ELIG Foundation

Activity Report 2016-2019







Digital Education

for Europe

Dear ELIG Members,

Dear Friends and Sponsors,

in 2016 we have founded a non-profit organization out of the European Learning Industry Group ELIG.org. This was an important step forward to support our vision of a Europe of digital skills and digital educational opportunities for all as formulated in our 2015 Berlin conference "THE DIGITAL TURN - New Competences Made in Europe" by developing a new range of practical workshops, events and content.

In the wake of the COVID-19 pandemic in 2020, we are currently experiencing that traditional education providers such as schools and universities have to reinvent themselves digitally in the shortest possible time and more comprehensively than ever before. In addition, there is a digitalization push in all parts of the economy and an increased demand for re- and up-skilling programs to enable people with diverse personal- and educational-biographies to enter professions in the digital economy.

As an open innovation platform, we bring together the various actors of this change - whether start-up founder, headmaster, urban developer, HR manager, publisher, educational initiative or big tech company. Practice-oriented exchange and mutual support in projects are our goals.

The complete integration of learning into the digital world is an urgent demand of our time. This also means a changed learning culture: learning in virtual teams, mobile learning in new places or in "real life" projects.

These are topics that we have dealt with intensively over the past few years and have shown in innovative events such as in our FrankfurtEDU Lab or in our Leipzig Werkstatt+ - with several thousand students, teachers and visitors. As well as in our ELIG conferences using case studies and experiences of the most exciting educational institutions and initiatives in Europe.

The current situation is shifting priorities even further. Whereas digital learning methods and content were previously often regarded as an additional offer to classroom teaching, a Plan B, they are now becoming the Plan A.

We, too, will continue to make our event formats more digital. We will focus even more on digital platforms and virtual cooperation with you.

We are looking forward to working together with you on this important topic and to presenting milestones and results of the first years of the ELIG Foundation in this report.

With special thanks for your support.

Elmar Husmann Director Claudia Didjurgeit Program Management



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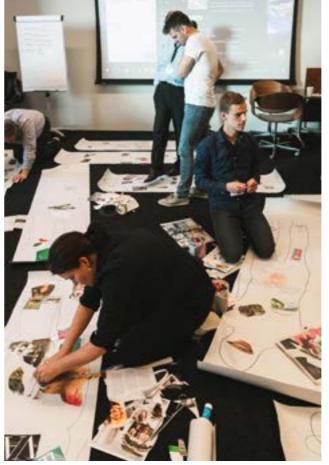
















Turning cities into ecosystems of learning. This was the overarching theme of the ELIG Conference "Brave New Learning - Learning apart together" in 2019.

In partnership with the Amsterdam PUBLIC LIBRARY OBA and for the opening of the 100th anniversary of this institution, which is used by more than 5 million Amsterdam citizens every year, we welcomed

more than 300 international participants in the OBA central building Oosterdok for 2 days of intensive workshops, sofa talks, keynotes and fireside chats

Philipp Schmidt from MIT MEDIA LAB described libraries in his opening keynote as open learning places and social network nodes of urban education. Peer to Peer University (P2PU) is one of his creations

that leverages libraries in a hybrid learning concept. Philipp showed further fascinating insights into MIT projects that combine learning, creativity and social interaction with digital means. Corinne Vigreux, founder of TOMTOM, confirmed this hybrid approach at the example of her latest venture: CODAM COLLEGE, a coding school based on the French Ecole 42, CODAM offers young people

access to the digital economy without tuition fees or academic barriers. Rather than on traditional lectures, CODAM is based on individual learning paths, peer coaching, project team-work and a practice-oriented curriculum. Principles that are not only found in coding education but increasingly also in the strategies of universities, as Martti Raevaara from Finland's AALTO UNIVERSITY explained.

PARTICIPATION, NETWORKING, COMMUNITY - this is what makes modern, public learning places in the digital world explained Rolf Hapel, initiator of the DOKK1 IN AARHUS. His Urban Media Space, designed according to these principles, attracts over 1 million visitors per year. In a Fireside Chat between Gereon Uerz from ARUP and the architect Stephanie Akkaoui Hughes, we explored the question of how the design of modern learning spaces can support social interaction and extend beyond the familiar classrooms, lecture halls and seminar rooms. As Gereon Uerz put it: we must first "unlearn" again when it comes to designing the learning places of the future. In fact, modern places of learning and modern working environments are converging in their design, as his ARUP project examples, among others from the new Google headquarters in London, showed impressively.

The second part of the conference was centered on new learning content and on discussing successful digital skills education approaches. Paul Hunter from the IMD BUSINESS SCHOOL moderated the panel of the second day with representatives from SAMSUNG, MICROSOFT and digital skills initiatives of the Amsterdam Metropolitan Region. Skills in digital topics are in high demand on the job market - from coding, agile management to data literacy or communication in digital media. But existing study programs often do not prepare sufficiently for these requirements, which has created a new market for initiatives or private educational providers.

Markku Markkula, Vice President of the EU COMMITTEE OF THE REGIONS , described it as an important EU task to promote digital literacy in cities and to develop appropriate training and

learning infrastructures. Examples in Amsterdam are the skills initiative tech connect, or the OBA maker lab initiative maakplaats 021. Mick Slivecko from IBM Global Education spoke about international initiatives like the P-Tech Schools and IBM SkillsBuild and confirmed the importance of partnerships with local actors. The founders of initiatives from Europe such as waag, Hacker School, Code Door, Apps for Good, Ideas Box or the Hamburg Code Week brought further concrete experiences to the table. In our Open Space, not only our participants but also school classes and library visitors could experience these initiatives hands-on. From coding to Gamified Learning or Maker Learning. In more than 40 workshops, our conference participants were able to experiment intensively, learn new methods or exchange ideas. The Student Talks as well as the awardwinning teachers of the Comenius Network of the DUTCH ROYAL ACADEMY OF SCIENCE provided a complementary program.

