

0900 a.m.	Arrival and firehose introduction of the participants			
1000 a.m.	Panel of mentors: How to conduct good interdisciplinary research?			
1100 a.m.		Author/s	Paper/Poster	Mentors
	Group 1 Learning Communities & Game Based Learning	Michael Filsecker and Daniel Hickey	Formative Assessment and Feedback in Educational Videogames	Lucia Pannese & Frank Fischer
		Anna Siewiorek	Toward business computer games as learning environments	
		Anupama Roy, Catrin Evans and Mike Sharples	Mobile Game Based Learning for Peer Educators of the Males having Sex with Males Community in India	
		Sebastian Kelle	Game Learning Patterns	
		Eva Schwämmlein	Self-presentation in Online Communities: Assimilation and Differentiation Processes	
		Christina Schwind, Jürgen Buder and Friedrich W. Hesse	Multiple Perspectives by Recommendations: Looking Beyond the Obvious	



	Group 2 Learning Environ- ments	Andreas Gegenfurtner	Technology-mediated learning at work: Uncovering the evolution of seeing, understanding, and medical imaging	Stefanie Lindstaedt & Rosamund Sutherland
		Sarah Eagle	Learning with interactive digital technologies in informal settings	
		Terje Väljataga	Forming a personal learning environment: an expression of self-direction in higher education	
		Carlos Alario-Hoyos, Eduardo Gómez-Sánchez and Miguel L. Bote-Lorenzo	Third-Party external tool integration for achieving tailorability in collaborative learning scenarios using Virtual Learning Environments	
		Alphonse Uworwa- bayeho	New technologies: mediation to change mathematics teachers to promote learning	
		Dirk Börner and Marcus Specht	Awareness for Contextualized Digital Contents in Ubiquitous Learning Environments	

	Group 3 Semantic Models and Metadata	Christoph Held	The Impact of Social Tags on Information Search and Knowledge Acquisition	Marcus Specht & Nicolas Balacheff
		Silvester Draaijer	Improving the Design Process for Selected-response Questions in Higher Education	
		Gabriela Pavel	Intelligent support for human learning of concepts from examples	
		Petr Knoth	Semantic Annotation of Multilingual Learning Objects Based on a Domain Ontology	
		michelet sandra, luengo vanda and adam jean-michel	DiagElec: A model of Diagnosis in Electricity using a learner’s model	
		Nicolas Weber	Gardening the Evolutionary Growth in Social Systems	

1230 a.m.	Lunch						
0130 p.m.	Group work continues <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"></td> <td style="background-color: #fde9d9;">Learning Communities & Game Based Learning</td> </tr> <tr> <td></td> <td style="background-color: #d9ead3;">Learning Environments</td> </tr> <tr> <td></td> <td style="background-color: #d9ead3;">Semantic Models and Metadata</td> </tr> </table>		Learning Communities & Game Based Learning		Learning Environments		Semantic Models and Metadata
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0330 p.m.	Coffee break and coming back together						
0400 p.m.	Panel of Mentors: Career planning: What options are there after the PhD?						
0500 p.m.	Closing						
0700 p.m.	Dinner						

Important for all PhD candidates, please prepare two things:

1. A firehose introduction of yourself and your PhD project for the introductory session at 9.00 a.m. Duration: 60 sec max. No slides.
2. A poster of your PhD project that you will use to introduce your project and its main issues during the small group sessions within 15-20 minutes (followed by 20 minutes discussion and feedback for each candidate).