AALBORG UNIVERSITY
DENMARK

ViLD Annual Meeting 2017 - Mixing Visual Realities

Buhl, Mie; Nielsen, Simon Graven

Link to publication from Aalborg University

ViLD Annual Meeting 2017

MIXING visual REALITIES

ViLD Reports #1
Mie Buhl & Simon Graven Nielsen, Aalborg University Copenhagen

ViLD
Visual Studies and Learning Design

Foreword

Research Center for Visual Studies and Learning Design (VILD) first annual meeting took place in Odense at University College Lillebaelt November 16th, 2017.
The idea of the annual meeting is to bring ideas and interests from researchers, educators and professionals together and drive the agenda of exploring the visual's potential for knowledge generation. ViLD's annual meeting was organised in activities to enhance visual experience, communication and interaction between the participants. The theme of the meeting was Mixing visual Realities which was approached, presented and discussed in an inspiring and constructive atmosphere. This report sums up the eventful day in pictures and text.

Thank you to all of you who made this a wonderful day. We are looking forward to see you next year!

On behalf of ViLD, Mie Buhl, Director

Partners:

Content

Welcome speech, Mie Buhl, Director, ViLD

Welcome speech, Erik Knudsen, Rector, University College Lillebaelt

Presentation of Workshops

Presentation of Stands

Explorarium

Becoming a ViLD'er

Presentation of Keynote, Pauline Asingh, Leading curator, Moesgaard Museum

Go-home-event at Brandts: Lars von Trier: The Good with the Evil

Pictures from an inspiring day

List of participants

Welcome speech by Mie Buhl, Director of ViLD

Mie's manuscript to the welcome speech.

Mie Buhl

"Hello everybody and welcome to ViLD annual Meeting 2017!

We are happy to see you here at UCL in Odense and we are looking forward to spend this day with you. UCL is a ViLD partner and they are hosting the annual meeting of this year.

I will give you an introduction to the day, but before I do that, I would like to introduce you to Rector at University College Lillebaelt, Erik Knudsen, who has been very supportive in making this event happen. Thank you for that.

The annual meeting is about...

This annual meeting is about engaging in, driving the agenda and defining a platform for exploring the potentials of the visual. We hope you all want to be a part of that.

ViLD is an international research center. We are also a HUB for people who are interested in finding out more about visual knowledge practices and visual learning. ViLD emerged from the wish to gather people from different research areas, different knowledge domains, different educational fields and different professions and benefit from the synergy.

ViLD is organized in dynamic partnerships. This means that you can participate in ViLD in many ways as an institutional partner, research project partner, as a case giver, helping us driving the agenda, or as a friend. Currently, the institutional partners are University College Lillebaelt, The Design School in Copenhagen, University College Capitol, and The Animation Workshop, VIA University College.

We are located at Aalborg University in Copenhagen and the institutional partners are represented in a steering group, which meets 2-3 times a year. The institutional partners are behind the program and the organization of this year's annual meeting.

Theme of Annual 2017: MIXING visual REALITIES

This year we have chosen to focus on the role and functions of the visual in our perception of reality: New technologies create and make use of a broad variety of visualizations. Art works provoke us to see things differently. Knowledge in new forms promotes new insights.

By engaging in mixing visual realities as a theme, we want to explore diverse arenas where images provide experience beyond the traditional divisions.

We invite you to dig into these arenas together with us and we want the exploring to be a shared endeavor. This is why our program takes its starting point in workshops followed by sessions that facilitates your sharing of ideas and knowledge. We need your help to drive the development of visual knowledge and learning forward. We want to put forward our vision about

- *Developing visual learning practices for all levels of the educational system*
- *Developing visual knowledge building in cross-disciplinary research*
- *Using visual representation forms for dissemination and communication*
- *Using visual practices for organizational development in business communities and institutions*
- *Using visual methods to develop community practices.*

Sharing, daring and caring

ViLD is about sharing ideas and knowledge

ViLD is about daring to explore new fields

ViLD is about caring for new insights to emerge.

