

## DAY 1: Monday, 28 October 2019

TIME	ACTIVITY			
8.00am – 9.15am	<b>Registration at Crawford School Foyer Level 1</b>			
9.15am – 9.45am	<b>Welcome to EdTechPosium 2019 'Place, purpose, possibilities'</b> Opening address by Associate Professor Royston Gustavson, Acting Pro Vice-Chancellor (Education), The Australian National University  <b>Molonglo Theatre Level 2</b>			
9.45am – 10.45am	<b>Keynote 1: Martin Dougiamas – Founder of Moodle</b> <i>What's in it for me? Building online spaces that support the right kinds of education</i>  <b>Molonglo Theatre Level 2</b>			
10.45am – 11.15am	Morning tea: Springbank and Canberra room Level 1			
	GRIFFIN ROOM LEVEL 1	SEMINAR ROOM 3 LEVEL 1	LENNOX ROOM LEVEL 1	ACTON THEATRE LEVEL 1
11.15am – 11.45am Presentations	<b>Michael Gleeson</b> , Griffith University <i>A semantic map and matrix of audiovisual learning objects</i>	<b>Joanne Norbury</b> , Androgogic <i>So what is plagiarism? Why would you need an anti-plagiarism solution?</i>	<b>Fellon Gaida &amp; Jane Frost</b> , University of Canberra <i>Making connections: Using a multimodal approach to enhance communication skills</i>	<b>Russell Waldron &amp; Michael de Raadt</b> , Canberra Grammar School <i>A blind taste test: Managing large-scale user testing of alternative systems</i>
11.45am – 12.15pm Presentations	<b>Penny Kyburz</b> , The Australian National University <i>Innovating internships for supporting students in work-integrated learning</i>	<b>Joseph Hughes</b> , The Australian National University <i>Is interactive learning social constructivism? Discuss interactively/socially</i>	<b>Sara Abdelmawgoud</b> , UNSW Canberra <i>Designing eLearning environments for reflection: Applying Moon's preparation guidelines</i>	<b>Jay Ridgewell</b> , The Australian National University <i>meriSTEM: Leveraging academic expertise to maximise secondary school science impact</i>
12.15pm – 1.15pm	Lunch: Springbank and Canberra room Level 1			
1.15pm – 2.15pm	<b>Keynote 2: A/Prof Erica Southgate – University of Newcastle</b> <i>Immersive VR is not one thing: Pedagogical lessons on using VR in real classrooms and how I respond to (pesky) talk of 'scaling up'</i>  <b>Molonglo Theatre Level 2</b>			

	GRIFIN ROOM LEVEL 1	SEMINAR ROOM 3 LEVEL 1	LENNOX ROOM LEVEL 1	ACTON THEATRE LEVEL 1
2.15pm – 3.15pm Workshops	<p><b>Claire Seldon</b>, NSW Department of Education</p> <p><i>Using gamification to create engaging interactive virtual reality teaching resources</i></p>		<p><b>Terra Starbird</b>, The Australian National University</p> <p><i>Using Snapchat to enhance learning in the higher education classroom</i></p>	<p><b>Mushtak Dawood</b>, UNSW Canberra</p> <p><i>Online course design strategies to increase learning engagement: a meaningful hands-on course design exercise for educators</i></p>
3.15pm – 3.45pm	Afternoon tea: Springbank and Canberra room Level 1			
	GRIFIN ROOM LEVEL 1	SEMINAR ROOM 3 LEVEL 1	LENNOX ROOM LEVEL 1	ACTON THEATRE LEVEL 1
3.45pm – 4.15pm Presentations	<p><b>Tingting Yu &amp; Peter Bryant</b>, The University of Sydney</p> <p><i>How educational and digital lives intersect: Millennials and Gen Z reveal their university experiences through digital storytelling</i></p>	<p><b>Lisa Casey</b>, Deakin University/Australian Defence College</p> <p><i>Incorporating User Experience principles in your course design without web design experience – how basic customisation can keep learners engaged with your course</i></p>	<p><b>Freda Pappas &amp; Mario Torrelli</b>, Study Group Australia (Taylors College)</p> <p><i>Using Moodle in teaching Academic English to international students preparing for a university education</i></p>	<p><b>David Mitsak</b>, Mud Fun</p> <p><i>Moruya Mud Fun Play Build: How we used music and dance to fuel the construction of an architecturally engineered multipurpose structure and extract educational outcomes from the process</i></p>
4.15pm – 5.15pm	<p><b>Keynote 3: Mike Seymour - Co-founder of fxguide.com and researcher at Motus Lab at the University of Sydney</b></p> <p><i>To Affinity and Beyond. Applying entertainment industry technology in digital people in the education sector</i></p> <p><b>Molonglo Theatre Level 2</b></p>			
6.00pm	Pre-dinner drinks and canapés at the National Museum of Australia			
6.45pm onwards	<b>Conference Dinner</b> at the National Museum of Australia, Gandel Atrium			

