

Kaleidoscope *MOOC update*

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Planning a MOOC

Goals, deadlines & action points



Task 4.3: *a quick reminder*

“(…) the Kaleidoscope MOOC will **guide** interested **learners** – whether they are educators, students, amateurs, GLAM pro’s, entrepreneurs or developers – how to implement and use the Kaleidoscope to their benefit. It will also introduce the users to the **diversity** of the Fifties in Europe, stimulating the **discovery** of Europeana contents and their reuse.”

Goals & deadlines

Milestone 6: MOOC started

31/01/20

“The page of the MOOC is online (link provided to INEA) and MOOC activities by students started”

Last time, we...

- Talked about the planning
- Presented the MOOC building blocks
- Framed the learning scopes
- Discussed the collab with CultureMoves
- Brainstormed in smaller groups



In the meantime, we...

- Designed the modules



Now, we should...

- Agree on the planning
- Assign tasks, write & film the modules!

Planning & quality gates: *an update*

- QG1 – About page and design approval (in progress)
- QG2 – Test module SEPT & OCT 2019
- Designing the other modules OCT & NOV 2019
- QG3 – Intermediate feedback DEC 2019
- QG4 – Final check JAN 2020

Designing a MOOC

Content, guidelines & building blocks



Common narrative? Creative with culture!

- “Building a digital cultural heritage community. *Innovative practices for user engagement with Europeana.*”
- In this MOOC professionals and volunteers in cultural heritage institutions as well as teachers, students and amateurs can learn how to **engage users with digital cultural heritage** by using Europeana content.













From the pitch/about page

- “After having followed the course, learners will have explored many **examples of user engagement**, as well as participated in **discussions in the field**. They will have gained the knowledge and skills necessary to **create and critically reflect on strategies** for user engagement in cultural heritage institutions.”

















MODULE	SUBJECT	WHO?
1	Introduction	KUL
2	User Engagement	KUL, COVUNI, NTUA, IMEC, ...
3	Photography	KUL, CRDI, TopFoto, KIK-IRPA, ...
4	Museums	KUL, SPK, OSZK, ...
5	Intellectual Property	COVUNI
6	Historical Dance	CultureMoves
7	Objects in dance	CM
8	Looking at tourism	CM
9	Cities & artistic production	CM

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4	Museums	KUL, SPK, OSZK












2. USER ENGAGEMENT

2.1	ACQUIRE learning goals of the module 	AQUIRE learning goals 		
2.2	ACQUIRE theory on user engagement 	ACQUIRE reading assignment (framework) 	PRACTICE multiple choice questions 	ACQUIRE list of terminology in pdf 
2.3	ACQUIRE UE in digital cultural heritage 	INQUIRE introduction to Europeana & WITH 	DISCUSS describe experiences 	ACQUIRE video on annotation 
2.4	ACQUIRE reflecting on learning goals 	DISCUSS self assessment, reflection 		

3. PHOTOGRAPHY

3.1	ACQUIRE learning goals 	ACQUIRE 1950s photography who, what, how (media) 	PRACTICE multiple choice 	
3.2	ACQUIRE photographic techniques 	ACQUIRE technique as basis for societal framework 	CREATE query Europeana & WITH > make collection 	DISCUSS write about experiences 
3.3	ACQUIRE self perception of the 1950s 	ACQUIRE self perception: the image of the 1950s 	DISCUSS specialized discussion: interpreting a photo 	
3.4	ACQUIRE perception now vs. then 	ACQUIRE case studies (East-West, migration, ...) 	PRACTICE compare two images 	DISCUSS write about assignment 
3.5	ACQUIRE reflecting on learning goals 	DISCUSS self assessment, reflection 		

4. MUSEUMS

4.1	ACQUIRE learning goals 	AQUIRE learning goals 		
4.2	ACQUIRE theory on (digital) UE in museums 	ACQUIRE interview with a professional in the field 	PRACTICE multiple choice 	
4.3	ACQUIRE tools for UE in/outside museums 	INQUIRE self perception: the image of the 1950s 	DISCUSS find your own example & share 	COLLABORATE shared discussion in forum (per country) 
4.4	ACQUIRE reflecting on learning goals 	DISCUSS self assessment, reflection 		



To be continued!