GLOBAL LEARNING COUNCIL SUMMIT 2017

29th — 30th JUNE

PAVING THE WAY FOR THE DIGITAL FUTURE

PROGRAM

#GLCBERLIN17
The digital transformation pervades each and every aspect of our society. Digital interconnectivity allows for already initiated fundamental changes of the way we live and work. Machine learning and automation promises to overturn our lives in an even more fundamental way. Unanimous agreement exists on the potential and the challenges that this poses to the labour market and by default to education. The promise of technology-enhanced learning to improve learning outcomes for people everywhere has the potential to change the face of humanity, helping people around the world to reach their full potential.

Learning sciences have shown that learners need to be in active exchange with the material and other learners in order to process information effectively. Taking these insights into account, the best educational technologies actively engage individuals with the material and with one another. Courseware tailored to these kinds of technologies adapts instruction to the needs of each learner, matches learners in ways that result in ideal learning communities, and creates contexts for learning-by-doing. They thereby personalize instruction to individual potentials, knowledge and competences resulting in dramatically improved learning outcomes and an increase of completion rates. At the same time, learning systems are potentially scalable to millions.

The GLOBAL LEARNING COUNCIL (GLC) brings together leaders from the global academic, industry and for-profit sectors to develop standards, ethics, and protocols that promote collaboration and scale up best practices for technology-enhanced learning.

ON 29TH-30TH JUNE 2017 INTERNATIONAL EXPERTS AND KEY STAKEHOLDERS WILL COME TOGETHER IN BERLIN FOR THE GLOBAL LEARNING COUNCIL SUMMIT 2017. After previous meetings in Pittsburgh and Singapore the Summit will focus on education biographies and lifelong learning. What are the necessities for and opportunities of a successful digital transformation throughout the entire educational chain? How can separate solutions and existing best practices be connected in a holistic picture of a future digitally enhanced education landscape? The Summit provides a platform to find answers to these questions.
<table>
<thead>
<tr>
<th>TIME</th>
<th>EVENT</th>
<th>SPEAKERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.30 AM — 8.30 PM</td>
<td>FAIR TECHNOLOGY ENHANCED LEARNING</td>
<td></td>
</tr>
<tr>
<td>9.30 AM</td>
<td>INTRODUCTION</td>
<td>Melinda Crane (Deutsche Welle, Chief Political Correspondent)</td>
</tr>
<tr>
<td>9.35 — 9.45 AM</td>
<td>JOINT WELCOME REMARKS</td>
<td>Subra Suresh (Carnegie Mellon University, Chair GLC)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Matthias Kleiner (Leibniz Association, Host &amp; GLC Member)</td>
</tr>
<tr>
<td>9.45 — 10.05 AM</td>
<td>KEYNOTE</td>
<td>Cornelia Quennet-Thielen (Federal Ministry of Education and Research, State Secretary)</td>
</tr>
<tr>
<td>10.05 — 10.10 AM</td>
<td>3 QUESTIONS TO ...</td>
<td>Volker Meyer-Guckel (Stifterverband, Deputy Secretary General)</td>
</tr>
<tr>
<td>10.10 — 11.40 AM</td>
<td>PANEL 1 THE Digitally Enhanced Classroom</td>
<td>Ulrike Cress (Leibniz-Institut für Wissensmedien, Executive Director)</td>
</tr>
<tr>
<td></td>
<td>INTRODUCTORY REMARKS</td>
<td>Karsten Wolf (University of Bremen, Head of ZeMKE Lab of Educational Media), Holm Keller (Consultant to OECD for PISA), Wilfried Dülfer (Oskar-von-Miller School, Vice Principal), Jan Fasen (Niekée Roermond School, Principal)</td>
</tr>
<tr>
<td></td>
<td>CHAIR</td>
<td>Ekkehard Winter (Deutsche Telekom Stiftung, Managing Director)</td>
</tr>
<tr>
<td>11.40 — 12 NOON</td>
<td>FOCUS SESSION ASSESSMENT AND LEARNING OUTCOMES</td>
<td>Kati Tiainen (Microsoft Worldwide Education, Director of the Global Digital Learning Strategy Team), Christoph Meinel (Hasso Plattner Institute, Institute Director and CEO)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Beatrice Rammstedt (GESIS — Leibniz Institute for the Social Sciences, Head of the Department Survey Design and Methodology)</td>
</tr>
<tr>
<td>12 NOON — 1.20 PM</td>
<td>LUNCH BREAK</td>
<td></td>
</tr>
<tr>
<td>1.20 — 2.00 PM</td>
<td>GLC WORKING GROUP (I)</td>
<td>Lauren Herckis &amp; Richard Scheines (Carnegie Mellon University)</td>
</tr>
<tr>
<td>2.00 — 3.30 PM</td>
<td>PANEL 2 THE DIGITAL TRANSFORMATION OF HIGHER EDUCATION</td>
<td>Bror Saxberg (Kaplan Inc., Chief Learning Officer)</td>
</tr>
<tr>
<td></td>
<td>INTRODUCTORY REMARKS</td>
<td>Hiltraud Casper-Hehne (University of Göttingen, Vice President of International Affairs), Friedrich W. Hesse (Leibniz Education Research Network, Spokesperson), Dorothea Rüland (DAAD, Secretary General), Elijah Bitange Ndemo (Lecturer at the University of Nairobi, Former Permanent Secretary at Kenya’s Ministry of ICT, 2005-2013)</td>
</tr>
<tr>
<td></td>
<td>CHAIR</td>
<td>Jens-Peter Gaul (German Rectors’ Conference, Secretary General)</td>
</tr>
</tbody>
</table>
THURSDAY, 29TH JUNE 2017