To move this agenda forward, *the following workshops contribute:*

> *# Workshop 1: TED-ED online education, hosted by The Animation Workshop*

> *# Workshop 2: The Children of Abraham, hosted by UC Lillebaelt*

 # Workshop 3: Playful programming, hosted by Aalborg University/University of Southern Denmark, The Maersk McKinney Moller Institute

 # Workshop 4: Virtual reality for visual learning in different domains, hosted by Aalborg University

The room we are sitting in, you also see seven stands:

- *Historielab.dk*
- *Læremiddel.dk*
- *Fleksibel Læring og Uddannelse i Danmark (Fluid)*
- *Nordic visual studies and Art education (NoVA)*
- *Læreruddannelsen i billedkunst, University College Capital (UCC)*
- *The Animation Workshop VIA UC*
- *MuX - a Music Playground for Virtual Reality*

We invite you to mingle during breaks and lunch, visit the stands and have a good chat with the presenters. After lunch, you have to choose between two sessions:

'Explorarium' and Becoming ViLD'er

The Session Explorarium facilitates collaborations between you who are interested in developing works together – either research and/or development projects. The session will bring together ideas derived from the morning sessions and enhance the synergy between different areas of expertise.

ViLD cordially welcomes you who feel strongly about promoting a focus on visual learning and experience to join ViLD and becoming ViLD'er. The session introduces you to the activities ViLD has to offer and explains how to be involved. ViLD welcomes good ideas for how to set a visual agenda for education and research on both the national and international levels.

Key Note

Our keynote speaker, Pauline Ansingh, gives a talk about how they developed a new digital and visual facilitation of Moesgaards exhibition.

Her talk is followed by a wrap-up and networking.

Go-home-event at Brandts

As a special treat, Brandts invites us to a go-home-event. They serve a refreshment and give a guided tour in Lars Von Trier Exhibition: The Good with the Evil.

I wish you all good and fruitful day!"

Rector of University College Lillebaelt, Erik Knudsen's welcome speech

Erik Knudsen

Erik Knudsen welcomed the participants to University College Lillebaelt. In his speech, he emphasized how digital visual technologies offer new opportunities for teaching and learning. Students already use visual media when they seek information on the internet, or for communication. By being a partner in ViLD, UCL wishes to take part in investigating how we can utilize analogue and digital visualisations for developing new learning practices in a wide spectrum of professions.

Workshops

At the annual meeting four workshops were represented working with different perspectives of mixing realities through visuality.

Workshop 1: TED-ED online education. *Hosted by The Animation Workshop Viborg*
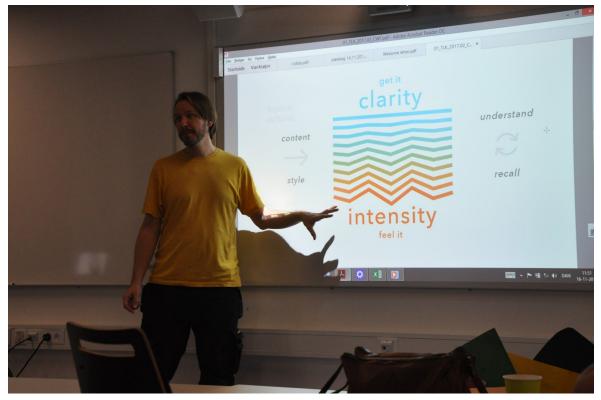
At this workshop, teacher and science mediator Henrik Malmgren, from The Animation Workshop, introduced participants to a current cooperation with TED-ED, the world's leading online video education platform. The presentation focused on the production of animation as a tool for the dissemination and distribution of knowledge, scientific experiments, theories and complex problems representing a number of contemporary research topics. Workshop participants were presented with short exercises that lead into the mindset behind visual dissemination and the co-production process between animator and science mediator. The purpose of the workshop was to introduce participants to the potential of animation and production, both as a tool for the dissemination of knowledge and as a method for the further development of their own practice within teaching and education.
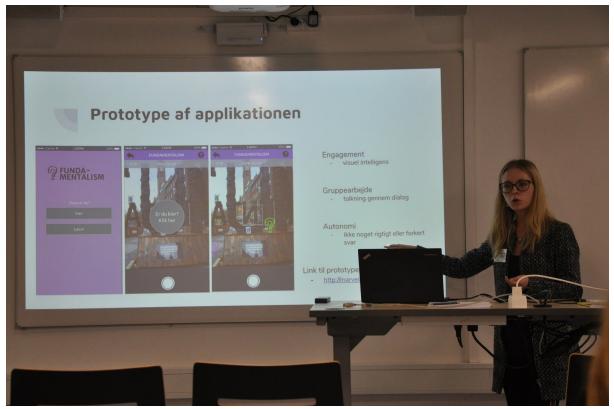

