
Sessió

SO 10.2: Experiències innovadores dins de la universitat

Hora:

Divendres, 02/07/2021:

9:00 - 10:00

Ponències

Can artists as Puccini or Goya assists in Teaching Family Business?

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As part of a Teaching Innovation Project and set in the subject "Management of Family Business" in Business Administration Degree, this proposal aims to investigate and analyse the use of arts (opera, films and pictures) to provide new tools for deepening in the analysis of the family business phenomenon. Another aim of this activity is to analyse if these new tools improve the academic results and the average related to the results of the students' questionnaires.

Providing Early Feedback based on Predictive Models: A Case Study

David Bañeres, Elena Rodriguez, Ana Guerrero-Roldán, Abdulkadir Karadeniz

Universitat Oberta de Catalunya, España

Personalized learning has evolved during the last decade by using artificial intelligence. Datafication of education allows gathering detailed information about students and create models to better success in their learning process. This paper focuses on modeling the students' performance by using predictive models and sends early feedback to students to provide them recommendations to pass the course. Finally, the model is applied to a real use case to see the accuracy of the model.

Are Voice Assistants Good Learning Companions of Generation-Z students of Computer Science in the Classroom? A Pilot Study

Sergio Savago

Universitat de Lleida, España

This paper investigates whether Apple Siri and Google Assistant, two of the most used Voice Assistants, can become good learning companions of Generation-Z students of Computer Science. Based on a participant observational study conducted over a semester in two courses, we show that beyond cheering students up by adding fun to exercises, Siri and Assistant were not useful learning companions, as they did not behave as competent human tutors, and were seldom used by our students in class.

Meta-Research Conference: Data-driven planning of a research methods situated-learning activity

Konstantinos Michos, Davinia Hernández Leo

Universitat Pompeu Fabra, España

This paper presents the Meta-Research Conference, a learning task for situated learning implemented in two consecutive years in a master course on Research Methods. Through this task students tackle responsible research aspects, apply skills learned during the course, and engage in tasks of professional researchers. The paper also shows how learning analytics based on LMS activity logs, student feedback questionnaires and grades are used to improve the course design.

Collaborative Learning Designs using Pyramid App

Ishari Amarasinghe¹, Davinia Hernández-Leo¹, Kalpani Manatunga¹, Marc Beardsley¹, Jordi Bosch¹, Mar Carrió¹, Jonathan Chacón-Pérez², Manel Jimenez-Morales¹, David Llanos¹, Sílvia Lope¹, Judit Martínez-Moreno¹, Patricia Santos¹, Milica Vujovic¹

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Designing effective collaborative learning activities for classroom is challenging. The PyramidApp is a tool that facilitates the implementation of the Pyramid pattern, shaping a collaboration structure that promotes the participation of all students and fruitful social interactions. This paper shows how this educational strategy can be applied to different types of tasks and subject matters, shedding light about how computer-supported collaborative learning can be incorporated in the classroom.

Science communication and artificial intelligence. A Magic and Science chatbot as an educational tool

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Artificial Intelligence (AI) has entered the realm of higher education and has become an impressive emerging field. Since AI is starting also to be applied to Science Communication, we review and assess the opportunities of AI in Science education and communication, along with a particular application of AI: a chatbot on Magic and Science tricks that are used to learn a few complex concepts in core Physical Chemistry and to increase public understanding and awareness of Science.