3.30 — 4.00 PM  
COFFEE BREAK

4.00 — 5.30 PM  
PANEL 3  
THE DIGITAL TRANSFORMATION IN COMPANIES  
INTRODUCTORY REMARKS Hsiao-Wuen Hon (Microsoft Research Asia, Corporate Vice President Microsoft Asia-Pacific R&D Group)  
PANEL Nozbert Janzen (IBM Germany, CHRO), Günther Schuh (acatech — National Academy of Science and Engineering, Presidium Member), Harald Melcher (Didacta Association of the Education Industry)  
CHAIR Izene Bertschek (Centre for European Economic Research, Head of the Department for Information and Communication Technologies)

5.30 — 5.45 PM  
JOINT WRAP-UP DAY 1 & OUTLOOK DAY 2  
Melinda Crane & Friedrich W. Hesse

5.45 — 6.30 PM  
RECEPTION

6.30 — 8.30 PM  
BUFFET DINNER  
INSIGHT: YES! — YOUNG ECONOMIC SUMMIT  
Emma Karstens & Shante Pasternack  
(Students at Richard-Hallmann-School, Trappenkamp, Germany)

INSIGHT: STUDENT WORKSHOP  
REINVENTING EDUCATION IN THE DIGITAL ERA  
Pre-Event of the GLC Summit 2017

FRIDAY, 30TH JUNE 2017

AS OF 8.00 AM  
ARRIVAL

8.00 AM — 2.00 PM  
FAIR TECHNOLOGY ENHANCED LEARNING

9.00 — 9.05 AM  
JOINT INTRODUCTION DAY 2  
Melinda Crane & Friedrich W. Hesse

9.05 — 10.00 AM  
GLC WORKING GROUP (II)  
GLC WHITEPAPER ON BEST PRACTICES FOR TEL IN GLOBAL CROSS CULTURAL CONTEXTS  
Amy Ogan & Judith Uchidiuno  
(Carnegie Mellon University)

10.00 — 11.30 AM  
PANEL 4  
THE DIGITAL TRANSFORMATION OF INFORMAL EDUCATION  
INTRODUCTORY REMARKS Rush D. Holt (American Association for the Advancement of Science (AAAS), Chief Executive Officer)  
PANEL Florian Rampelt (Kiron Open Higher Education, Director of Education), Barbara Moser-Mercer (University of Geneva, Director of InZone), Olaf Hahn (Robert Bosch Stiftung, Senior Vice President), Pierre Dillenbourg (EPFL — Swiss Federal Institute of Technology in Lausanne, Professor), Thomas Schmidt (Helliwood media & education, CEO)  
CHAIR Suzanne Walsh (Bill & Melinda Gates Foundation, Deputy Director on the Postsecondary Success Team)  

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Pre-Event of the GLC Summit 2017
SCHEDULE

FRIDAY, 30TH JUNE 2017

11.30 — 11.45 AM COFFEE BREAK

11.45 — 12.45 PM FORUM
THE DIGITAL TRANSFORMATION OF LIFELONG LEARNING
Ekkehard Winter (Chair Panel 1), Elijah Bitange Ndemo (Panel 3), Irene Bertschek (Chair Panel 3), Suzanne Walsh (Chair Panel 4)