Workshop 1: TED-ED online education

Workshop 1: Henrik Malmgreen, TED-ED online education

Workshop 1: Sia Søndergaard, TED-ED online education

Workshop 2: The Children of Abraham. *Hosted by UC Lillebaelt*

The sculpture The Children of Abraham is an art and dialogue project by artist Jens Galschiøt. The project focuses on religious fundamentalism and is based on 600 quotes that show the bright and dark sides of Judaism, Christianity and Islam. The sculpture was the starting point for the development of a cross disciplinary teaching course that is being tested while the sculpture is exhibited in Vejle in autumn 2017. Furthermore, a digital learning design to enhance the visual learning experience from the sculpture has been added. The workshop presented and discussed how its visuality and meaning may provide cross-disciplinary learning processes in secondary schools.

Workshop 2: Laura Lassen, The Children of Abraham

Workshop 2: The Children of Abraham

Workshop 3: Playful programming. *Hosted by Aalborg University/University of Southern Denmark, The Maersk McKinney Moller Institute*

Programming is a creative endeavour. This workshop concentrated on playful programming applications (such as Scratch, Micro:Bits and Ozobot) for children and young people. When engaging with these tools, young programmers often need to animate, draw, create patterns or 'read' visuals. During the workshop the participants used small Ozobots to explore interactive and multi-linear narrative by breaking a story up in pieces, and add alternative paths and endings after which they used tangible programming mediated by robots in combination with paper and pen to animate and explore multiple versions of their stories. The robots was helping to see beyond the reality of a story as text and drawings, and to augment a single story into a multi-linear narrative.

Workshop 3: Playful programming

Workshop 3: Workshop instructor, Stine Ejsing-Duun drawing at Playful programming

Virtual Reality for Visual Learning. *Hosted by Aalborg University*

This workshop focused on how virtual reality may be used for visual learning experiences in diverse domains (e.g. medicine or the arts). The conductors of the workshop presented their project "Virtual Reality for Anxiety Rehabilitation" which is a combination of technology and learning design that searches to illuminate virtual reality in relation to rehabilitation practice institutions with focus on improving citizens with autism and anxieties personal competences and living conditions. The workshop ended with a discussion on how the visual experiences from VR are actually different from video experiences when it comes to learning and how video for VR experiences can be made. The purpose of the workshop was to try out ideas for visual learning using VR technologies.

Workshop 4: Daniel Andersen instructs Virtual reality for visual learning

Workshop 4: Christian Lindgren in Virtual reality for visual learning

Stands

At the annual meeting there were multiple conference stands represented which in different ways were relevant to the theme of the meeting.

HistorieLab.dk

In HistorieLab they focus on developing didactics in the virtual reality field and on how to

make the virtual reality technology accessible and useful in education. HistorieLab has in cooperation with Kongernes Jelling and Serious Games Interactive developed a virtual reality model of the monument area in Jelling. A team of student teachers from Jelling has developed a proposal to how virtual reality movies, glasses and virtual reality technology in general can be used in an educational context. For more information about HistorieLab, please visit www.historielab.dk

HistorieLab.dk

Læremiddel.dk

Læremiddel.dk was also represented at the meeting. They presented a wide range of their latest publications. Laeremiddel.dk is a national knowledge center located in Odense which aims to develop and convey knowledge of the importance for learning and education. Laeremiddel.dk solves a number of consultancy and evaluation tasks. They analyse and evaluate different types of book and web-based learning materials in close collaboration with makers of learning materials, municipalities and educational institutions.