IN NUMBERS:

329 PARTICIPANTS CONFERENCE, APPROX. 1,000 VISITORS PRELIMINARY EVENT: THE BIG MAKER WEEKEND (ORGANIZATION: WAAG), THE SCHOOL CLASS PROGRAM AND OPEN SPACE

SPONSORS:

ARUP - BAM - CODAM - FRANKFURT EDU - IBM - SAMSUNG

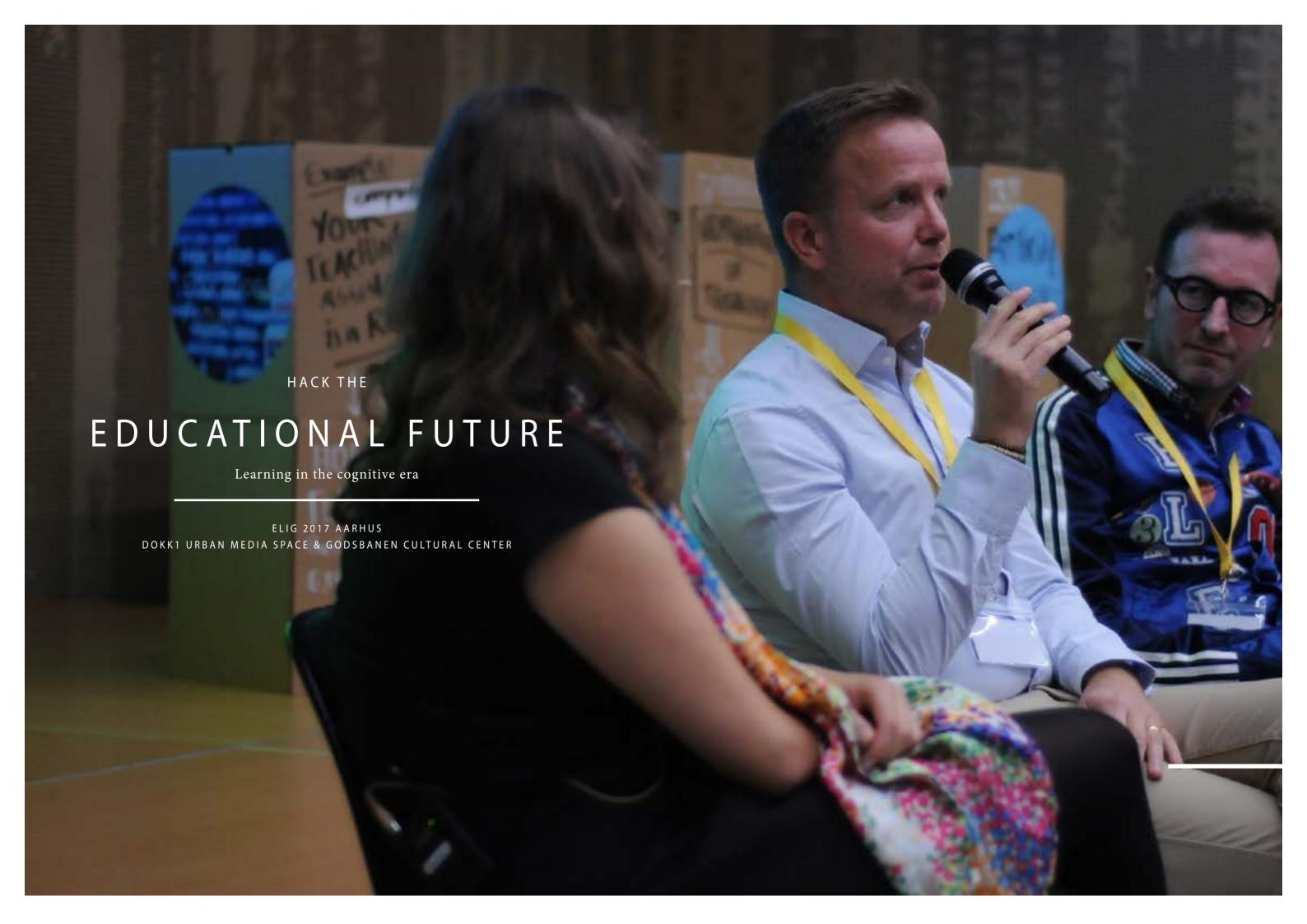
PARTNER:

OBA AMSTERDAM - TECH CONNECT - AMSTERDAN ECONOMIC
BOARD - WAAG - PRO BIBLIO - MAAKPLAATS 021 - 361 LAB
- HKU UNIVERSITY OF THE ARTS UTRECHT - STUDENT TALKS HOGESCHOOL OF AMSTERDAM - PAKHUIS DE ZWIJGER

WWW.BRAVENEWLEARNING.NL









What constitutes a digital learning culture? This was the topic of the ELIG conference "Hack the educational future". And what place would have been better suited for this in 2017 than Aarhus, the European Capital of Culture of the Year.