12.45 — 12.55 PM JOINT CONCLUDING REMARKS AND OUTLOOK
Subra Suresh & Matthias Kleiner

1.00 — 2.00 PM LUNCH "TO GO"

AS OF 2.15 PM TAKE YOUR PICK: AFTER HOURS PROGRAM
START-UP SAFARI (Transfer by bus) GUIDED TOUR AT THE "MUSEUM FÜR NATURKUNDE" Berlin Museum of Natural History (Transfer by Bus) BERLIN SIGHTSEEING TOUR (by bus)

MODERATION

MELINDA CRANE
Melinda Crane has given speeches and moderated events and discussions for a wide range of international organizations and firms. She is a frequent guest and commentator on German television and radio and regularly analyzes US policy for the news broadcaster n-tv. An experienced TV anchor, she is chief political correspondent at DW TV and also hosts the DW talk show “Quadriga” as well as the political magazine “People and Politics.”

SPEAKER & PANELS

WELCOME REMARKS

SUBRA SURES 1
CARNEGIE MELLON UNIVERSITY, CHAIR GLC
Subra Suresh is the ninth president of Carnegie Mellon University, is one of only 19 Americans in all three National Academies, and is the only current university president in all three. He previously served as director of the National Science Foundation and Dean of the MIT School of Engineering.

MATTHIAS KLEINER 2
LEIBNIZ ASSOCIATION, HOST & GLC MEMBER
Matthias Kleiner is the President of the Leibniz Association, which connects 91 independent research institutions, ranging from the natural, engineering and environmental sciences via economics, spatial and social sciences to the humanities. Prior to his current position, he served as director of the National Science Foundation and Dean of the MIT School of Engineering.
INTRODUCTORY REMARKS

ULRIKE CRESS 1
LEIBNIZ-INSTITUT FÜR WISSENSMEDIEN, EXECUTIVE DIRECTOR

Ulrike Cress is director of the Leibniz-Institut für Wissensmedien (Knowledge Media Research Center) and full professor at the University of Tuebingen, department of psychology. Her research is about the use of digital media in formal settings (like kindergartens, schools, universities), as well as in informal learning settings (like online communities or workplace learning).

PANEL

KARSTEN WOLF 2
UNIVERSITY OF BREMEN, HEAD OF ZEMKI LAB OF EDUCATIONAL MEDIA

Karsten D. Wolf is head of lab “media education|educational media” at the Centre for Media, Communication and Information Research (ZeMKI) at the University of Bremen. His research interests include mediatization of teaching and learning, YouTube for education, design of multimedia learning environments, digital literacy and online aggression.
JAN FASEN 5
NIEKÈE ROERMOND SCHOOL, PRINCIPAL

Jan Fasen is principal of Mundium College in Roermond (NL) and co-founder of Agora. Agora is a learning experience which will not prepare children for the future, but enables them create the future. It has blown up the established idea of school with classrooms, lessonbooks, schedules, tests and so on. With Agora they created a totally new alternative.

CHAIR

EKKEHARD WINTER 6
DEUTSCHE TELEKOM STIFTUNG, MANAGING DIRECTOR

Ekkehard Winter is a molecular biologist by training. Since February 1st, 2005, he heads Deutsche Telekom's charitable foundation, Bonn, as executive director. Before that, he served as Deputy Secretary General of Stifterverband, Essen. He co-founded “Science in Dialogue” (Wissenschaft im Dialog) in Germany and the EuroScience Open Forum (ESOF).

HOLM KELLER 3
PISA, CONSULTANT TO OECD

Holm Keller serves as a Consultant to OECD’s Directorate for Education and Skills on PISA. He is the Chairman of KENUP Foundation, which is preparing investment projects for consideration by the European Fund for Strategic Investments. Previously, he acted as Executive Vice President for University Development and Innovation at Leuphana University of Lüneburg. Before, Holm Keller was Associate Principal with McKinsey & Company Inc., where he was instrumental for building the firm’s global Accelerator Practice.

