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  Theme 1:
             Digital Learning Technologies in Higher Education & Workplace Learning.
             Five Presentations

1.1 “Adaptive learning - A quantitative assessment of learning impact.”
     Jan Kloppenborg Møller, Associate Professor, Dynamical Systems
     Section, Department of Applied Mathematics and Computer Science,
     Technical University of Denmark (DTU)

1.2 “Digital Learning using VR/AR”
     Thomas Juel, Partner, CSO, Cadpeople A/S

1.3 “How VR can improve digital learning of tacit knowledge”
     Marcus Jahnck 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

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

12:00-12:30

Q/A & Panel discussion

Lunch break

13:15-14:25

THEME 3: EdTech Startup Ecosystem in Denmark
Moderator: Thor Ellegaard - CEO - EduHub.dk

Five Presentations

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 Ammundsen, 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.

14:25-14:45

Q/A & Panel discussion

14:45-15:00

Vote of thanks by learnt DTU, EdTech Denmark & Eduhub

15:00-15:30

Snacks and networking