CLIL4ALL

Digital Technology Essentials and Working in International Teams

University and degree programme: Karelia University of Applied Sciences, Information and Communications Technology

Courses: Digital Technology Essentials and Working in International Teams

Timing: 23.10. - 15.12.2023

Lecturers: Seppo Nevalainen and Heidi Vartiainen

Instruction Slides for Creating Learning Diary Entries

ASSIGNMENTS

- This course has three kind of assignments:
  - Individual assignments (Weekly exercises and topic-related group exercises)
  - Learning diary
  - Team work I and II.
- Assignment summaries and instructions will be provided at the latest when the topic in question begins (Starting from week 44).

ASSIGNMENTS

- Learning diary (starting from week 44):
  - Each student keeps a learning diary throughout the courses.
  - Learning diary is divided into chronological sections on a weekly basis.
  - Each section should include
    - Summary of five key takeaways of the week's topics (from student's own point of view). You can present the key takeaways as a list that has a paragraph (100-200 words) your summary for each key takeaway.
    - Self-reflection part based on helpful questions from Working in International Teams course.
    - Portfolio part of weekly exercise answers.
- General instructions for how to write the learning diary are given in the "Working in International Teams"- course.

ASSIGNMENTS

- Weekly exercises (starting from week 44):
  - At the end of the latter lecture of the week, you are given a set of exercises presented in the lecture slides.
  - Carry out the tasks and present your answers in the portfolio part of your learning diary.
  - Weekly exercises are graded as fail/pass. You get accepted grade when you have tried to give an answer to all the presented assignment questions in the instructed way.

Learning Diary Grading Principles -Slide (Digital Technology Essentials)

GRADING

- Course is graded based on the course assignments, and final grade will be average of the grades the three activities.
- Grading criteria for the individual topic-related assignments will be provided in the assignments-section of each topic.
- Learning diary will be graded based on the following criteria:
    1. Completeness of the diary (is it written during each of the course's weeks and topics).
    2. Correctness of the identified key points.
    3. Thoroughness of the self-reflection part.
- Team work I and II will be graded based on the following criteria:
    1. The quality of the developed solution for the task.
    2. The quality of the end presentation.

Template for Weekly Learning Diary Entry

2   Week 45

2.1   Summary of week's takeaways (from Digital Technology Essentials course)

[Key takeaway number 1 here]

[Key takeaway number 2 here]

[Key takeaway number 3 here]

[Key takeaway number 4 here]

[Key takeaway number 5 here]

2.2   1.2 Self-reflection part (concerning Working in International Teams)

[According to the instructions provided in the Working in International Teams -course]

1.3 Portfoflio of exercise answers (from Digital Technology Essentials course)

[According to the task descriptions given in lecture slides]

3 Topic 1 Assignment submission

[Insert your own definition for the concept 1 here]

[Insert your own definition for the concept 2 here]

[Insert your own definition for the concept 3 here]

[Insert your own definition for the concept 4 here]

[Insert your group's agreed upon definition for the concept 1 here]

Immersive Onboarding Design Using Engaging Web Apps

University and degree programme: Karelia University of Applied Sciences (host), Business Information Technology, IUT of Roanne, TH Wildau, HAN UAS

Course: Blended Intensive Program

Timing: February 17th - 21th, 2025

Lecturers: Seppo Nevalainen Stephan Plat, Antti Hurme, Carly McLaughlin, Aninha van der Linden, Simon Devos-Chernova, Muriel Fabrèges, Julien

Strignano, Nina te Riele, Antoine Pelicand, Radu Mariescu-Istodor, Guillaume Bouleux

Instructions and Template for Designing a Code of Conduct for a Student Team

Designing a Code of Conduct

We all assume things when we work with other people, things we don't need to talk about. That can work fine when we are working in the same organisation and in the same culture because the assumptions the team members make are similar. Working with people from different cultures means that these assumptions may not be appropriate and may lead to misunderstandings.

Your task is to write up a code of conduct with all the members of your team addressing some of the issues that might arise this week as you work on your project in multicultural teams. Basically, this answers the question: *how do you want to deal with each other and your differences during the week?* Establish guidelines for respectful, effective, and collaborative teamwork in this multicultural setting at Karelia University. The code should include points relating to the following aspects:

Communicating: What communication styles are there in your team? Are there people who are direct (i.e. tend to express their opinions / feelings very directly)? Are there people who prefer being less direct? How can you accommodate these differences within your team so that they don't lead to people being offended or frustrated?

