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Erasmus+ Programme
of the European Union



UPSKILLS and learning content



L-Università
ta' Malta

3 May 2022

Plan for this supplementary event

Today:

- Moodle training
- Discussion of progress

Tomorrow:

- Gamification on moodle
- Plan for student projects (task 3.3)

What we are expected to produce

- Collection and creation of materials that will be integrated into educational games
- aggregation of materials that will be presented to students within tasks for their research projects
- [creation of materials for the summer school]

*The content will be made congruent with the best practices and guidelines formulated under IO2. - hence, our focus on active-based learning.

Learning blocks

- Introduction to scientific research
- Analytical thinking and problem solving
- Project management
- Text processing
- Speech processing
- Collecting data from human subjects
- Introduction to programming
- Introduction to machine learning [focused on language data]
- Data standards and repositories
- Language data science [including inferential statistics]
- Linguistic theory

Content to be created

All topics will be handled in **both** a theoretical and applied fashion.

- Lectures (videos/screencasts?) and reading material for each session.
- Practical and group work.

Novelty:

- integration of content from other sources
- incorporation of content into interactive educational games (CE1)
- markedly research-oriented approach through both the educational games and the practical work that will feed into student projects.

Tasks 3.1 & 3.2

3.1 Overview of existing materials (with the intention of adapting suitable content for task 3.2)

3.2 Learning content creation (UB & UM)

1. Prepare the materials (including those to be included into educational games, adaptation of existing content for our target groups, including practical tasks and preparation for student research projects).
2. Tailor the content for the summer school (→ select parts of the courses to be taught in Belgrade in July 2023).

Tasks 3.3 & 3.4

3.3 Formulation of student research projects (UniGraz)

- formulation of student research projects
- + plans on how to organise virtual student showcases, and how to establish a better link with industry through research-based internships.

3.4 Dissemination of the created learning content (UB & CLARIN)

- [incorporation of learning content in partner institution curricula] to be handled locally by each partner
- dissemination of the created content beyond the partner institutions
- + inclusion of the developed material in relevant course registries.

Outstanding issues?

- Is the plan about what to create and how to deliver it clear?
 - Materials on moodle
 - Description of how to use the materials for prospective lecturers (short lesson plans on the basis of the outlines template)
- For practical tasks (small and big) the students will have an opportunity to participate in virtual showcases based on the theoretical material provided, where they would formulate examples of good research design and compare different approaches to similar research questions. These showcases could then be incorporated in the project materials, while also serving as preparation for the students' research projects.
- Are industry-based research projects enough to establish a link to the industry? What about internships?