



## **University of Barcelona – P2**

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### **OVERVIEW**

- 65000 students
- More than 8000 professors, lecturers and researchers
- 997 active research projects
- 150 EU projects (43 Horzon 2020)
- 60 departments
- 6 campuses
- 9 associated centres
- 303 consolidated research groups







### **FUTURE LEARNING**

### Exploring innovative digital learning environments

- A research initiative at the Faculty of Education, member of the Virtual Teaching and Learning Research group (GREAV)
- Educational and research projects related to innovative learning environments mediated by technologies
- Collaboration and coordination of more than 30 EU-funded projects, guiding educators from different levels and sectors

#### Research lines

- Educational technologies
- Creative education
- Game-based learning
- Educational evaluation
- STEAM and RRI







# RELATED PROJECTS (CLOUD COMPUTING EDUCATION)

- Rural School Cloud (Comenius)
  - External evaluation of the project: analysis of the impact of the project on rural educational communities and evaluation of a virtual learning platform based on cloud computing.







# RELATED PROJECTS (EDUCATIONAL TECHNOLOGIES)

### MC2 (FP7, 2013-16)

 Design of a computational environment to support creative industries involved in the production of media content for educational purposes to engage in mathematical creative thinking.



### ProActive (LLP, KA3-ICT, 2010-11)

 Through a constructivist approach, teachers applied their creativity in designing their own GBL scenarios by using digital tools.







# RELATED PROJECTS (DESIGN OF COMPETENCE FRAMEWORKS)

#### DoCENT

 Design, application and validation of an innovative model to guide teacher educators in applying digital creative teaching practices.



### ACCORD (Erasmus +)

- Preparing educators to face discrimination and racism, handle conflicts, and promote inclusive education
- Use of a MOOC and serious game







## RELATED PROJECTS (TEACHERS' PROFESSIONAL DEVELOPMENT)

### • ENGAGE (FP7 – Science in Society)

- Promoting inquiry-based learning in science education, involving students in RRI practices
- Creation of a series of classroom materials, open online courses, and a community of practice of 11.000 teachers across Europe



### • ELITE (Erasmus +)

 Development and evaluation of an innovative approach for teachers' professional learning via inquiry methodology.



 Exploring the potential of the wiki-culture to promote lifelong learning opportunities







### **ROLE IN THE PROJECT**

- Responsible for O2 Qualification Framework for Education Cloud Leaders based on Skills and Competence
- Participation in O1 Guidelines for Skills and Competences for Adaptive Education Cloud Leaders
- Participation in O3 A course design for developing adaptive education cloud leaders
- Responsible for E3 Schools Management under Cloud Adaptive School Leaders (Spain)
- Participation in C1 SP-SCHOOL-EVENT Short-term joint staff training events





### Thank you.

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