Feedback: How are you going to give feedback to each other? How will you express negative feedback?

Persuading: Do you use a practical, concrete approach? Do you begin with facts and opinions and later add concepts to support the conclusion? Or are you more interested in the theory and then go to the facts and statements?

Leading: Do you want to choose a leader? If so, what should her or his roles be? Is it alright for one or two people to lead and others to follow? Or should everyone be equal and have equal authority in decision-making? How important is consensus?

Deciding: How will you make decisions in your team? Does everyone have to agree with everything or does the majority rule? Do want to spend a lot of time working out decisions and then stick to them whatever happens? Or do you want to make decisions quickly and then change them as the situation changes?

Trusting: Do you want to spend time getting to know each other on a personal level (asking where people are from, what hobbies they have, what kind of food or music they like) before starting the tasks or is it important to get down to work quickly (not to lose time) and get to know people throughout the week as you work together on the tasks? Do you decide things on the basis of the relationship you have with each other or because the project or the task demands it?

Disagreeing: When you disagree with each other how direct or confrontational do you allow this interaction to be? Is harmony within the group important or do you believe that conflict, debate or disagreement can produce good ideas and creative pressure that is positive for the group development? When is criticism not appropriate? Does 'anything go'?

Scheduling: How will you deal with time-keeping? Are you going to plan everything exactly in advance for each day or will you work on the project in a flexible way, dealing with issues as they arise? Is it one task after another with specific time limits or different tasks at the same time with flexible time limits?

Template for your Code of Conduct

We hereby declare to live up to the principles and norms, set by our team, in cooperating and communicating with each other, during the Intensive Programme week at Karelia University 17-21 February, 2025.

EXAMPLE:

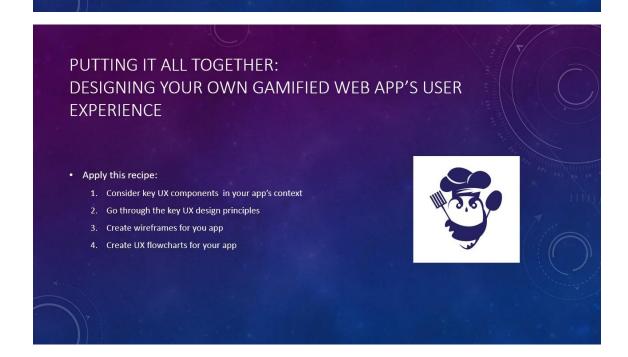Principle and practical example: Respect

We will **respect** each other. We will do this by letting each person speak until they are finished and **not interrupting** other members of our team.

Our top five principles are:

1 Principle:

Practical example:
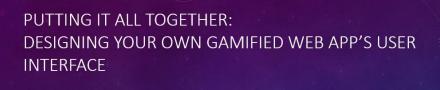
2 Principle:

Practical example:

3 Principle:

Practical example:

4 Principle:

Practical example:

5 Principle:

Practical example:

As signed by:

Member	Name	Signature
1		
2		
3		

4		
5		
6		

Instruction slides for Gamified Web App Design

PUTTING IT ALL TOGETHER:
TRANSLATING YOUR IDEAS INTO YOUR OWN GAMIFIED WEB
APP DESIGN

- Apply this recipe:
  1. Define core features based on your gamified onboarding idea
  2. Select potential gamification elements
  3. Go through the key design considerations
  4. Create Feature/Purpose/Implementation-triplets
  5. Create rough user flow diagram(s)

PUTTING IT ALL TOGETHER:
DESIGNING YOUR OWN GAMIFIED WEB APP'S USER
EXPERIENCE

- Apply this recipe:
  1. Consider key UX components in your app's context
  2. Go through the key UX design principles
  3. Create wireframes for you app
  4. Create UX flowcharts for your app

PUTTING IT ALL TOGETHER:
DESIGNING YOUR OWN GAMIFIED WEB APP'S USER INTERFACE

- **Apply this recipe:**
    1. Go through the key UI design principles
    2. Create mockups for your app