Læremiddel.dk

FLUID

FLUID brings together providers, suppliers, and other interested in new, flexible IT-aided teaching methods and education. Fluid is founded on a strong network in different sectors nationally and and has a strong connection to international networks. They invited to a chat about the possibilities in the network.

FLUID

NoVA - Nordic Visual Studies in Art Education

This stand represented Nordic Visual Studies and Art education (NoVA) with a project from a NoVA internship: Using Artist Exercises together with children and youth, we explore how open and participatory forms of learning through artistic exploration and research can turn on the imagination and contribute to the formation of experimental and democratic societies.

NoVA is an international master's programme collaboration between three Nordic countries www.nova-master.dk. NoVA offers a blended learning programme of contact teaching, online teaching and student exchange at one of the three universities for one semester. Furthermore, Danish students conduct an internship in one semester before their final master thesis work. NoVA partners are Konstfack, Stockholm, Aalto University Helsinki, Aalborg University

Example of Internship material from the international Master programme: Nordic Visual Studies in Art Education (NoVA).

Digital & Installation works by art students at UCC teacher training studies, Campus Carlsberg

The stand presented the project: CARLSBERG IN TRANSITION: An Artistic and cultural contribution to Copenhagen Culture Night - an annual public one-day open house event. Here art teacher students at UCC showed the results from their creation of digital installations, using the local new architecture of Campus Carlsberg as inspiration and as a canvas for experimental work. Taking inspiration from old & new buildings at the site of Carlsberg, the students worked out video visuals grasping/condensing the idea of CARLSBERG IN TRANSITION. Both as digital landscapes, installations / installationary work and as transitional worlds or landscape projections as scenery design for a live fashion show. The digital landscapes created new experiences of the location. At the stand is was possible to re-experience the event through photo documentation.
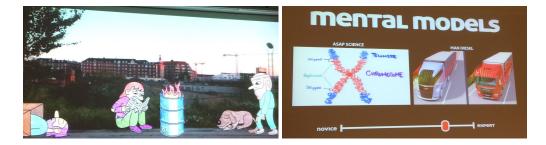

Kirsten Skov presents excerpts from Carlsberg in Transition

Excerpts from Carlsberg in Transition, UCC

Sci-Vi // Visualisation and Animation in Science Dissemination - The Animation Workshop VIA UC

Sci-Vi is an initiative at Center for Animation and Visualisation (CAV) focusing on visual research dissemination in different corporations and projects. Sci-Vi is at the same time a community in the field of visual science dissemination. One of the platforms for the community to pitch their projects and share knowledge was at the annual Sci-Vi conference: http://animationsfestival.dk/portfolio/sci-vi-da/. The conference posed the questions: Can cooperation between researchers and visual storytellers strengthen research dissemination and to what level? How can we use narratives when we communicate research? What is the relationship between the visual and cognition? How do we strengthen the cooperation between scientists and visual storytellers? -incl. examples of partnerships.

Excerpts from Sci-Vi conference, 2017

TED-ED online

MuX - a Music Playground for Virtual Reality

MuX is a Music Playground for Virtual Reality. In MuX, you can build your own sounds, create your own instruments and invent "music machines" by connecting together various components. MuX is a platform for creators and musicians to build and share crazy, impossible synthesizers. Engineer. Compose. Perform.

For more information, visit:

www.playmux.com

Virtual music composition - MuX

MuX - a Music Playground for Virtual Reality

Explorarium

Tine Kjølsen facilitates Explorarium

Ideas in the making - Explorarium

In the explorarium, the participants discussed multiple subjects and ideas with the aim of future collaborations.

The virtual reality technology was a significant topic, especially as a medium to different kinds of treatments:

- What potential do virtual reality have in rehabilitation?
- Virtual reality scenarios with the aim of the patients needs, self-training and rehabilitation in general.
- Virtual reality focusing on skill training for hospital nurses.
- Research in the evidence of virtual reality compared with video.
- Virtual reality as a medium for curing examination anxiety.

Another take was to use virtual reality as a media of distance work stations.

