



DTU LearnT Conference 2021

WEDNESDAY, DECEMBER 8, 2021, 0830-1530

DTU SKYLAB, CENTRIFUGEVEJ 374, 2800 KGS. LYNGBY

Speakers & Discussants

<https://www.conferencemanager.dk/dltconference21>

Program

08:30-09:00	Check-in & breakfast
09:00-09:15	Opening remarks
	Welcome:
	Per B. Brockhoff, Professor, Head of the Department, DTU Compute
	Program and Housekeeping:
	Md Saifuddin Khalid, Assoc. Prof., Leader of LearnT
09:15-10:15	1.1 "Adaptive learning - A quantitative assessment of learning impact."
THEME 1:	Jan Kloppenborg Møller, Associate Professor, Dynamical Systems
Digital Learning	Section, Department of Applied Mathematics and Computer Science,
Technologies in Higher	Technical University of Denmark (DTU)
Education & Workplace	
Learning.	1.2 "Digital Learning using VR/AR"
<i>Five Presentations</i>	Thomas Juel, Partner, CSO, Cadpeople A/S
	1.3 "How VR can improve digital learning of tacit knowledge"
	Marcus Jøhnck Bendt Haure, Global L&D Lead, GRUNDFOS
	1.4 "Operational Performance Support through Augmented Instructions"
	Jakob Foss, Senior Manager, Training Technology & Standards, at Novo Nordisk.
	1.5 "Learning Technology for Improving Teaching Quality at Scale"
	Md Saifuddin Khalid, Associate Professor & Leader of LearnT - Centre for Digital Learning Technology, Technical University of Denmark DTU)
10:15-10:45	Q/A & panel discussion
10:45-11:00	Tea break



11:00-12:00

THEME 2:

Digital Learning Technologies in Pre-K & K-12 Education.

Moderator: Esben Trier, CEO &

Board Member - EdTech

Denmark

Five Presentations

12:00-12:30

12:30 -13:15

13:15-14:25

THEME 3:

EdTech Startup Ecosystem in Denmark

Moderator: Thor Ellegaard

- CEO - EduHub.dk

Five Presentations

14:25-14:45

14:45-15:00

15:00-15:30

2.1 "InterMat - University math for high school"

Karsten Schmidt, Associate Professor, Centre for Digital Learning Technology, Department of Mathematics and Computer Science, Technical University of Denmark (DTU)

2.2 "Adaptive learning technology in Mathematics in 4th and 9th grade in Copenhagen"

Anne-Mette Nortvig, Associate professor, Center for School and Learning, University College Absalon

2.3 "Europe Alive - a digital educational live action roleplay"

Jacob Andersen, CEO, Communico ApS

2.4 "Klasserumsspil - a semi-digital gamified classroom education format"

Henning Grubb Basballe, CEO, Copenhagen Game Lab

2.5 "Is EdTech in K-12 only for the students or teachers as well?"

Anders Peter Nielsen, co-founder, Verdens Bedste Danske Skole

Q/A & Panel discussion

Lunch break

3.1 "IMPACT EdTech program"

Sanyu Karani, CEO, Fundingbox

3.2 "Supporting EdTech growth in Denmark"

Thor Ellegaard, Hub Director, EduHub

3.3 "FullBrain: How can models help us learn better, faster and more?"

Panos Filianos, CEO, Fullbrain ApS, FullBrain - Social Learning Platform

3.4 "How DTU Skylab supports EdTech Startups"

Søren Amundsen, Project Manager, DTU Skylab, Technical University of Denmark (DTU)

3.5 "Peaqs - Unleashing the True Potential of Entrepreneurship"

Peter Martin Holst, Director, Co-founder, Peaqs.com by Artventure Denmark

3.6 The importance of a danish EdTech ecosystem

Claus A. Foss Rosenstand, Professor, Aalborg University (AAU) and Digital Hub Denmark.

Q/A & Panel discussion

Vote of thanks by learnt DTU, EdTech Denmark & Eduhub

Snacks and networking