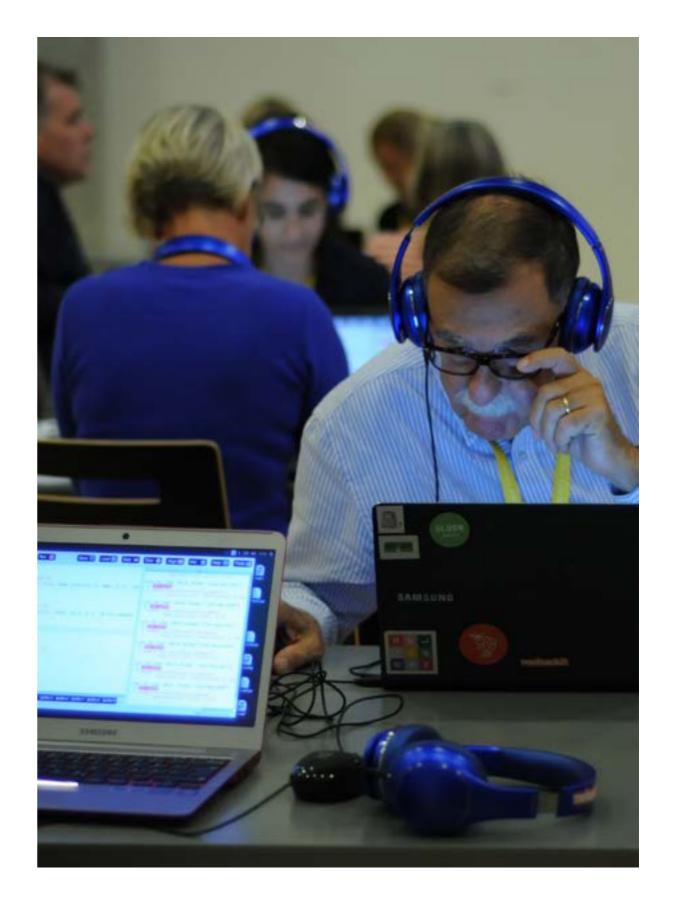
The conference took place at two creative locations: with a workshop day at the cultural centre GODSBANEN and a day of lectures and discussions in Urban Media Space DOKK1. In the beginning creative group work was on the agenda. Charlotte Sundaker, co-founder of the Swedish Digital School HYPER ISLAND, moderated the process in the style of an innovation camp, in which the participants switched between working groups and presented their interim results in several rounds.

A first workshop in partnership with the German learning supplier HOHENLOHER and the Berlin Innovation Agency INNOKI was about the use of Design Thinking in school. Wilhelm Schaffitzel, Managing Director of Hohenloher, emphasized how important it is to promote the culture of innovation in schools. And to bring schools closer

to modern design and agile methods for this purpose. With Innoki, a special Design Thinking Toolkit for schools was developed.

A Danish master's program for teachers is also based on ideas from Design Thinking. The heads of the program - Klaus Thestrup and Sarah Robinson from the Center for Teaching Development and Digital Media at AARHUS UNIVERSITY - had brought a whole school class and their students for a lively workshop. Their professional development program supports teachers in integrating digital methods into the classroom and in developing creative learning projects. Professor Ole Caprani was also involved with a project on creativity and robotics supported by the LEGO Group.

Then CODING PIRATES and MEHACKIT showed how elements from the hacking and making culture can make learning more exciting. The participants could experience this hands-on in creative workshops on coding and music with the Sonic Pi. The interaction between learning and technology was another topic of the conference.





Mick Slivecko from IBM moderated a workshop on cognitive computing in education based on examples such as IBM's collaboration with Sesame Workshop. Educational institutions indeed face the challenge of combining educational goals with the latest technological innovations, confirmed Blair Stevenson of OULU EDULAB Elin Walberg from SAMSUNG demonstrated this at the example of virtual reality and presented her project Media Innovation Lab for Education together with Lars Reng of AALBORG UNIVERSITY.

Rector Allan Kjaer Andersen gave an insight into the strategy of the ORESTADT HIGH SCHOOL in Copenhagen: his school has developed a 21st Century Curriculum, which it implements with the help of continuous digital and design innovations. Micha Pallesche, headmaster of ERNST REUTER SCHOOL in Karlsruhe shares this approach. His school has established its own educational innovation laboratory for this purpose.

Christian Kuhna, ADIDAS HR Trends Director, presented the Adidas Learning Campus - a network of creative learning locations combined with a virtual learning campus - an approach that has replaced traditional seminar rooms

and training courses at Adidas. Lars Häggström, former HR Director of the Renewable Material Manufacturer STORA ENSO, confirmed that the redesign of learning is part of a wider digital cultural change that concerns all companies. Per-Frederik Hagermark from LINKEDIN LEARNING und Gustav Borgefalk - founder of SQORE emphasized the power of social networks for learning. Armin Hopp, CEO of SPEEXX showed this at the example of his own company, which builds on a worldwide network of language coaches to offer targeted learning solutions.

IN NUMBERS:

120 PARTICIPANTS CONFERENCE AND WORK SHOPS, ABOUT 30 PUPILS, STUDENTS

SILVER SPONSOR:

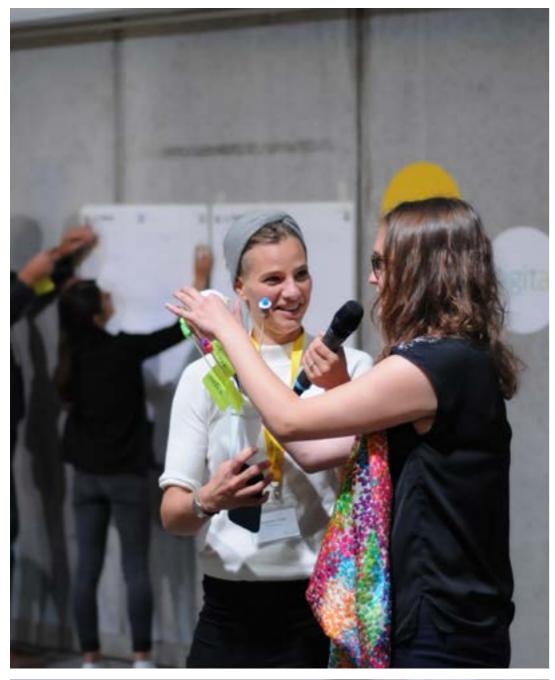
IBM

OTHER PARTNERS:

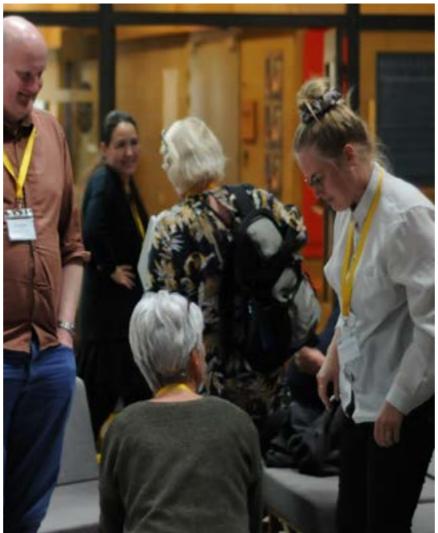
AARHUS UNIVERSITY - HOHENLOHER - INNOKI - MEHACKIT - CODING PIRATES - DOKK1 - VIFIN - KATRINEBJERGSKOLEN - CITY OF AARHUS

HTTPS://WWW.ELIG.ORG/WE-SHARE/AARHUS17/





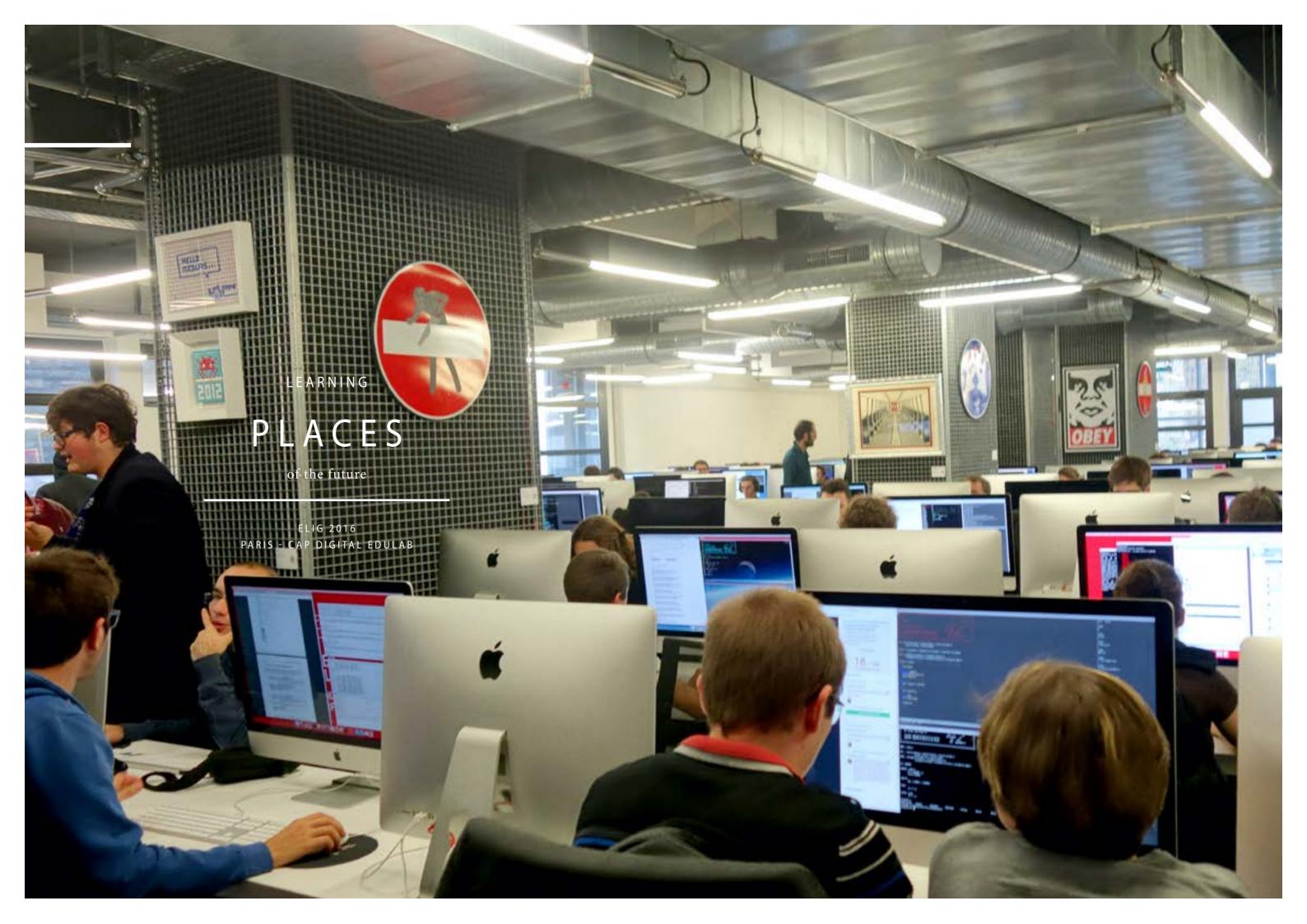






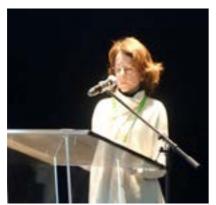












CONDORCET CAMPUS



DOKK1 LIBRARY

What will the learning places of the future look like? We welcomed over 160 participants in Paris to answer this question. In partnership with CAPDIGITAL, the cluster organization of the digital industry in the Paris - Ile de France metropolitan region.