In continuation of the virtual reality topics, ideas of conducting research in the potential for convey knowledge through visual narratives, the potential of multimodality, sketching as a tool for learning and visual programming for the purpose of storytelling in schools was suggested. Furthermore there was a request of collaboration of basic research and common research areas. Finally it was suggested to use pecha kucha as the frame of the presentations in the next annual meeting.

Becoming a ViLD'er

Mie Buhl invites to Becoming a 'ViLD'er'

In the Becoming a ViLD'er session different opportunities were introduced.

Becoming a ViLD'er can take different forms. ViLD offers different partnerships and the most obligating is the institutional partnership which implies a cooperation agreement between the institution and Aalborg University. ViLD partners take a seat in the steering group and the group.The partnership paves the way for shared strategic initiatives on research and development, exchange of resources and qualifications, collaborations about events like ViLD annual meeting.

A ViLD partnership can also be as an individual or institutional participant, who wants to join by subscribing for ViLD newsletter, be a part of the ViLD HUB that brings together a wide range of stakeholders and join the network for *sharing, daring* and *caring* visual knowledge, exploring and for new insights.

ViLD individual participants may be:

- *Friends* of ViLD who are invited to participate in events,
- *Innovators of* ViLD who engage in driving the agenda,
- *Affiliates of* ViLD who collaborate about projects,
- *Stakeholders* who give a student case/problem,
- *Researchers* who join for developing research topics and do research,
- *Employers,* who want to host a student intern

The session provided different ideas for the various possibilities:

- A research project about developing a Virtual Reality based learning resource for the natural sciences
- An institutional partnership focussing on development of learning resources, second order didactics (how to teach with and about visual learning designs)
- A research project about development of visual literacy
- A student case about sustainability and aesthetics in urban planning
- A student case about visual arts education in school or teacher education
- A workshop about visualisation of linguistic phenomena
- A collaboration with centre for aesthetic competences in Copenhagen
- Investigating enhancing the use of images for design, narrative visuality, imitation, observation and repetition, in vocational training.

Becoming 'ViLD'er'

Keynote speaker Pauline Ansingh

Pauline Ansingh gave an inspiring introduction to MoMu's transformation into a place for experiencing history based on a mix of historical artifacts and digital technologies with scientific facts and stories. She described a change in focus - before the focus was on THINGS from the past, now the focus is on PEOPLE from the past. Her key message was the ability to tell stories makes history alive and important.

The new focus is enhanced by a new building – a playful place for open air, the sloping roof landscaped with grass and moss, and an open space at ground level. Furthermore, MoMu has a studio with own architects and scenographers.

The former "jewel of Moesgaard" (grauballemanden) is still interesting and much of the interest emerges from giving the find an identity and a story. When our ancestors have a story, they can tell us about who we are now. Pauline emphasised that we need to create narratives around the things and finds.

Technologies like virtual reality can be used to create a context around our ancestors.

Museums cannot compete with commercial productions: We can't make expensive films – but we can create spaces. For instance scenographies with stories in – there has to be tension, danger and dynamics - combined with the authentic objects that are now set in a lively context. "We put faces on…" the stone age, she claimed, and try make a bridge between our society and the society of our ancestors. She explained how scientific facts from the researchers are displayed for example by placing a researcher in front of a forest lake and bonfire telling stories about the making of flint tools. Another example which mixes visual realities stems from virtual reality situating visitors inside at barrow being dead and receiving sacrifices. To engage school children in a gladiator exhibition, the MoMu created a scene for role play and gave them roles as slaves, emperors, citizens etc.

Her final point was history is about touching people and about what we have in common – birth, death, love, loss, faith and fear.

Pauline Ansingh Presenting people waiting to see 'Grauballemanden'

.... and the new Moesgaard Museum

Go-home event at Brandts: Lars von Trier - 'The Good with the Evil'

The art exhibition hall Brandts in Odense and director Mads Damsbo supported ViLD Annual Meeting by offering a go-home special event to all participants. The visit at Brandts took place from 5-6 o'clock and was the last event of the meeting day. They welcomed the participants with coffee and refreshments in the lounge room "Kunstpausen" followed by a guided tour at Lars von Trier's 'The good with the evil'. The exhibition provided a retrospective overview of the work of Danish film's greatest master. The exhibition

highlighted the main themes of his world-renowned cinematic career. The tour was guided by Jette Klingbech. The exhibition added a new perspective to the main theme of the annual meeting, mixing visual realities.

