

Co-Creating the Future of Learning

Klinkenberg

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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