

JANUARY 27TH~28TH
KYOTO, JAPAN



WORLD
LEARNING LABS
SYMPOSIUM
2023



January 27-28
2023



Kyoto University of
Foreign Studies

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SYMPOSIUM 2023**

JANUARY 27TH~28TH
KYOTO, JAPAN



W O R L D
LEARNING LABS

**WORLD LEARNING LABS
SYMPOSIUM 2023**

**DESIGNING LEARNING SPACES AND
PROGRAMS FOR POST-PANDEMIC
WORLD**

INTRODUCTION

Looking to discuss real-world case studies and examples from many countries and contexts of post-pandemic learning environments and programs, this event will bring together industry professionals and academics. Leading experts from international universities will be present to share their knowledge and talk about the most recent technologies that are reshaping learning settings and the nature of learning environments.

TWO DAYS OF COLLABORATIVE LEARNING

a series of workshops and activities to gain and share knowledge around learning labs for collaborative projects from virtual tourism to augmented reality art exhibitions. Each participant will have the chance to contribute to a special edition of a journal, have networking opportunities, and receive a certificate of training as a part of participation.



CALL FOR PAPERS AND PRESENTERS

Proposals for contributions are currently being accepted in the following topics:

- Learning Spaces
- Educational Technology Development
- Learning Design
- Immersive Learning
- Learning Program Management
- COIL Programs
- OER Initiatives

Proposals for contributions are currently being accepted in the following formats:

- Oral presentations
- Workshops
- Round Tables/Panel Discussions
- Tech or Product Demos

PUBLICATION

REFEREED SCHOLARLY PAPERS PUBLISHED IN CONFERENCE PROCEEDINGS OR INVITED TO SUBMIT IN A PEER REVIEWED JOURNAL

1. Full paper (6–8 pages, incl. references) for all presentation formats (APA Format)
2. Short works and workshop reports 2-3 pages (incl. references) summary of your contributions for inclusion in conference proceedings (APA Format)
3. Video presentations submitted distributed on our website and YouTube channel

RESEARCH WRITING

This symposium is intended to be a catalyst for increased collaboration between spaces. There are opportunities for spawning new research papers, programs, and other initiatives in a writing workshop.

IMPORTANT DATES

12/31/2022 - Main round submission deadline - Only proposals needed

1/15/2023 - Video Presentation Submission Deadline

1/27/2023 - Symposium

1/28/2023 - Collaborative Research Writing

2/31/2023 - Camera-ready Papers for Publication Deadline – Full papers

PARTICIPATING ORGANIZATIONS

Learning Institutions

- National University of Science and Technology
- Islamabad, Pakistan
- Chungnam National University
- Sungshin Girls Highschool, Dongguk University
- Osaka Institute of Technology
- International Professional University of Technology of the Philippines
- University of the Philippines Open University
- Technological University of the Philippines
- De La Salle Lipa
- Sorsogon State University
- Department of Education, Philippines
- Kyoto University of Foreign Studies

Commercial and Lab Partners

- Veative Labs
- Together Learning
- International Journal in Information Technology in Governance, Education and Business
- Reality Labo
- The Bukas Lab

AGENDA

(All times Japan Standard Time GMT +9)

Friday, January 27th

Immersive Learning Workshop (1:00-4:00 PM Jan 27th)

(MAICO Lab) (IN PERSON ONLY)

Virtual Tour Making Workshop by Eric Hawkinson

Everyone in this session will get hands on training in creating either a virtual or an augmented reality tour using one of our main initiative at our lab (My Hometown and Reality Labo)

Symposium (5:00-6:30 PM Jan 27th)

(Lecture Hall) (IN PERSON and YouTube Live)

Watch Live Online on YouTube - (Link on our website - worldlearninglabs.com)

“Designing Learning Spaces and Programs for Post-Pandemic World”

- Opening Remarks by KUFS Organizers
- Message from UPOU Leadership
- Live Presentations from delegates (KUFS, UPOU, MAVR)
- Video Presentations
- Roundtable Discussion

Networking Dinner (7:00 - 10:00 PM Jan 27th)

An optional dinner at a local izakaya (IN PERSON ONLY)

Saturday, January 28th

LIVE SESSION (10:00 - 11:30 AM Jan 28th)

(IN PERSON AND YouTube Live)

Online Presentations and Demos

Closing Ceremony (11:30 AM to 11:45 PM, Jan 28th)

This will involve a short message from the representatives and the presentation of certificates to the in-person attendees of the symposium.