WILFRIED DÜLFER 4
OSKAR-VON-MILLER SCHOOL, VICE PRINCIPAL

1,925 * 10⁹ seconds old; vice principal at the Oskar-von-Miller-School, Kassel; management of the activity in teaching and learning in vocational schools in Hesse Germany; training experience in different school forms, occupational fields and in the further education; numerous talks in the industry and in the teacher advanced training on the subject of a new teaching and learning culture as well as in the change management; training and teaching in vocational schools in China and Indonesia.
FOCUS SESSION

ASSESSMENT AND LEARNING OUTCOMES

PANEL

KATI TIFFEN
MICROSOFT WORLDWIDE EDUCATION, DIRECTOR OF THE GLOBAL DIGITAL LEARNING STRATEGY TEAM

Kati Tiainen is Director of the Global Digital Learning Strategy team for Microsoft’s Worldwide Education organization. Kati works globally with Ministries of Education, NGO’s, education leaders, policy makers, schools and supporting education companies to help them realize the teaching and learning potential of Anywhere Anytime Learning. In this role, previously Kati lead the global Partners in Learning for Schools program which developed and delivered education transformation models and resources that any school, or any school system can use to help students to achieve their full potential.

CHRISTOPH MEINEL
HASSE Plattner Institute, Institute Director and CEO

Christoph Meinel is CEO and Scientific Director of the Hasso Plattner Institute for IT Systems Engineering GmbH (HPI). In April 2017 he became the Dean of the newly established Faculty of Digital Engineering at the University of Potsdam. Christoph Meinel holds the chair of Internet Technologies and Systems. He is engaged in MOOCs on openHPI and as a teacher at the HPI School of Design Thinking. His research currently focuses on security engineering, knowledge engineering, and Web 3.0-Semantic.

CHAIR

BEATRICE RAMMSTEDT
GESIS — LEIBNIZ INSTITUTE FOR THE SOCIAL SCIENCES, HEAD OF THE DEPARTMENT OF SURVEY DESIGN AND METHODOLOGY

Beatrice Rammstedt is a professor of Psychological Assessment, Survey Design and Methodology at the University of Mannheim and scientific director of the department Survey Design and Methodology at GESIS — Leibniz Institute for the Social Sciences with a research focus on questionnaire design and the methodology of cultural comparative large-scale studies.
INTRODUCTORY REMARKS

BROR SAXBERG 1
KAPLAN INC., CHIEF LEARNING OFFICER

As Chief Learning Officer, Bror Saxberg is responsible for the research and application of innovative evidence-based learning strategies, technologies, and products across Kaplan’s full range of educational services offerings. He also works to maintain consistent learning standards for Kaplan’s products and services. Saxberg most recently served as senior vice president and chief learning officer at K12, Inc., where he was responsible for designing both online and offline learning environments and developing new student products and services.

PANEL

THE DIGITAL TRANSFORMATION OF HIGHER EDUCATION

WALKING THE TALK — OVERCOMING BARRIERS TO IMPLEMENTATION OF BEST PRACTICES IN TEL FOR HIGHER EDUCATION

What prevents institutions of higher education from doing what they know will be more effective in leveraging technology to improve learning outcomes? The work presented in this session, sponsored in part by the Carnegie Corporation of New York, will describe the key findings of a project using an anthropological approach to studying and overcoming the underlying barriers to adoption of TEL best-practices.

LAUREN HERCKIS 1
CARNEGIE MELLON UNIVERSITY

Lauren Herckis is an anthropologist with Carnegie Mellon University’s Simon Initiative. She specializes in the implementation and use of technology in higher education. Dr. Herckis’ current projects explore the intersection of campus culture, technological innovation, and effective teaching.

RICHARD SCHEINES 2
CARNEGIE MELLON UNIVERSITY

Richard Scheines is the Dean of the Dietrich College of Humanities and Social Sciences at Carnegie Mellon University, and the leader of the Simon Initiative. He is also a Professor in the Department of Philosophy, the Machine Learning Department and the Human-Computer Interaction Institute. His research is on computational causal discovery.

HILTRAUD CASPER-HEHNE 2
UNIVERSITY OF GÖTTINGEN, VICE PRESIDENT INTERNATIONAL AFFAIRS

Since 2009, Hiltraud Casper-Hehne is Vice President of Internationalisation at the University of Göttingen. From 2001 until 2009, she was Chair of the Association of German as a Foreign Language. Currently, she is a member of the Executive Board of the DAAD, a member in the Advisory Board “Language” of the Goethe Institute as well as project leader of the project “Internationalisation and Digitisation and Diversification of the Curricula”.

