

## Case Study template

### A) General Part

<b>General</b>	
Case Study Title	Collaboration Media and Learning Unit - Faculty of Educational Sciences
DIALOGUE thematic group	New media
Date of the case study	09.02.2012
<b>Contact Information</b>	Anneleen Cosemans
Name of the institution	KU Leuven
Location/country	Belgium
Size of the organisation/ Number of academic/research and non-academic/administrative staff	9000 staff members, 36 000 students
Website	www.kuleuven.be
<b>Abstract</b>	
Key words	educational technology; ict and new media in higher education
Please provide a short abstract of the case study	<p>The Media and Learning Unit and the Faculty of Educational Sciences collaborate on different levels:</p> <ul style="list-style-type: none"> <li>- Media and Learning Unit staff (educational technologists) follow relevant lectures, in which research results are presented, at the Faculty of Educational Sciences</li> <li>- Media and Learning Unit proposes relevant topics with regard to educational technology for Master theses students of the Faculty of Educational Sciences</li> <li>- Media and Learning Unit supports two courses on the subject of educational technology at the Faculty of Educational Sciences: this gives students the opportunity to experiment with the educational technologies they are learning about and so to apply theory in practice</li> </ul>



## B) Specific Part

The following part depends on each thematic group, outlining strengths and weaknesses of the chosen situations.

### 1. Context

Please present the general background (“landscape of experience”) of the activity and in which institutions, organisations, units or sectors the case took place.

The Media and Learning Unit is a central educational support unit of the university. They offer teaching staff at the university advice on and support with the effective use of digital, interactive and audiovisual media in higher education. Secondly, Media and Learning also offers students and staff of KU Leuven Association professional advice, overall guidance and training in producing and using interactive media. Finally Media and Learning Unit develops media systems for the use of multimedia equipment in education, in the physical world (auditoria, seminar room, ...) and in virtual environments (Blackboard, Videolab streaming server, iPod, ...).

On the other hand, the Faculty of Educational Sciences, more specifically the centre for instructional psychology and technology is doing research in the field of instructional technology. Also, as part of the Master of Educational sciences, students can take different courses in the field of instructional design and educational technology.

In order to exchange results and outcomes from educational research and give input and feedback from the practice side, a collaboration between the faculty and Media and Learning has been set up.

This collaboration is organised into different levels:

- Media and Learning Unit staff (educational technologists) follow relevant lectures, in which research results are presented, at the Faculty of Educational Sciences
- Media and Learning Unit proposes relevant topics with regard to educational technology for Master theses students of the Faculty of Educational Sciences
- Media and Learning Unit supports two courses on the subject of educational technology at the Faculty of Educational Sciences: this gives students the opportunity to experiment with the educational technologies they are learning about and so to apply theory in practice

This collaboration will be strengthened and further developed in the future.

### 2. Objectives and Purposes

What are the objectives and purposes of the concrete action?



- exchange of expertise: relevant educational practice and research
- involvement in relevant educational practice and research from both sides

### 3. Combination of research and practice

How does this activity combine insights from research and practical hands-on experience?

Educational research is used to feed educational practice and the further elaboration of educational support services Media and Learning Unit offers.  
Current educational practices influence suggested research topics to master students.

### 4. Instruments for implementation

Does the institution/sector/unit provide instruments (e.g. ICT or human resources) for the implementation of the concrete action? Which tools were applied?

not applicable

### 5. Best practice/ Bad practice:

What kind of results were obtained? What do you consider to be the innovative or interesting part of this concrete action?

What are the barriers (potential and effective) to the full implementation of this action and what are its benefits?

In which sense can this action be useful for DIALOGUE?

- new initiative at our university
- stimulates further collaboration
- unique opportunity to exchange information

### 6. Direct link of researchers and practitioners in this activity

Are researchers and practitioners directly linked in this activity?

- If yes, how are they linked and what are the communication and interaction processes?
- If they do not communicate directly, how are findings from research connected to practical activities and vice versa?

yes, educational technologists and other staff members from the Media and Learning Unit and researchers of the Faculty of Educational Sciences

### 7. Transferable elements

Which elements would you identify as easily transferable to other institutions in different regional and national contexts?

the different ways in which exchange is organised

### 8. Recommendations for dissemination

Briefly identify the most important points in the case study for other ULLL managers and practitioners – these may include risks as well as benefits.

Please formulate some recommendations for the dissemination on the basis of the case study addressed to the working group and other partners.

### 9. Additional information

Please state additional sources like bibliography, website, publications, reports

We are intending to put your case study on the website.

Please tick here  if you do **not** wish to see your case study published on the project's website

ANNEX I

Example: New Media TWG. (How to connect virtual and physical space?)