Partnership & Collaboration



University of the Philippines
OPEN UNIVERSITY

UPOU

University of the Philippines Open University

The University of the Philippines Open University (UPOU) is a public research and open university and distance education institution headquartered in the town of Los Baños, Laguna, with satellite offices in Quezon City, Metro Manila.



京都外国語大学
Kyoto University of Foreign Studies
京都外国語短期大学
Kyoto Junior College of Foreign Languages

KUFS

Kyoto University of Foreign Studies

Kyoto University of Foreign Studies (京都外国語大学, Kyōto gaikokugo daigaku), also known as KUFS, is a foreign language university in Kyoto, Japan. Kyoto Junior College of Foreign Languages is attached to this university.



MAVR

Mixed, Augmented and Virtual Realities in Learning Research Group

We are a diverse group of researchers who are passionate about exploring and furthering research related to augmenting learning processes with emerging technology.

SESSION 1 PRESENTERS

Friday, January 27th

5:00-6:30 PM JST

IN PERSON and YouTube Live



W O R L D
LEARNING LABS

SESSION 1 AGENDA

Welcome and Introduction – Eric Hawkinson

The Bukas Lab: Exploring Creative Physical Spaces for a Virtual University
(Dr. Diego Silang Maranan)

An Immersive Learning Laboratory for Immersive Open Pedagogies in the Philippines (Roberto B. Figueroa Jr. and Alexander G. Flor)

A Virtual Exhibit for a Conference in the Metaverse: The case of UPOU (Joshzerica Esguerra, Roberto B. Figueroa Jr., Lexter Mangubat, & Sally Gutierrez) [RF1]

Inconvenient Silence: A Virtual Exhibit on Mental Illnesses (Shari Eunice T. San Pablo)

Tablet-Based Augmented Reality in the Study of Concrete Nouns - Adam Dabrowski

FMDS Programs' Perception on the Use of Immersive Technologies (Joane Serrano and Camille Hermedes)

Possibilities of Use of Immersive Virtual Reality in DEVC 263 Course (Margaret Jarmin-Suarez and Joane Serrano)
[RF1]I am merging this as one 10-minute talk



JOANE SERRANO

PRESENTER BIO

Joane V. Serrano, PhD, is a professor of the University of the Philippines Open University (UPOU). She is currently the Dean of the Faculty of Management and Development Studies, University of the Philippines Open University. She has a wide array of research interests including information disorder, development and environmental communication, and open and distance eLearning (ODEL) among others. She is currently the editor in chief of the UPOU-managed journal, Journal of Management and Development Studies, the repository of scholarly work in the field of management and development studies. She has published more than 30 publications, presented in 90 conferences, and more than 60 public service engagements. She has been involved in developing and coordinating Massive Open Online Courses (MOOCs) related to disinformation offered by UPOU among the recent ones are Fake or Fact: 'Wag Mag-Palinlang and Wikipedia Editing and Fighting Historical Distortions. She has an extensive network among the recent ones are Won by Walking Network initiated by University of Gothenburg, University of Plymouth, Abo Akademi, University of Uolu funded by Riksbanken Jubileumsfond; Digital Literacy and Intuition with Ostafalia University; and Satoyama Initiatives with International Partnership for Satoyama Initiatives and Satoyama Development Mechanism. She obtained her PhD in Development Communication from the University of the Philippines Los Banos.