WORKING GROUP (I)

PANEL 2

INTRODUCTORY REMARKS

BROR SAXBERG 1
KAPLAN INC., CHIEF LEARNING OFFICER

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Bitange Ndemo is an Associate Professor of Entrepreneurship at the University of Nairobi's Business School. His research centers on the link between ICTs and small and medium enterprises in Kenya with an emphasis on how ICTs influence economic development in Africa. Ndemo is an advisor to several organizations including UN’s Global Pulse on Big Data and the I-Hub, a premier innovation hub in Africa. He also sits in the Board of Safaricom one of the leading telecommunication company in Africa, Mpesa Foundation, Research ICT Africa that is based in South Africa. He is a former Permanent Secretary of Kenya’s Ministry of Information and Communication in Kenya.
INTRODUCTORY REMARKS

HSIAO-WUEN HON 1
ASIA-PACIFIC R&D GROUP, CORPORATE VICE PRESIDENT MICROSOFT

Hsiao-Wuen Hon is corporate vice president of Microsoft, chairman of Microsoft's Asia-Pacific R&D Group, and managing director of Microsoft Research Asia. He drives Microsoft’s strategy for research and development activities in the Asia-Pacific region, as well as collaborations with academia. Hon also founded and managed Microsoft Search Technology Center from 2005 to 2007 and led development of Microsoft's search products (Bing) in Asia-Pacific.

PANEL

NORBERT JANZEN 2
IBM GERMANY, CHRO

Since 2015, Norbert Janzen is a Member of the Management Board of IBM Germany and Director of Human Resources (HR) in Germany. As Director Human Resources DACH he is also responsible for all IBM employees in Austria and Switzerland. In his previous position Norbert Janzen was Global HR Leader of IBM’s Industrial Sector. Since the beginning of his career Norbert Janzen has worked in the area of HR. After IBM’s acquisition of PricewaterhouseCoopers Consulting (PwCC) in 2002 he joined IBM and since then worked as a personnel manager of an IBM subsidiary, in various management positions in national and international teams.

CHAIR

IRENE BERTSCHEK 5
CENTRE FOR EUROPEAN ECONOMIC RESEARCH, HEAD OF THE DEPARTMENT FOR INFORMATION AND COMMUNICATION TECHNOLOGIES

Irene Bertschek is head of the research department “Information and Communication Technologies” at the Centre for European Economic Research (ZEW) in Mannheim. Her main research interest is the impact of digitalization on companies’ labor productivity, innovation activity, and workplace organization.

GÜNTER SCHUH 3
ACATECH — NATIONAL ACADEMY OF SCIENCE AND ENGINEERING, PRESIDUIUM MEMBER

Günther Schuh is Head of the Laboratory for Machine Tools and Production Engineering WZL at RWTH Aachen University. Furthermore, he is a founder of several companies as well as a member of the supervisory board and advisory board of different companies in the field of production industry. His main research interest focuses on Industrie 4.0 and the Internet of Production, a new production technology theory which has been developed in Aachen.

HARALD MELCHER 4
DIDACTA ASSOCIATION OF THE EDUCATION INDUSTRY, MEMBER OF THE BOARD

Harald Melcher is Member of the Board of Germany’s biggest educational industry association, Didacta Verband e.V. Previously, he was Managing Director of Cornelsen Software in the 80’s and 90’s and afterwards Managing Director of Ernst Klett Verlag (one of the leading German textbook publishers). Currently he’s the co-owner and Managing Director of two companies: m2more, a consulting firm focusing on digital turn in education and media business, and m2l, a digital and online educational content and solutions provider.
STUDENT WORKSHOP

REINVENTING EDUCATION IN THE DIGITAL ERA

As a pre-event of the GLC Summit, a selected group of international students is invited to a one-day workshop in Berlin, aiming to visualize the students’ perspectives and their ideas on the future of learning in a digital society. They will look far ahead into the future and develop scenarios based around the question “What will education and learning look like in 20 years?”. The team of N3XTCODER will host the workshop and guide students through a foresight design process. The students will also take part in the GLC Summit to present their results.

CONTACT

SEBASTIAN HORNDASCH
STIFTERVERBAND, PROGRAM MANAGER
sebastian.horndasch@stifterverband.de

Further Information about the Workshop:
www.hochschulforumdigitalisierung.de/en

MATCHED — A NEXT GENERATION APPROACH TO IMPROVE DIGITAL SKILLS

During the student competition YES! — Young Economic Summit, high-school students work on global challenges and aim to find innovative solutions. In this context, the YES! - Team of Richard-Hallmann-School developed the idea of MatchED, a combined web-based learning platform for students to gain specific digital skills needed for their aspired career and an information platform for employers.