The conference kicked off in the recently opened central building of the new Campus Condorcet in the Parisian suburb of St. Denis - one of the most ambitious educational projects in the Paris metropolitan region.

Jens Nymand Christensen, Vice Director General of the EU COMMISSION DIRECTORATE FOR EDUCATION AND CULTURE spoke

in his opening speech about the diversity and openness of the European educational landscape. He also talked about places that we could redevelop as places of learning with the help of digital technologies - from cultural centers or museums to libraries - and about the convergence of learning in the digital and analogue world

Architect Elizabeth Portzamparc also emphasized that the culture of a networked society is expressed in the design of its learning places. She spoke about the further planning of the Condorcet Campus and especially about the central library building

shrine for books, but as the social heart of the campus. Jannik Mulvad was able to confirm this through practical experience from Aarhus. Dokk1, designed in an inclusive process with the city's citizens, is an open learning space for all age groups. An Urban Media Space - with facilities for digital media production, Maker Labs, event and flexible workshop areas.

The contribution of Jarmo Suominen, professor at the AALTO UNIVERSITY and visiting professor at the MIT MEDIA LAB, sparked a lot of interest and debate. He presented his project "School as a Service", which he has developed with the Finnish that she is designing - not as a city ESPOO. A school that uses



UPMC SORBONNE



LEARNING PLACES OF THE FUTURE

ECOLE 42



EM LYON

different locations on the campus of Aalto University and in the city, and for this purpose does not need any longer a traditional school building. The students coordinate themselves via their smartphones. Professor Suominen spoke about the first practical experiences and his impression of how easy it is for the students to use such networked educational services. This was further emphasized by our excursion to the ECOLE 42, a coding school that operates without classrooms and lecturers. In Ecole 42, students learn in projects and evaluate each other as peer coaches with the help of a learning platform. Further excursions took place to the Paris PIERRE AND MARIE

CURIE SORBONNE UNIVERSITY (UPMC) and to the Microsoft Europe Campus, where our ELIG participants visited the Immersive Classroom. The Classroom is regularly used by school classes from the Paris region and also serves as an innovation laboratory for new digital technologies in education

comprehensive insight into the future strategy of an educational institution was provided by Bernard Belletante, Rector of the EM LYON Business School. In order to support its positioning as France's leading entrepreneurial school, the EM LYON draws on a combination of a flexible curriculum, learning

in entrepreneurial projects and a redesign of their campus for more openness and networking. Together with IBM, a digital strategy was developed for the university, which supports individual learning paths - via a personal learning portal for all students - as well as team and project-oriented learning in entrepreneurial projects. Mick Slivecko from IBM GLOBAL EDUCATION spoke in this context about the role of data and data analytics as the basis of a personal digital learning experience.

The element of personalization is also reflected in the concept of the open education provider KIRON that Aurore du Roy introduced.

THERE WILL BE



S P A C E F O L E A R N I N



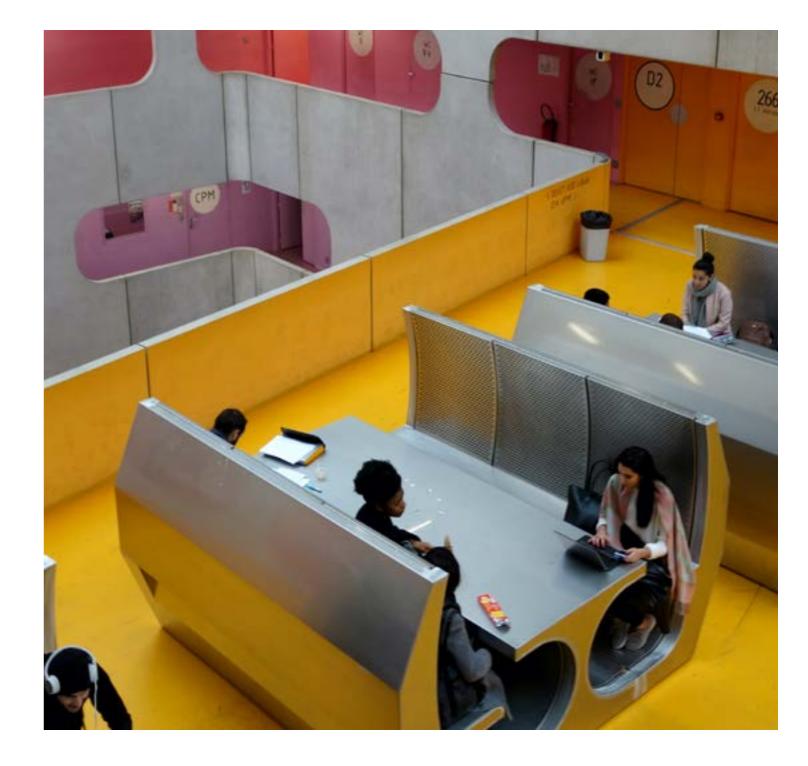
...THAT WE HAVE NOT EVEN THOUGHT ABOUT YET

JENS NYMAND CHRISTENSEN

DIRECTOR GENERAL EDUCATION & CULTURE

EUROPEAN COMMISSION

AT ELIG 2016



IN NUMBERS:

162 PARTICIPANTS CONFERENCE. 3 LEARNING EXPEDITIONS: ECOLE 42, UPMC SORBONNE UNIVERSITY, MICROSOFT IMMERSIVE CLASSROOM

SPONSORS:

IBM - FRANKFURT BOOK FAIR

OTHER PARTNERS:

CAP DIGITAL - EDFAB LAB - ECOLE 42 - UPMC SORBONNE

Universities - SynLab Transition Éducative

HTTPS://WWW.ELIG.ORG/PARIS16/



CLASSROOM OF THE FUTURE 2016

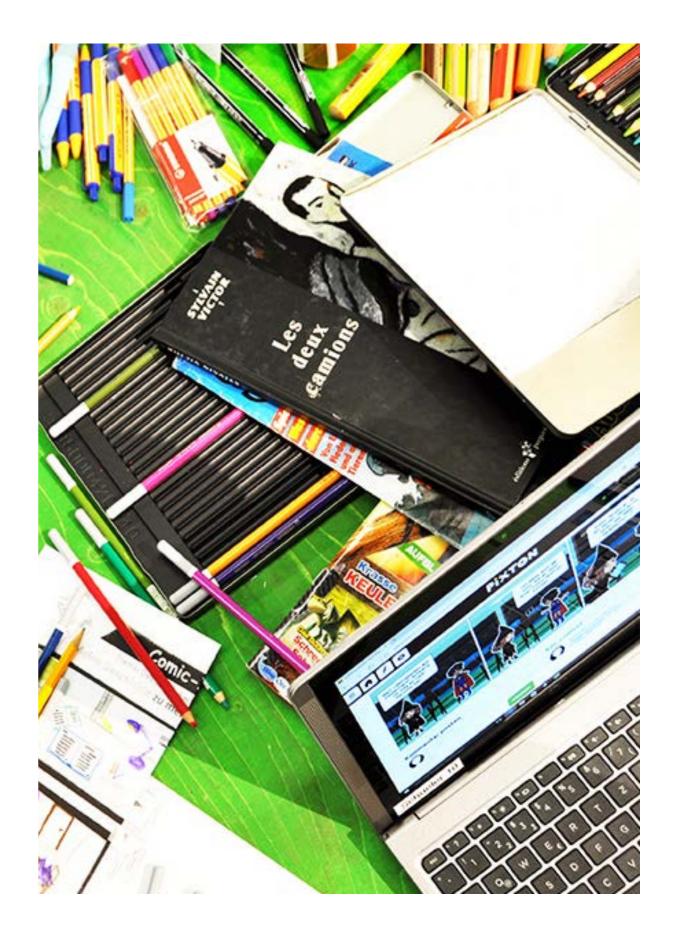






The classroom of the future is an educational event that we have developed together with the Frankfurt Book Fair. With elements from Design Thinking and the Maker culture, the classroom of the future shows how modern learning can work at school. In October 2016, around 1,000 pupils took part. In cooperation with the host country Flanders and the Netherlands, we conducted marine data experiments with real

scientific data and probes from the Wadden Sea, workshops on social robots with the UNIVERSITY OF GHENT and launched an environmental coding project with the SENSEBOX. In the field of media education, we have designed creative workshops on comics and graphic novels using the PIXTON community and a large student editorial office in partnership with YOUTH PRESS GERMANY.







FRANKFURT EDU LAB 2017-2018

Since 2017, the Frankfurt Book Fair has been bundling its various offers for the education sector under a new platform: FrankfurtEDU. As part of FrankfurtEDU, we have developed an open educational laboratory together with the Book Fair - the FRANKFURT EDU LAB.

With over 400 sqm area the LAB invites visitors to participate and experiment. The LAB addresses pupils, students, families and other interested visitors

In addition, we formed a partnership with the GERMAN FEDERAL ASSOCIATION OF LIBRARIANS (BIB). As a result, we were able to convince various German libraries to participate in the LAB, including MANNHEIM CITY LIBRARY with its mobile library laboratory, the TH COLOGNE with the Institute for digital media in libraries or the FRANKFURT CITY LIBRARY.

A suitable focus of the LAB is the topic of digital media with practical exercises and workshops on the competent handling of social media or the identification of fake news. We had invited lecturers from established German media such as SPIEGEL ONLINE, ZEIT ONLINE, WDR or RTL HESSEN as well as young journalists from YOUTH PRESS GERMANY or the MEDIA SCOUTS

The topics coding, hacking and making should not be missing in a LAB on digital education. A whole range of great initiatives have supported us in this area: programming, soldering or analyzing data with the visitors. These included the SAP YOUNG THINKERS, THE GERMAN YOUTH HACKERS, the Hamburg HACKER SCHOOL, and the initiative CODE DOOR, that organizes programs for refugees. The DAI Makerspace of the German-American Institute in Heidelberg

and the NODE Forum for Digital Arts were among the participants of the maker initiatives. The team from the University of Münster with the Sensebox construction kit for environmental sensor technology was also present again

In 2019 the LAB in partnership with Begeisterbus, HOPP FOUNDATION, the NODE e.V. - Festival Digitale Welten - and Techeroes took place for the first time in the outdoor area of the Frankfurt Book Fair. We could use this for new kind of learning experiences. With the Sensebox even a weather balloon with sensor technology was built and sent into the Frankfurt sky transferring its live data down to earth.

