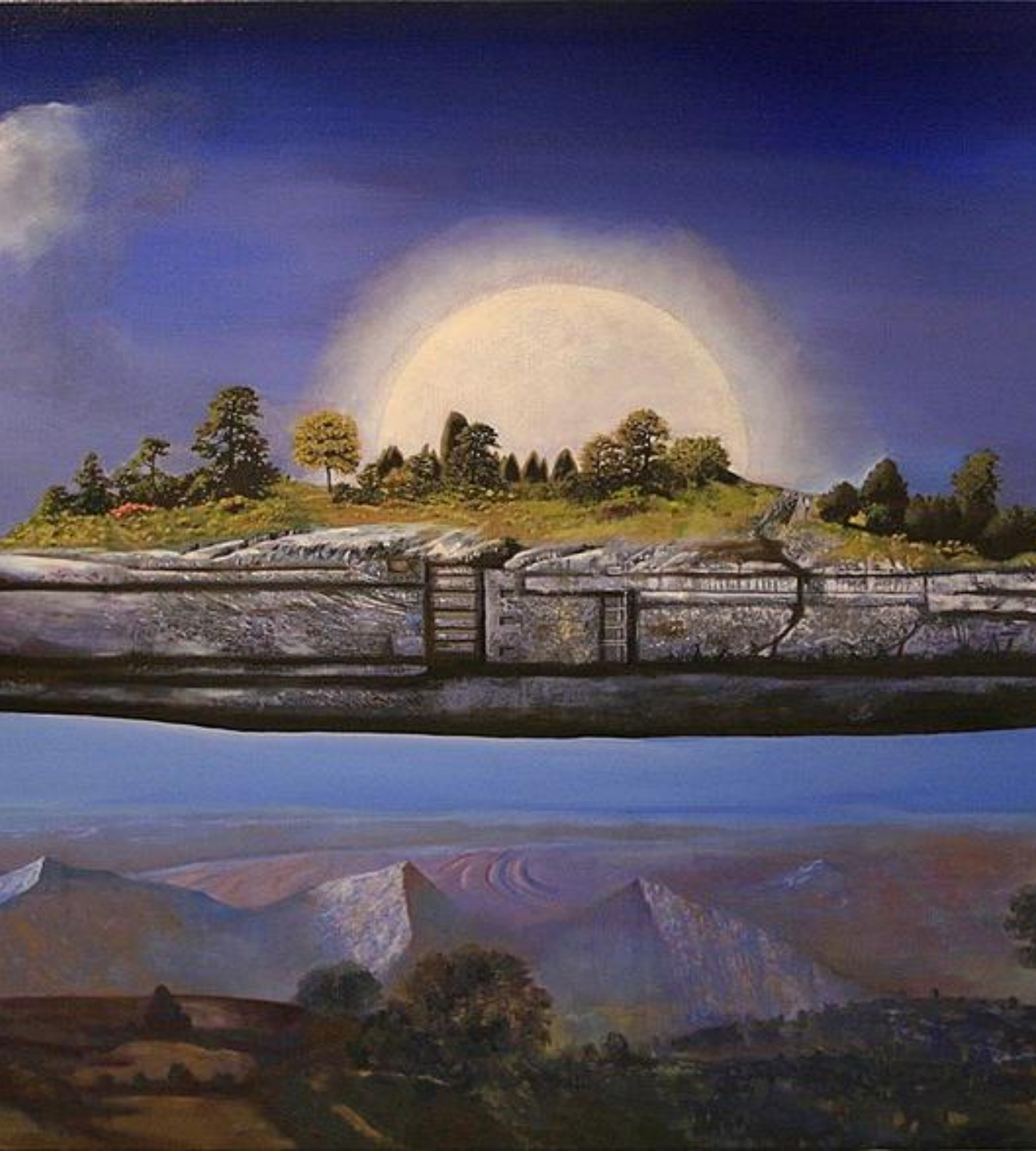


# Qualitative Findings

## Barriers to Digital Education

- Reliability
- Infrastructure
- Philosophical assumptions...





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# TECHNOLOGICAL UTOPIANISM

Image: Makis E. Warlamis, CC-BY-SA3.0

[https://commons.wikimedia.org/wiki/File:2010\\_Utopien\\_arche04.jpg](https://commons.wikimedia.org/wiki/File:2010_Utopien_arche04.jpg)

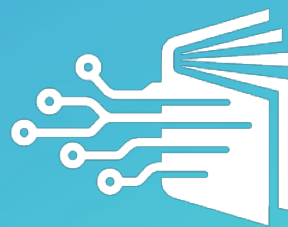


## Qualitative Findings

### Barriers to Digital Education

- Reliability
- Infrastructure
- Philosophical assumptions....
- ***Pedagogy***
- ***Sharing & reuse***
- ***Policy disconnect***

***Are we asking the right questions?***



# THANKS



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This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 871573