EMMA KARSTENS

Emma Kartens is a student in the socio-scientific profile at Richard-Hallmann-School, Trappenkamp. She and her team participate in the student competition YES! — Young Economic Summit, elaborating a solution proposal to prepare the next generation for the increasingly digitalized labor market.

SHANTE PASTERNACK

Shante Pasternack is a student at Richard-Hallmann-School, Trappenkamp, interested in politics, economics, and social sciences. Shante and her team compete in the YES! — Young Economic Summit, proposing a solution to facilitate the entrance of graduates into the more and more digitalized labor market.

Further Information about YES! — Young Economic Summit:
www.young-economic-summit.org

Further Information about the YES! Young Economic Summit:
www.young-economic-summit.org
GLC WHITEPAPER ON BEST PRACTICES FOR TEL IN GLOBAL, CROSS CULTURAL CONTEXTS

How can we best leverage technology to teach to a global, multi-cultural group of learners? Are perceived differences in how students from different cultures learn “real”? If so, how should these differences be accounted for when designing or utilizing technology-based teaching tools? What about when the educator and students are in remote locations with limited bandwidth and constrained resources? This session will describe the work to date aimed at examining these questions and converging on best practices for technology designers, educators and learners to best teach and learn in a global, cross-cultural context.

AMY OGAN 1
CARNEGIE MELLON UNIVERSITY

Amy Ogan is the McCandless Early Career Chair of Human-Computer Interaction at Carnegie Mellon University. She had a PhD fellowship from the Institute of Education Sciences and has received the Jacobs Foundation Early Career Fellowship to study the design of learning technologies for emerging economies.

JUDITH UCHIDIUNO 2
CARNEGIE MELLON UNIVERSITY

Judith Uchidiuno is a PhD student in Human-Computer Interaction at Carnegie Mellon University, where she received the Presidential Fellowship. She is advised by Amy Ogan and Ken Koedinger. Her current research focuses on investigating ways to better support English Language Learners (ELLs) in online courses.
Barbara Moser-Mercer is Director of InZone, an academic center at the University of Geneva that focuses on the design, development, implementation and scientific validation of higher education spaces in contexts of conflict and crisis. InZone collaborates closely with local university partners on connected learning programs for refugees as part of its technology-supported learning ecosystem.

Olaf Hahn was educated in France, Germany and in the US. After a short period as a salesperson and as an editor he joined the Robert Bosch Foundation in 2000. From November 2011 until September 2015 he was Senior Vice President and Head of the Education, Society, and Culture department. In October 2015, he was promoted to the new position of Director of Strategic Development/Senior Vice President within the Foundation, responsible to develop a strategy to support Education in Africa. In May 2016 he was also appointed Founding Director of the UK-registered Charity “ESSA — Education Sub Saharan Africa”.

A former teacher in elementary school, Pierre Dillenbourg graduated in educational science. He joined EPFL in 2002. He is currently full professor in learning technologies in the School of Computer & Communication Sciences, where he is the head of the CHILI Lab: “Computer-Human Interaction for Learning & Instruction”. He is also the academic director of Center for Digital Education, which implements the MOOC strategy of EPFL. EPFL recently passed over 1.5 million MOOC registrations. With EPFL colleagues, he recently launched the Swiss EdTech Collider, an incubator with 30+ start-ups in learning technologies.

Thomas Schmidt, managing director of Hellwood and expert for 21st century learning, has been developing educational initiatives and programs in the field of digital media. As author of the book “Neuland — 40.000 Medienkompetenz”, he is clearly positioned as a designer of the digital society.

Suzanne Walsh is a Deputy Director on the Postsecondary Success Team at the Bill & Melinda Gates Foundation. Previously, Suzanne worked at Lumina Foundation and The Heinz Endowments. She has a JD & MSSA from Case Western Reserve University and BS from Cornell University.
READING REVISITED

Reading Revisited explores the possibilities and limitations of virtual reality in terms of the cultural technique of reading. What new possibilities does this technology offer? Our main research focus is on memorization (loci method), text reception (parallel reading, eye-tracking-based text suggestions), environmental change based on the content and the influence of the perceived surrounding on reading.