## DAY 2: Tuesday, 29 October 2019

TIME	ACTIVITY			
8.00am – 9.00am	<b>Tea and coffee: Springbank and Canberra room Level 1</b>			
9.00am – 9.15am	<b>Welcome to Day 2 at Molonglo Theatre Level 2</b>			
9.15am – 10.15am	<b>Keynote 4: Dr Chie Adachi - Director, Digital Learning, Deakin Learning Futures, Deakin University</b> <i>Belonging in a digital world - Digital education as 'courageous' science</i>  <b>Molonglo Theatre Level 2</b>			
10.15am – 10.45am	Morning tea: Springbank and Canberra room Level 1			
	GRIFFIN ROOM LEVEL 1	SEMINAR ROOM 3 LEVEL 1	LENNOX ROOM LEVEL 1	ACTON THEATRE LEVEL 1
10.45am – 11.15am Presentations	<b>Sophie Gimel &amp; Binbin Yang, CIT Solutions</b>  <i>Learning for the ages: How the My Aged Care Learning Environment (MACLE) is transforming accredited training.</i>	<b>Kathryn Sainsbury &amp; Jane Frost, University of Canberra</b>  <i>The challenge of change: Engaging more effectively with students through video feedback</i>	<b>John Debs, The Australian National University</b>  <i>Virtual reality for physics education</i>	<b>Jeremy Mann, National Film and Sound Archive</b>  <i>What retro tech can teach</i>
11.15am – 12.15pm	<b>Keynote 5: Professor Peter Radoll – Dean of Aboriginal and Torres Strait Islander Leadership and Strategy, University of Canberra</b> <i>Universities and reconciliation - Why has it taken so long to get here?</i>  <b>Molonglo Theatre Level 2</b>			
12.15pm – 2.15pm	<b>Places Walks and Lunch</b> <i>Pre-packed takeaway picnic lunch and campus place discovery tours</i>  <b>Please collect your packed lunch before meeting your guide</b>			

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2.15pm – 3.15pm Workshops	<p><b>Kerstin Oberprieler</b>, University of Canberra and PentaQuest</p> <p><i>Let's gamify it! A rapid gamification design workshop</i></p>	<p><b>Georgie Barden &amp; Yvonne Wisbey</b>, University of Canberra</p> <p><i>Design a virtual workshop model: Imagining an established face-to-face pedagogical pattern in a virtual environment</i></p>	<p><b>Patrick Tran &amp; Mathew Hillier</b>, UNSW Canberra</p> <p><i>Efficiency, reliability and insights: making a case for digital assessments</i></p>	<p><b>Katie Freund &amp; Rebecca Goodway</b>, The Australian National University and Swinburne Institute of Technology</p> <p><i>Strategies for driving innovation and change in universities from central units</i></p>
3.15pm – 3.30pm	Afternoon tea: Springbank and Canberry room Level 1			
3.30pm – 4.30pm	<p><b>Keynote 6: Leanne Cover – CEO, Canberra Institute of Technology</b></p> <p><i>A new approach to organisational change</i></p> <p><b>Molonglo Theatre Level 2</b></p>			
4.30pm – 4.45pm	<b>Conference closing and final reflections</b>			