IN NUMBERS:

980 PUPILS IN CLASS (CLASSROOM OF THE FUTURE 2017)

APPROX. 2000 STUDENTS AND OTHER WORKSHOP PARTICIPANTS (FRANKFURT EDU LAB 2017, 2018, 2019 IN TOTAL)

PARTNER LAB:

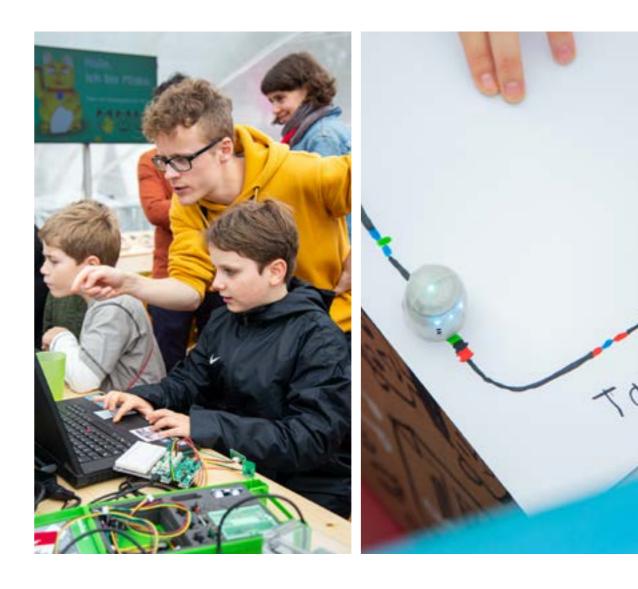
FRAKFURTEDU - FRANKFURT BOOK FAIR - BIB - HOPP FOUNDATION - NODE E.V. - DAI MAKERSPACE - SAP YOUNG THINKERS - HACKER SCHOOL - YOUTH HACKS - CODE DOOR SENSEBOX - TECHEROES - BEGEISTERHAUS

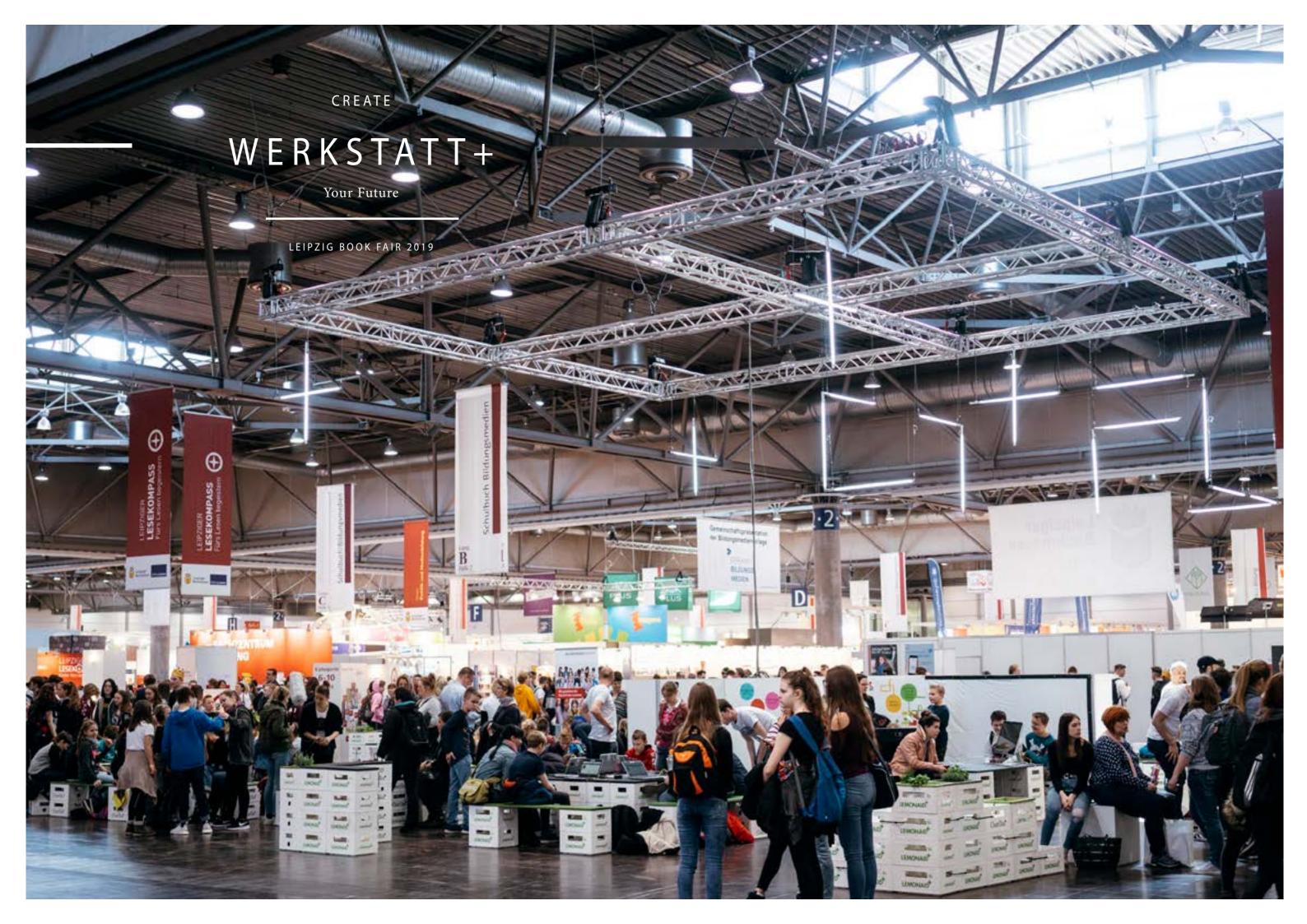
PARTNER CLASSROOM OF THE FUTURE:

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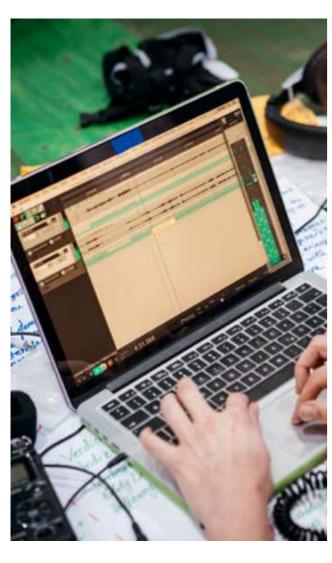




CREATI WITH DIGITAL MEDIA













With the Werkstatt+ we offer young people an insight into digital professional worlds. The fact that work is done in teams and virtually networked will increasingly be reflected in school-based learning as well. With the Leipzig Book Fair, we have developed a new educational format for this purpose, which we have organized for the first time in 2019 - on the occasion of the 7th Leipzig Library Congress in special partnership with the umbrella organization Library & Information Germany. More than 500 pupils took part via their school classes and an even greater number of young people attended our open workshops at the weekend.