CALLIOPE MINI

“A digital sovereignty and having fun coding.” This is the vision that drives us. With Calliope mini, the small computer generates enthusiasm for digitalisation for school children — irrespective of their parents’ income. It is going to be handed out to students in third grade. We believe in Calliope mini being a valuable element for our childrens’ digital future.

FRAUNHOFER ACADEMY

The mobile app and accompanying editor makes it possible to learn efficiently and easy for authors to create their own learning apps. As participants in the “Advancement through education: open universities” initiative sponsored by the BMBF, the ongoing development of iAcademy is accompanied by research into topical issues in the broad field of instructional design and educational technology.

PICKNICK

The core element of the exhibit is a VR movement platform with VR glasses, in which a visitor runs through a logistics training scenario in virtual reality. The system is operated by a PC with monitor and viewers can follow the events in the VR world on a large monitor.
**FRAUNHOFER IAISS**

The Open Roberta project continues the Fraunhofer-Initiative “Roberta — Learning with Robots”. This initiative enabled girls and boys to explore the world of robots and to learn about computer science, natural sciences and technology (STEM). The aim of Open Roberta is to overcome technical and professional barriers for teachers and students alike. The free cloud-based Platform “Open Roberta Lab” can be used at any time from any device using standard Internet browsers.

**FRAUNHOFER INSTITUTE FOR INTELLIGENT ANALYSIS AND INFORMATION SYSTEMS IAIS**

roberta-zentrale@iais.fraunhofer.de

www.open-roberta.org

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**RETROBRAIN R&D**

RetroBrain R&D is researching and developing novel serious gaming approaches to solve challenges in medical care and therapy. Focusing on the elderly, rehabilitation of the brain and particularly on people suffering from Alzheimer’s disease, RetroBrain R&D combines scientifically proven methods with modern EdTech-gamification to improve mental and physical health through innovative and fun-to-play video games.

**RETROBRAIN R&D**

manouchehr.shamsrizi@retrobrain.de

www.retrobrain.de

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**FAIRFAIR**

Lost Earth 2307 is a serious game following the ideas of Digital Game Based Learning. It is a turn based 4X strategy game with missions teaching learning objectives for interpreting and analyzing aerial and satellite imagery. Although it was developed for supporting the training of image interpreters, its modular concept allows wide adaptations to other learning objectives. Based on Lost Earth 2307, an immersive interaction prototype for image exploitation in VR will also be shown.

**FRAUNHOFER IOSB**

LOST EARTH 2307

**FRAUNHOFER INSTITUTE OF OPTRONICS, SYSTEM TECHNOLOGIES AND IMAGE EXPLOITATION (IOSB)**

daniel.atorf@iosb.fraunhofer.de

www.iosb.fraunhofer.de/seivlet/is/58015

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**HASSO PLATTPRTER INSTITUTE**

openHPI

Since 2012 openHPI has offered free courses in information technology in three languages. All online courses can also be used in archive mode. In contrast to traditional lecture portals, the openHPI courses follow a fixed schedule with defined offers that are linked to a forum where users can interact with other learners and instructors.

**HASSO PLATTPRTER INSTITUTE**

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**FRAUNHOFER IDMT**

**MOBILE E-ASSESSMENT 3.0 WITH ASKME**

The personalized and interactive e-assessment system askMe! offers a completely new web-based and mobile platform for the qualified assessment of professional competencies in vocational education and training or professional orientation. The Fraunhofer IDMT also demonstrates the creation of questions and tests as well as the various possibilities for test evaluation.

**FRAUNHOFER INSTITUTE FOR DIGITAL MEDIA TECHNOLOGY IDMT**

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www.idmt.fraunhofer.de/en/institute/projects_products/a_d/askme

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**MUSEUM FÜR NATURKUNDE BERLIN**

**NATURBLICK-APP**

The “Naturblick” app is geared to young adults exploring Berlin’s nature. Easy-to-use identification keys help you to recognise species. You can record birdsong that is then automatically identified. The app has a map function that will point you to nature spots and give information about its biodiversity. In the process, you will learn more about your environment in its urban context and other current topics. The project is funded by the Federal Ministry for the Environment, Nature Conservation, Building and Nuclear Safety (BMUB).