TOPIC INTRODUCTION

This study sought to investigate the UP Open University Faculty of Management and Development Studies program chairs' perceptions of the adoption of immersive technologies through an interview method during the recently completed program planning and a non-probability sampling survey method.



ADAM DABROWSKI

PRESENTER BIO

I am a researcher and professor living in Tokyo. I am currently pursuing my PhD in Education with a concentration in Applied Linguistics at Temple University Japan Campus. My research focuses on the application of Augmented Reality in vocabulary study and acquisition, visuospatial memory, embodied cognition, and flow states.

TOPIC INTRODUCTION

This presentation showcases a pilot study which compared deliberate vocabulary study via word-cards and AR. All words studied were concrete nouns in thematic sets. A three-by-three Latin square design was used to counterbalance three variations of study across three sets of nonwords. 39 participants studied target nonwords with word-cards and two variations of a tablet-based AR study method in real-world spaces. Delayed posttest data were subjected to generalized linear mixed effects models and indicated a benefit of the novel AR methods of study. A brief review of the literature, methods, analyses, discussion, and future directions will be covered.



SHARIEUNICESANPABLO

PRESENTER BIO

I am an artist, mental health advocate, and researcher who explores the synergistic relationship of art, science, communication, and development to effectively communicate messages as one intertwines art and research. I believe that art can be used as a powerful tool for social change. My works aim to find connections between humans, non-humans, technology, and spaces through art, research, and education.

TOPIC INTRODUCTION

Inconvenient Silence: A Virtual Exhibit on Mental Illnesses is an educational and awareness-raising creative work that uses photographs to explore the experiences of individuals living with mental illnesses, inviting visitors to share their own struggles, with the goal of shedding light on the often-invisible struggles of those living with mental illness, breaking the silence surrounding mental illness and promoting a more inclusive and supportive society.



MARGARET SUAREZ

PRESENTER BIO

Margaret Jarmin Suarez is a university researcher under the Faculty of Information and Communication Studies of the University of the Philippines Open University (UPOU). Her research mainly focuses on learner support services for open and distance e- learning (ODeL) wherein she has published and co-authored several peer reviewed journal articles and book chapters, among others. Margaret has been with the university for over two (2) decades serving in different capacities. She currently serves as a tutor under the Master in Development Communication program and is extensively involved in university projects and programs in her capacity as the program development associate for institutional and international linkages of the University. She holds a Masters Degree in Development Communication with a minor in educational psychology from the University of the Philippines Los Banos.

TOPIC INTRODUCTION

This research paper will explore the potential of virtual reality (VR) technology to revolutionize online education by utilizing immersive VR to provide highly immersive and interactive learning experiences, and will examine the University of the Philippines Open University's (UPOU) intentions to use this technology to create engaging and meaningful learning experiences that enhance engagement and retention, specifically in the DEVC 263 online course.



DIEGO S. MARANAN

PRESENTER BIO

I am a transdisciplinary artist and researcher who investigates how technology can help us reimagine our relationship with the environment, with other people, and with ourselves. My work is eclectic, ranging from exploring how digital technologies are changing the way we move as well as perceive human movement, to co-creating socially-engaged art installations that build symbiotic relationships between plants, computers and people. As a Marie Skłodowska-Curie PhD fellow of the CogNovo training program at Plymouth University, I adapted methods and insights from user experience and technology design, perceptual psychology and neuroscience, dance and somatic practices, and pragmatist philosophy to design a low-cost wearable technology that uses vibrotactile stimulation to create unusual, pleasurable, structured sensory experiences that demonstrably increase body awareness. I am currently an Associate Professor and Dean of the Faculty of Information and Communications Studies at the University of the Philippines Open University; co-founded Curiosity, a Manila-based design strategy firm that helps businesses, NGOs, and government design meaningful services; and co-founded SEADS, an international transdisciplinary network of artists, scientists, engineers and activists who reimagine and reshape the future through critical inquiry and hands-on experimentation.