Jette Klingbech neatly guiding the participants through the exhibition at Brandts

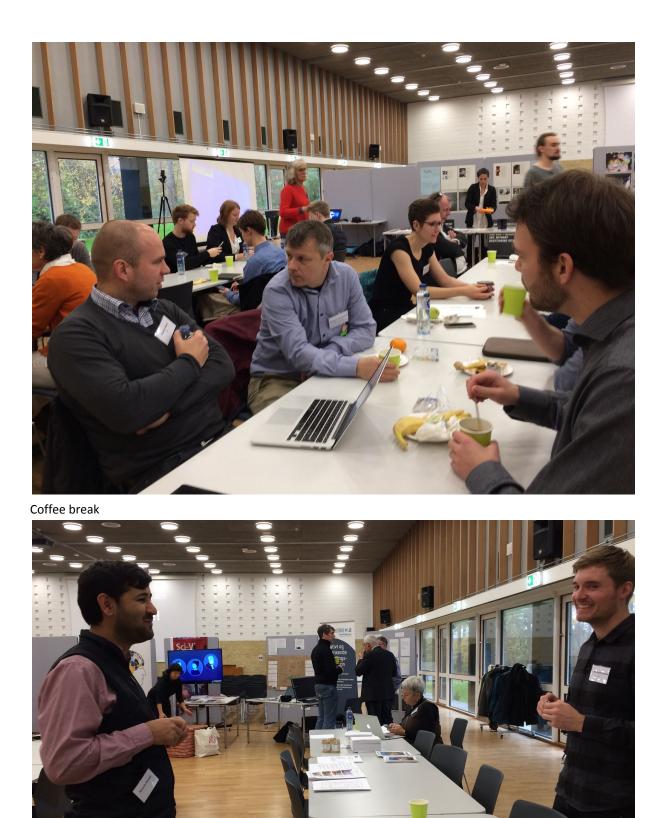Participants listening thoughtfully at Brandts

Pictures from an inspiring day

Henrik Marxen & Simon Nielsen ready to welcome ViLD participants

Participants enjoying coffee and breakfast before the meeting kicks off

Coffee break

Meeting and chatting

Lunch break

Mingling and discussions

Time for refreshments

MuX - a Music Playground for Virtual Reality

Henrik Marxen, UCL host of Annual Meeting

List of participants

Agota Vegso	The Aniamtion Workshop	agotavegso@gmail.com	Project manager
Anders Christensen	University College Lillebælt	Ansc@ucl.dk	Lektor
Anders Djurhuus	Gyldendal	guad@gyldendal.dk	Ideator
Andrea Valente	Mærsk Mc-Kinney Møller Instituttet	anva@mmmi.sdu.dk	Associate Professor
Anna Bauerschafer	SDU, Teknisk fakultet	abaue14@student.sdu.dk	Student
Arthur Steijn	KADK	ast@kadk.dk	studie lektor
Bitten Hold	UCL	bitkho@hotmail.com	lærerstuderende
Carmen Hannibal	n/a	carmenhannibal@hotmail.com	n/a
Christel Rasmussen	Langeskov Skole	kennethmarsvin@gmail.com	Lærer
Christian Hammerich	SDU, Teknisk fakultet	chrha@iti.sdu.dk	Lektor
Christian Lindgren	AAU	blindg16@student.aau.dk	Kandidatstuderende
Daniel Gorm Andersen	AAU	gorm.daniel@gmail.com	Kandidatstuderende
Dorthe Lund	UCL	dwlu@ucl.dk	Lektor
Elizabeth Fox	Design & Lecturer	efox@kadk.dk	Assistant Professor
Eskild Andresen	SDU, Teknisk fakultet	esand14@student.sdu.dk	Student
Frants Mathiesen	UCC	fra@ucc.dk	Lektor
Grethe Grønkjær	FLUID assistent		
Hanne Bøgesvang	UCN	hnb@ucn.dk	lektor