**BERLIN MUSEUM OF NATURAL HISTORY, LEIBNIZ INSTITUTE FOR EVOLUTION AND BIODIVERSITY SCIENCE**

Ulike.Sturm@mfn-berlin.de

www.naturblick.naturkundemuseum.berlin

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**FRAUNHOFER FOKUS**

**FOKUS-Akademie**

FOKUS-Akademie offers the most comprehensive ICT training. Our online courses and workshops are delivered by senior scientists from Fraunhofer FOKUS with significant knowledge in their domain. The training provides background knowledge on current ICT topics and are targeted at ICT officers, developer, project manager and senior management from SMEs, industry and the public sector.

**FRAUNHOFER FOKUS**

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**UNIVERSITY4INDUSTRY**

**THE INDUSTRY 4.0 UNIVERSITY**

University4Industry is a Munich based start-up, founded in 2015 by an experienced team from the industry. We help companies to boost their business, by solving the most critical knowledge and capability gaps of their employees. Learning on our online platform is dramatically more efficient, effective and targeted through a highly granular and personalized learning path. We work with partners like Siemens, the VDMA, Pepperl+Fuchs, HARTING, McKinsey&Company or relayr to provide content that comes from the application and is as a result really relevant. The focus of our “skill boosters” are topics around Industrie 4.0 and Digitization.

**UNIVERSITY4INDUSTRY**

info@university4industry.com

www.university4industry.com
Eddies Teambuilding is a dynamic combination of a digital game and a moderated presence workshop designed to make organizations and people fit for the challenges of the modern working world. In the game an interdisciplinary craftsman team of fancy animals tries to renovate a house self-organized. The game is supported by reflexion materials, a presence workshop and continuous support by experts.

LUDWIG-MAXIMILIANS-UNIVERSITÄT, MUNICH
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www.eddies-teambuilding.de

Labster from Denmark invites to experience virtual laboratory simulations and the immersive power of its virtual reality applications. Each lab simulation is based on real life cases using 3D photorealistic animation and gamification. Science education and training is brought closer to practical experiences and problem solving. Students apply theoretical knowledge and practice their lab skills in high-tech, low-cost virtual laboratories. Collaboration with industrial partners aim to improve productivity and innovation.

LABSTER
jan@labster.com
www.labster.com

CHE CONSULT
BRIGHTSPACE BY D2L — AN INNOVATIVE LEARNING MANAGEMENT SYSTEM FOR HIGHER EDUCATION

D2L’s Brightspace is a digital learning platform that helps institutions deliver personalised learning experiences in a classroom or online. It combines intuitive interfaces, powerful tools and integrated analytics to deliver a user experience that is easy, flexible and smart. It is cloud-based and ISO 27001 compliant, runs on mobile devices, and makes it easy to create content and grade assignments.

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VIRTUAL LABORATORY SIMULATIONS — EMPOWERING THE NEXT GENERATION OF SCIENTISTS TO CHANGE THE WORLD

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LABSTER
jan@labster.com
www.labster.com
TAKE YOUR PICK

START-UP SAFARI

Berlin is centered at the beating heart of the growing start up sector in Europe. We invite the GLC community to join the start-up safari across the city to visit some of the most innovative and established ed-tech start-ups. In short pitches they will give a vivid impression of their work.

GUIDED TOUR AT THE “MUSEUM FÜR NATURKUNDE” (BERLIN MUSEUM OF NATURAL HISTORY)  
LEIBNIZ INSTITUTE FOR EVOLUTION AND BIODIVERSITY SCIENCE

This overview tour focuses on the museum’s key attractions: the 13-metre-high Brachiosaurus skeleton, the primeval bird Archaeopteryx, Knut the Polar Bear, the amazing biodiversity wall and, of course, Tristan, the original skeleton of a Tyrannosaurus rex. A further highlight of this guided tour is a visit to the East Wing, which opened in 2010, showing the museum’s scientific wet collections.

VIDEO BUS TOUR — BERLIN PAST AND PRESENT

We offer a totally new guided city tour with a bus outfitted with flat screens. While at the historic sites, we present film sequences and play sound recordings. The guide provides commentary on the film material, which makes possible a comparison between the past and present. Berlin was and is a center of German and European history. Journey back in time to the most important moments of the city’s past. Kaiser Wilhelm II waves to the masses from the balcony of his Berlin city palace; the crowds hail Hitler in front of the new Reich Chancellery; the Berlin Wall is built and falls at the Brandenburg Gate; Potsdamer Platz is built and the Federal Chancellery reveals its most secret rooms! Our route covers the classic sightseeing attractions, but offers significantly more than a normal city tour.

AFTER HOURS PROGRAM

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