IN NUMBERS: 512 pupils in class, approx. 700 visitors to the open workshops

Among other things, learning projects on social media and online journalism were on the agenda, on science journalism with the Riff Reporters, on fact research, instagram and influencers. An audio story project, a film music workshop and talks with creative people, such as an actress or a series producer, also provided insights into media production. The publishing group WESTERMANN showed groups of students their math learning platform Mangahigh, which works with collaborative gaming mechanisms. Also coding and robotics workshops with HACKER SCHOOL were part of the program

PARTNERS: Leipzig Book Fair - German Library and Information Association - Verlagsgruppe Westermann - Lemonaid

https://www.leipziger-buchmesse.de/werkstattplus/



IN DIALOGUE IN DIALOGUE





The digital change in the education sector needs an open and constructive dialogue between all those involved. The challenges are manifold: a networked society leads to a new learning culture. Learning places of the future are becoming open, more flexible, and will support social interaction and learning in teams and projects in entirely new ways. Digital and physical design elements are interacting more closely and together create an increasingly hybrid and personalized learning experience. With new data driven and cognitive technologies shaping the learning experience. At the same time, we are facing the challenges of a labour market that is undergoing major changes in the context of digitization. In which, on the one hand, new professional fields are developing, new skills and working methods are in demand and which is shaped by a young generation with new priorities and needs

The educational organizations and initiatives

participating in our conferences and events all face the challenge of adapting their strategy to this change. Some of them are based on a history of hundreds of years as a university or school, others have only been established a few years ago, e.g. as Bootcamp or Maker Initiative. In the same way, companies have to decide how to take up the digital cultural change, from the providers in the education sector with their new learning products and services to the many companies that are meeting the challenges of digitization as part of their human resources, education strategy or corporate culture development. Last but not least, there are the individuals, teachers, university professors and continuing education lecturers, who are confronted with digitization in their everyday working lives

In 2016-2019 we have therefore developed suitable educational formats: Firstly, our conferences with a high proportion of interactive workshops for





practitioners and decision makers. On the other hand, our LABs for pupils and students with an accompanying advanced training program for teachers and lecturers.

The exchange with the educational and digital policy is always an important part of our work. In 2016-2019, we were able to participate in a number of political committees and events, including the EUROPA FORUM LECH of EU Commissioner Günther Öttinger (2016), in the IMCO Committee of the EU PARLIAMENT , in the EUROPEAN INTERNET FOUNDATION, in the DIGITAL JOBS AND SKILLS COALITION and the initiative HIGH TECH SKILLS FOR EUROPE . There is a particularly close and friendly exchange with the EU COMMITTEE OF THE REGIONS and President Markku Markkula, who also chairs the Helsinki Metropolitan Area Planning Committee and is one of the leading minds behind the development of Aalto University and Espoo Innovation Gardens -

Finland's digital cluster. Indeed, cities and regions can play an important role in promoting local educational ecosystems

As part of this, we have contributed to a number of projects and events in 2016-2019. In Amsterdam to the OBA NEXT Ideas Workshop (2018), on the design of a next generation library for the Zuidas district. In Hamburg to the Körber Forum "Learning Cities" (2018) and the Digital Youth Convention TINCON (2019). In Rostock to the event "Digital Skills Learning, Living and Working in Mecklenburg Vorpommern" (2018). With workshops at the German Librarians' Days in Berlin and Frankfurt and at the Education Congress of the Frankfurt Book Fair. In 2016 we were also involved in the EU research project INNOENTRE (Entrepreneurial Learning in Universities) and in the review of the project EmployID (Cultural Change in Employment Agencies).

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Elmar Husmann

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We would like to thank our former advisory board members who have supported us in the past years:

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ROLAND BURGER (HACKING, MAKING)

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RAHEL FLECHTNER (SMART TEXTILE & FASHION)

ESTHER ZAHN (SMART TEXTILE & FASHION)

AS WELL AS INSPIRER OF THE HACKER SCHOOL HAMBURG, MEMBERS OF THE YOUTH PRESS GERMANY AND REEDU TEAM

The work of the non-profit ELIG Foundation has been financially supported by the following organizations in the period 2016-2019.:

Aalto University

Federal Association Libraries & Information Germany

Open University of Hagen

Frankfurt Book Fair

HOHENLOHER

IBM

IMD International

John Wiley & Sons

State Media Authority Mecklenburg-Western Pomerania

The Lattanzio Group

eXact Learning Solutions

Leipzig Book Fair

LEO Learning

Microsoft

PAU Education

Samsung

SPEEXX

OPEN LIBRARIES FOUNDATION AMSTERDAM

Westermann Publishers

VITRA

Young Digital Planet

For the support of our LABs, we would like to thank the following organizations for their free loan of equipment and technology

Lemonaid - LEGO Education - HP - Stabilo - Samsung - Vitra

Special thanks also go to the many partner initiatives, organizations and individuals who have volunteered to support us and have worked so magnificently with us in our 2016-2019 formats.

All ELIG events, LABs and workshops are open and usually free of charge for the participants or are offered at a nonprofit rate - with special support for pupils, students and teachers

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