

Europeana Learning Scenario

(Teachers)

Title

Built with Bits-Virtual Spaces in Our Town

Author(s)

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Abstract

This scenario was prepared for the purpose of applying theoretical trainings to learn how to create virtual spaces. These trainings will be structured in five pre-recorded learning pills that exist in Europeana. The objective is to create virtual spaces in our city, such as the University Library, but also spaces in our high school. It could be an artifact that introduces our high school to future students who can visit it virtually.

Keywords

Innovative pedagogies, digital technologies and new ways of social innovation by collaborative processes
#LP1 - What is a virtual space. #LP2 - How to design a new space. #LP3 - How to digitally build the space #LP4 - What can I place in my space.#LP5 - How to mediate in a space.

Table of summary

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Subject	Create virtual spaces in our high school and library
Topic	Technology skills, Visual arts, Mathematics, Cultural heritage, Visual Communication and Formation
Age of students	17
Preparation time	2 weeks
Teaching time	1 month
Online teaching material	Built with Bits 2: Larning Pill #1 Built with Bits: Larning Pill #2 Built with Bits: Final Ceremony Built with Bits: Larning Pill #4 Pill 2.1 New Empty Project on Spoke Pill 2.4 Create a Simple Scene Built with Bits: Larning Pill #5 Built with Bits: Larning Pill #6 Discord , Classroom, Google Forms, Mentimeter
Offline teaching material	Computer, internet, paper, camera, mobile phone

Europeana resources
used

[Built with Bits: Designing Virtual Spaces for the Future](#)

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Integration into the curriculum

The subject of the learning scenario can be integrated into the national curriculum as a virtual reality design course in some optional hours that we will have. I have already proposed it to my students and they are very attracted to the subject.

Aim of the lesson

The objective is to create virtual spaces from the real world, such as the University Library, and also to build 3D spaces from our high-school, the computer labs and also the library from our school. Students will- increase their social skills by working together with their peers, they will perform STEM activities by working on real life problems, they will strengthen self-expression skills to create something themselves.

Outcome of the lesson

The result will be a link to the **Built with Bits** project that will allow anyone who is at a computer and knows how to move with a mouse or arrows to visit it.
It could be an artifact that presents our high school to future students who can visit it virtually
The result is [here](#).

Trends

Collaborative Learning: a strong focus on group work.
Outdoor Education: learning outside of the school building in the “real” environment
Snack Learning: small and attractive bits of learning rather than pro-longed forms of study
Game Based Learning & Gamification: learning is mixed with games or with game mechanisms
Collaborative Learning

Key competences

Collaboration, digital competencies, communication, critical thinking, creativity, citizenship

Activities

Name of activity	Procedure	Time
Brainstorming	A discussion will be started with the students about the concept of VR programming in the classroom environment. Videos and images on the Europeana site will be presented.	50 min
Environmental observation and analysis process	Walks in the town with students. Visiting the University Library(UL), the place we will need to build with bits, and also our high school; Meeting our collaborators from UL-1 day per week; we had discussions, we formed teams, we divided the work into specific spaces.	50 minute 50 min*4
Brainstorming	-pictures and videos of the spaces are taken	
Learning by doing	Students are asked to study and analyze the learning pills, to try to understand the concepts and apply them to our spaces.	One hour per day
Discord collaboration	Students spent many hours trying to figure out how it works; all the concepts in Mozilla Hubs. They kept their work on Discord so we could discuss the versions of our product.	30 min.
Working in teams	The students split into more teams and merge their work online	
Blended learning and creating	<ol style="list-style-type: none"> 1. Export to .spoke file 2. Login to the BwB account 3. Creating a new project 4. Importing the .spoke file with the project in the new space 5. Publishing and saving it 6. Documenting work in a classroom journal 	50 min.
Document search	<p>Search for interesting Europeana paintings and statuary to populate the University Library spaces. Students are taught how to search for Europeana items that can be used (the teacher emphasises the necessity of checking the licence).</p> <p>We keep links to Europeana objects on Discord. Students add their own pictures from the library.</p>	50 min.

Assessment

Pre-test questionnaire is applied

Using the self-assessment table: I know, I want to know, I learned

We participated with the final project in the BwB [Event](#) and our project received the mention "Best (CHI)Cultural Heritage Institution Collaboration"

[BwB 2 – Sibiu \(Romania\) video](#)

***** AFTER IMPLEMENTATION *****

Student feedback

We had feedback online on Discord every week after individual or pair work at the parts of the project. Students filled out feedback sheets. We also used a journal in the classroom.

