Co-funded by the Erasmus+ Programme of the European Union

WEBINARS

During the project, a total of 11 ALIEN webinars were delivered on-line. The webinars were attended by researchers of the project partners as well as external stakeholders, namely they had an international audience. Most of the webinars are still available to review through streaming.

**Problem-Based Learning and the ALIEN Project Objectives (November 22, 2019)**

The first ALIEN webinar was conducted by project leader, Dr. Hariklia Tsalapatas from UTH. The webinar presented the problem-based learning approach and related active and experiential learning methodologies.

Reflections on the Use of Active Learning in Large Groups (January 23, 2020)
The webinar was conducted by Dr. Janet Read and Dr. Gavin Sim from UCLAN. The webinar presented insights on the deployment of active learning methodologies on large groups of students.

Gamification and Problem-Based Learning (May 5, 2020)
The webinar was conducted by Dr. Martin Sillaots from TLU. The webinar presented the gamification design process and focused on how to integrate PBL with gamification or GBL in which problems are challenges.
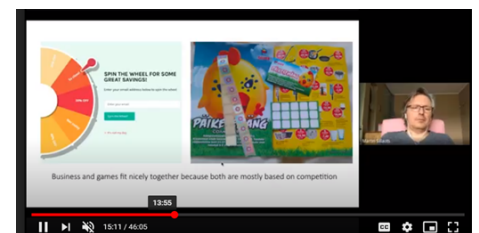
Digital Problem-Based Learning Platforms (May 28, 2020)
The webinar was conducted by Dr. Carlos Vaz de Carvalho from IPP. The webinar presented the use of online problem-based learning solutions that allows to overcome the current limitations and also to extend the scope of application of this methodology to online collaboration processes.
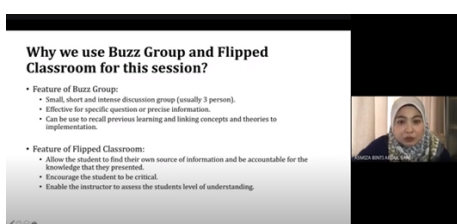

The TEALs Laboratory and Experiences on Active Learning in Malaysia (June 25, 2020)

The webinar was conducted by Dr. Raja Jamilah Raja Yusof, Dr. Hazrina Sofian and Dr. Asmiza Abdul Sani from UM. In this webinar series, TEALS was introduced, which elaborates on its learning space principles and its existing set of software and hardware.

Design Thinking in Problem-Based Learning Contexts (September 10, 2020)

The webinar was conducted by Olivier Heidmann from UTH. The webinar presented the DT framework and practical processes of synthesizing solutions through empathy, problem-statement definition, ideation, prototyping, and evaluation.
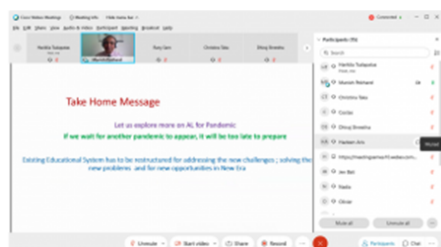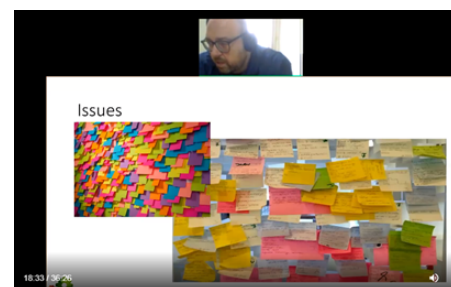
Education in the New Era (October 22, 2020)

The webinar was conducted by Dr. Manish Pokharel from KU and focused on the proper use of emerging technologies to equip the entire world to address the new challenges and grab the new opportunities with proper education.