TOPIC INTRODUCTION

BUKAS is a physical space and platform for pluridisciplinary and intersectoral initiatives in art, design, technology, and future literacy. BUKAS is operated by the UP Open University.

SESSION 2 PRESENTERS

Saturday, January 28th

10:00 - 11:30 AM JST

IN PERSON AND YouTube Live



WORLD
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ONLINE PRESENTERS

Presentations

- Interactive Moodle Madrassa by Kamran Mir
- The Virtual Museum Rubric by Masamichi Nishimura, Eri Yokoyama, and Kojiro Yano
- Behind the scenes of teaching in VR by Amelia Ijiri
- Development of a Web-Based Related Learning Experience for Nursing Students by Queenie R. Ridulme et. al.
- Enterprise Architecture for the Appraisal and Taxation of Real Property with Geospatial by King Zeus B. Biong et. al.



LEAD

PRESENTERS

Pre-recorded presentations with live Q&A with these facilitators representing their team. Chat with them live as their presentations are livestreamed.



Kojiro Yano



Amelia Ijiri



Julius G. Garcia



Kamran Mir



GILLES BAROIN

PRESENTER BIO

Gilles Baroin is a mathemusician, specialized in geometric visualization of musical structures and musical processes. Doctor-engineer, he is the designer of Planet-4D model used for visualizing musical systems and harmonic progressions in four dimensions. He regularly collaborates with artists, musicians and composers interested in visualization and geometric representation of musical objects, in discrete spaces (pitches, chords, harmonic progressions, ...) but also continuous (timber). He produced the first 4D animation of the harmonic Path in Beethoven 9th symphony discovered by Richard Cohn

TOPIC INTRODUCTION

As Virtual Reality is a promising tool for pedagogy, we intend to share our experience in the field of MatheMusic. Mathemusic is the scientific field that studies the relations between math and music; our scientific Society, SMCM, regroups worldwide researchers in the field, we have a journal and meet physically every two years. The Mathematical Virtual Museum is an interactive virtual experience that was premiered at the Museum of Design in Atlanta (Moda) in June 2022. It contains a growing set of interactive models based on the research issued from our society. Mathemusicians have always produced models for understanding, analyzing or computing music. We are used to visualize some of them on paper, in a theater or on a computer screen. Even if they refer to multidimensional spaces (3D-4D), while displaying these models on a computer screen the viewer ends up with a 2D picture, or a movie. Planar projection limits the perception, nowadays, in the era of virtual reality, we propose tools and solutions to better apprehend these models and give the viewer an improved immersive experience. Since the beginning of the project, we are collecting user experiences. Beside desperately unfit users for VR, we noticed that kids are a valuable public; music learners are improving their knowledge; mathemusicians and researchers are feeling like finally entering their own creation, and contribute to improvement.

Community Leadership



Eric Hawkinson

Kyoto University of Foreign Studies

Eric is a learning futurist, tinkering with and designing technologies that may better inform the future of teaching and learning. Eric's projects have included augmented tourism rallies, AR community art exhibitions, mixed reality escape rooms, and other experiments in immersive technology. Find more about his research and projects at <https://erichawkinson.com>



Roberto Figueroa

University of The Philippines Open University

Rob is an assistant professor at the University of the Philippines – Open University. He obtained his Doctor of Philosophy degree from the International Christian University, Tokyo, Japan. He studied virtual reality-based interventions and their impact on motivational and learning outcomes among adult learners in France, Japan, and the Philippines. Besides immersive technology, he is also actively engaged in learning analytics, English and Japanese language education, climate modeling, and simulation research.



Julius G. Garcia

Technological University of Philippines

Dr. JULIUS G. GARCIA is an Associate Professor at the Technological University of Philippines - Manila where he also served as a Research Coordinator at the College of Industrial Technology. He is also the editor-in-chief of the International Journal in Information Technology in Governance, Education and Business in Malang, Indonesia.

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