Teacher's remarks

AFTER the implementation of this lesson I had the opportunity to spread information about this project in my community. Our students were appreciated for their work in this innovative field, they worked hard, and gave very positive feedback, shared their opinions.

[Link](#)

The "Lucian Blaga" University Library in Sibiu was selected in this international program, designed to create immersive virtual spaces as a means of addressing various social, cultural and educational issues, developed by the European Foundation.

Students from the National College "Gheorghe Lazar" Sibiu, cls. XI-a I, intensive IT profile, coordinated by Teacher Ms. Monica Oancea, our partners in the project, got involved exemplarily and mobilized in record time in the creation of the application that will allow the virtualization of the library space. More specifically, our partners worked to create a virtual space in which cultural digital objects are used to facilitate the access of people with disabilities to culture, science and knowledge. January 2023

The project with which ULBS Library and CNGL students participated in the Europeana Built with Bits program was mentioned on February 17, 2023, by Isabel Crespo, Europeana Cultural education officer, during the "Spotlight Heritage Timișoara - Digital Culture & Heritage Talks" conference, included in the Timișoara European Capital of Culture 2023 agenda.

I participated in TeachMeet: Present Your Own Learning Scenarios! Date: Thursday, 23 March, 17:00-18:00 CET.

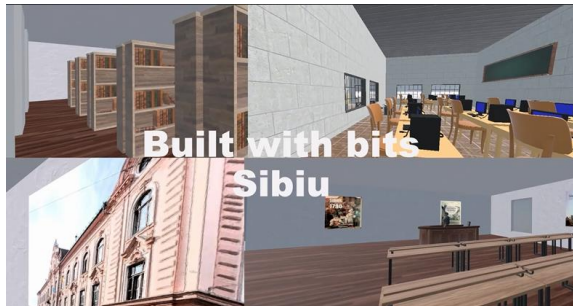
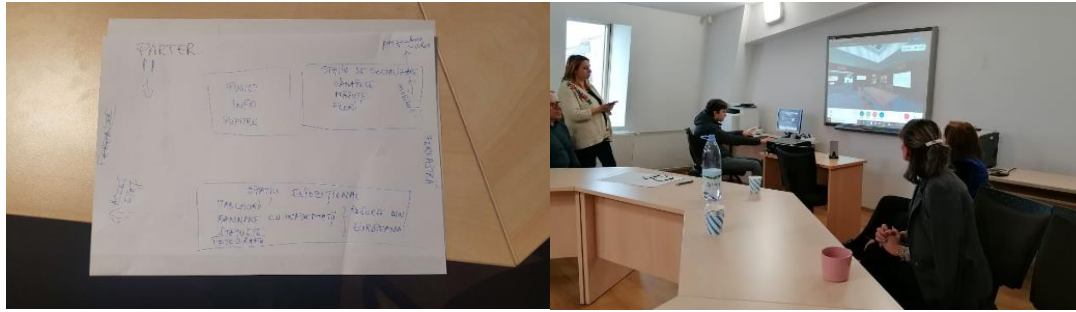
I add in the annex some pictures for the visualization of our great project which was creative and meant sustained work, collaboration with European partners and from our community, from which we all learned.

About the Europeana DS project

[Europeana](#) is Europe's digital platform for cultural heritage, providing free online access to over millions of digitised items drawn from Europe's museums, archives, libraries, and galleries. The Deployment of a common European data space (DS) for cultural heritage project builds on and expands the existing functionalities and services of the Europeana Digital Service Infrastructure (Europeana DSI). This initiative works towards the development and operation of the data space infrastructure, the integration and of high-quality data in the data space, the capacity building of professionals, the reuse of existing resources and the improvement of the digital services for the public.

[European Schoolnet](#) (EUN) is the network of more than 30 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. European Schoolnet's task in the Europeana DS project is to facilitate the reuse of high-quality data and expand the community of users of Europeana for education.


Annex



Join at mentimeter use code: 10904020

What are the aspects you want to deal with in the team?
14 answers

- presentation maker
- relationships
- diary maker
- planning
- designing ulbs space
- tasks
- maker of library space
- designing the info labs
- documentarist
- designing cdi
- communication
- people
- documentatin
- vr designer


 go to
 mentl.com
 SCAN THE CODE

Local newspaper