Active Learning Techniques at Hanoi University (November 19, 2020)

The webinar was conducted by Nguyet Dinh Thi Minh and focused on the challenges in teaching and learning in the 21st century classroom. Active learning was analyzed and practical techniques were introduced. Emphasis was placed on applying these techniques in teaching courses at FIT, Hanoi University to enhance student engagement and learning.
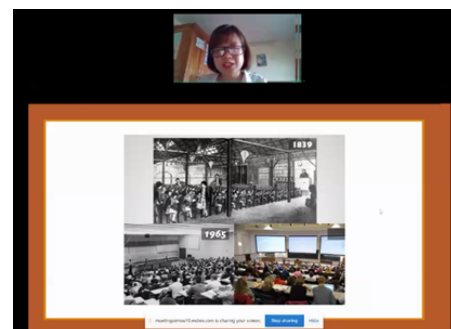
Learning in problem-based learning (PBL) context at Isra University – from the old normal to new normal (February 11, 2021)

The webinar was conducted by Dr. Mutee U Rahman and presented PBL practices at ISRA University. Apart from the use of some software tools and platforms overall PBL model remained same in old normal and new normal situations at ISRA University.

Teaching S&T through Active Learning on-line (February 18, 2021)

The webinar was conducted by Jehana Ermy Jamaluddin, Karmila Kamil, Rahmat Abdul Wahid, Feninferina Azman and Low Loi Ming from UNITEN. The webinar was a discussion among educators at the university on best practices related on how to cope with on-line instruction.

Active Learning at the Technical University of Gabrovo (March 25, 2021)

The last ALIEN webinar was conducted by Irena Rashkova and presented experiences from the deployment of active learning in courses at the Technical University of Gabrovo.

COMMUNITY EVENTS

During the ALIEN project, over 40 community events took place locally at the partner communities. These events engaged the academic communities of the project partners as well as external stakeholders, including other universities, other sectors, such as secondary and vocational education, and authorities.

The number of individuals participating in ALIEN community building events was approximately 3.400, exceeding the proposal target of 1.250.

INSTRUCTOR TRAINING EVENTS

Over 65 instructor training activities took place in the context of the ALIEN project. The activities aimed to familiarize instructors at partner sites on the general concepts of active and problem-based learning as well as on the practical deployment of the ALIEN learning intervention, including the use of the ALIEN problem-based learning labs at Asian partner sites and the ALIEN digital learning platform and content.
Instructor training was an on-going process that started in spring 2019 and continued until the end of the implementation period in spring 2021. A series of training sessions took place at each partner site targeting educators as well as supporting staff with the objective of building the capacity of participating organizations to deploy emerging active and problem-based learning design.

The number of instructors trained on ALIEN methodologies and tools at the end of the project implementation period over 1.100, exceeding the proposal target 510.

USE IN COURSES

During the project, there were different active and problem-based learning activities that took place at each ALIEN partner site in Europe and Asia. The activities took place in the context of the ALIEN implementation aiming to expose students to emerging active and problem-based learning design deploying the ALIEN learning intervention, which includes the physical laboratories and the ALIEN digital learning platform and active learning problems that are based on digital tools.

In terms of physical infrastructures, the activities deployed the ALIEN problem-based learning labs developed at Asian partner universities. Correspondingly, activities in Europe deployed existing laboratories at partner sites.

The activities took place in the 2nd half of the project implementation period from spring 2019 to spring 2021.

The number of courses in which ALIEN outcomes were used during the project implementation period is over 130, exceeding the proposal target of 125.

ALIEN's Short-term impact on students
• Exposure to improved didactical processes and learning delivery through the deployment of problem-based learning labs, digital services, and digital educational content.
• Enriched educational experiences through higher interaction, collaboration, and engagement in the classroom resulting from active- and problem-based learning design.
• Enriched problem-solving capacity as a result of being exposed to emerging problem-based digitally enabled learning design.
• Better placement possibilities in the job market as a result of skill sets tailored to industry needs. ALIEN develops both foundational knowledge and soft skills such as critical and analytical thinking, project management, collaboration in diverse groups, and more.
• Enhanced motivation to engage in learning as a result of enriched educational activities.
• Ability to use new knowledge in the real world as a result of ALIEN active learning design that simulates industry problem-solving practices.