Heine Sand Kristensen	a	heinesand@gmail.com	a
Helle Libenholt	UCL	h.libenholt@gmail.com	Lektor
Helle Marie Skovbjerg	Aalborg Universitet	skovbjerg@hum.aau.dk	Associate Professor
Helle Sleimann	Sankt annæ gymnasium	hellesleimann@gmail.com	lærer
Henrik Malmgren	goodjobstudio	henrik@goodjobstudios.com	Director
Henrik Marxen	UCL	hema@ucl.dk	Konsulent
Henrik Ottosen	UCL CAS	heot@ucl.dk	lektor
Herman Bailey	KEA	heba@kea.dk	Lector
Inge Abrahamsen	Syddansk Erhvervsskole	inab@sde.dk	Underviser
Jacob Nielsen	Mærsk Mc-Kinney Møller Instituttet	jani@mmmi.sdu.dk	Associate Professor
Jakob Høg			
Jakob Ion Wille	Det Kongelige Danske Kunstakademis Skoler for Ar	jwi@kadk.dk	Adjunkt
Jennifer Skriver	Aalborg University	jennskriver@gmail.com	Student
Johan Valeur Brøndum	AAU CPH	johanvbrondum@gmail.com	Studerende
Keld Skovmand	UC Lillebælt	kesk@ucl.dk	Lektor
Kirsten Skov	UCC LU Carlsberg	kisk@ucc.dk	lektor
Knud Erik Christensen	UCL	knec@ucl.dk	Lektor
Kristian Bjerre	AAU CPH	kristian.bjerre89@gmail.com	Studerende
Laura Signe Lassen	It, Læring og Organisatorisk	lauraslassen@gmail.com	Stud.kand.

	Omstilling		
Lene Hildebrandt	Grejsdal Skole	lene.hildebrandt@skolekom.dk	Lærer
Lise Lau Pedersen	University College Lillebælt	lilp@ucl.dk	Lektor
Lone Thellesen	Galleri Galschiøt	lone@thellesen.dk	Projektkoordinatyor
Malte Von Sehested	Gyldendal	Gumvs@gyldendal.dk	Udviklingschef
Marie Raabjerg	Sankt Annæ Gymnasium	ra@sag.dk	lærer
Merete Schou Von Magius	Professionshøjskolen Absalon	msvm@pha.dk	Adjunkt
Michael Cortzen	AAU	mcortzen@gmail.com	Kandidatstuderende
Michael Nielsen	Københavns Erhvervs akademi	mcn@kea.dk	Lektor
Mie Buhl	Aalborg University	mib@hum.aau.dk	Professor
Mustafa Ahmadi	Student	mustafaamadi@hotmail.com	Student
Nathalie Schümchen	SDU Sønderborg	nats@sdu.dk	PhD studerende
Niels Henrik HELMS	PH Metropol	nihh@phmetropol.dk	Lektor
Poul Kristensen	UCL	pokr@ucl.dk	Lektor
Poul Tang	FLUID	tangpoul@gmail.com	Head of Secretariat
Rikke Sørensen	aau	rikke.ransgaard@gmail.com	student
Rune Jensen	SDU, Teknisk fakultet	runje13@student.sdu.dk	Student
Sia Søndergaard	The Animation Workshop	sias@via.dk	Projektleder
Simon Graven Nielsen	AAU	simongraven@gmail.com	Studerende
Stine	Aalborg Universitet	sed@hum.aau.dk	Lektor

Ejsing-Duun

Susanne Kristensen	Vonsild Skole	susanneskouk@gmail.com	lærer
Sølvi Domsten	skolen ved Bülowsvej	domsten@gmail.com	Medievejleder
Thomas Ahler	UCL	thah@ucl.dk	Lektor
Thomas Binzer	SDU	Thbin@iti.sdu.dk	Studendermedarbejder
Tine Kjølsen	Kunstakademiets Designskole	tkj@kadk.dk	Institutleder
Tor Vincent Ringtved	AAU	torvincent@gmail.com	Studerende