

# Co-Creating the Future of Learning

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## Introduction

Goal: inspire, but also be realistic about what works and what doesn't. Audience: ICT professionals

## Overview

### 1. Personalized Learning and Media Diversity

- One-size-fits-all vs One-of-a-kind
- Narratives across modalities: story, sound, simulation
- Through the learner's eyes (or ears)
- Learning Without Borders

## **2. Emerging Technologies and AI in Education**

- From passive media to generative co-creation
- Augmented agency: learners, media agents & AI companions
- Learning analytics–driven media iteration & feedback loops
- Future-ready media skills

## **3. Assessment and Cognitive Design**

- Rethinking assessment: from exams to experiences
- Gamification & playful design
- Cognition without overload

## **4. Sustainability and Responsibility in Media**

- Media, memory & futures
- Responsibility by design: evidence and myths in learning technology
- Beyond the degree