

**Final Program ECTELFI 2020: 15th European Conference on Technology-Enhanced Learning (EC-TEL) and  
18th Annual Conference of GI Educational Technologies Special Interest Group (DELFI)**





<b>14. September 2020</b>							
	Track 1 (Z1)	Track 2 (Z2)	Track 3 (Z3)	Track 4 (Z4)	Track 5 (Z5)	Track 6 (Z6)	Track 7 (Z7)
<b>8.30*</b>	Workshop Learning Analytics (DELFI)	Workshop HandLeVR 2020 (DELFI)	Workshop Educational media technology and its inclusive potential (DELFI)	Workshop Kompetenzen digital: Modellierung, Erfassung, Katalogisierung, Verarbeitung und Zertifizierung (DELFI)	Doctoral Consortium (ECTEL)		
<b>12</b>	Lunch time						
<b>13.30 – 17*</b>	Workshop Learning Analytics (DELFI)	Workshop HandLeVR 2020 (DELFI)	Workshop Digitally supported inclusive practices in education and training (DELFI)	Workshop Kompetenzen digital: Modellierung, Erfassung, Katalogisierung, Verarbeitung und Zertifizierung (DELFI)	Doctoral Consortium (ECTEL)	Workshop LAUR (ECTEL)	Workshop FoLA^2 (ECTEL)



\* Please make sure to check workshop websites for individual schedules and timetables (click on workshop title)

## 15. September 2020

	Track 1 (Z1)	Track 2 (Z2)	Track 3 (Z3)	Track 4 (Z4)
<b>8.30*</b>	Workshop Nuts & Bolts of Educational Research Projects (DELFI)	Workshop Communityaufbau und Hackathon light (DELFI)	Workshop CoFeeMOOC (ECTEL)	Workshop SMART E-Quality@WBL (ECTEL)
<b>12</b>	Lunch time			
<b>13.30 – 17*</b>	Doctoral Consortium (DELFI)	Workshop LAUR (ECTEL)	Workshop WELL4SD: Wearable Enhanced Learning in support of Sustainable Development (ECTEL)	Workshop DELbA: Designing and Facilitating Educational Location-based Applications (ECTEL)
<b>17 – 17.15</b>	Coffee break			
<b>17.15 – 18.45</b>	Opening session and keynote 1 by Samuel Greiff: <b>Technology-Based Assessments in 21st Century Education (Z8a)</b>			
<b>19 – 21.00</b>	Socialising (Gather)	Demo-Session 1 ECTEL (Z1)	Demo Session 2 DELFI (Z2)	
		N. Zanic, D. M. Gottschlich, R. Roepke & U. Schroeder: <b>Supporting Gamification with an Interactive Gamification Analytics Tool (IGAT)</b>	Chair: Thiemo Leonhardt F. Draxler, E. Wallwitz, A. Schmidt, L. L. Chuang: <b>An Environment-Triggered Augmented-Reality Application for Learning Case Grammar</b>	
		A. Ahmad, J. Schneider & H. Drachler: <b>OpenLAIR an Open Learning Analytics Indicator Repository Dashboard</b>	L. Ali, P. Aufdermauer, R. Roepke, U. Schroeder: <b>Ein Webbasiertes Tool zur Konvertierung von Bildungsmaterialien in OER</b>	
		A. Ruiz-Calleja, M.-L. Bote-Lorenzo, G. Vega-Gorgojo, S. Serrano-Iglesias, P. García-Zarza, J. I. Asensio-Pérez & E. Gómez-Sánchez: <b>CasualLearn: A smart application to learn History of Art</b>	S. Noichl, U. Schroeder: <b>InfoBiTS - Informatische Bildung für Technikferne Seniorinnen und Senioren</b>	
		J. Buchner & M. Kerres: <b>Applying Instructional Design Principles on Augmented Reality Cards for Computer Science Education</b>	S. Voß-Nakkour, P. Sacher, D. Weiß & T. Gatteringer: <b>LernBar 4.6: Barrierearme, für Learning Analytics optimierte Web Based Trainings</b>	
		R. May & K. Denecke: <b>Extending Patient Education with CLAIRE: An Interactive Virtual Reality and Voice User Interface Application</b>	A. Hassan & N. Pinkwart: <b>Zirkus Empathico 2.0. A serious mobile game for empathy enhancement in children with Autism</b>	
			S. Wollny, J. Schneider, M. Rittberger & H. Drachler: <b>Tabbi - A Tangible Interface for Educational Chatbots</b>	
			D.-K. Mah, C. Gamst, L. Ionica & C. Dufentester: <b>Entwicklung des AI-Campus – die Lernplattform für künstliche Intelligenz</b>	

## 16. September 2020

	Track 1	Track 2	Track 3	Track 4	Track 5	Track 6
<b>8.30 - 10</b>	Morning welcome and keynote by Linda Castañeda: <b>Transforming learning environments: Beyond education as skill collection and technology as a tool (Z8b)</b>					
<b>10 – 10.30</b>	Coffee break					
	<a href="#">PS1: Collaborative learning (ECTEL) (Z1)</a>  Chair: Andreas Lingnau	<a href="#">PS2: Impact I (ECTEL) (Z2)</a>  Chair: T. Farrell/ T. Broos	<a href="#">PS3: Augmented Reality (DELFI) (Z3)</a>  Chair: Heinrich Söbke	<a href="#">PS4: Textarbeit (DELFI) (Z4)</a>  Chair: Agathe Merceron	<b>Poster Session 1 ECTEL Gamification (Z5)</b> <a href="#">Video pitches</a> Chair: Inmaculada Arnedillo-Sánchez/ Sebastian Dennerlein	<b>Poster Session 2 DELFI Inklusive Bildungstechnologien (Z6)</b>  Chair: Thiemo Leonhardt
<b>10.30 - 12</b>	K. Michos, J. I. Asensio-Pérez, Y. Dimitriadis, S. García-Sastre, S. Villagrà-Sobrinó, A. Ortega-Arranz, E. Gómez-Sánchez and P. Topali: <b>Design of conversational agents for CSCL: comparing two types of agent intervention strategies in a university classroom</b> 	T. Ley, P. Carder, R. Dewey, R. Elferink, P. Kämäräinen, W. Müller, G. Peffer and T. Treasure-Jones: <b>Designing Technology-enhanced Learning research for sustainable impact: The Learning Layers case</b>	N. Osmers, M. Prilla: <b>Potential vs. Practice: Challenges for the Implementation of Augmented Reality for Learning and Training in Practice</b> 	S. Rüdian, J. Quandt, K. Hahn, N. Pinkwart: <b>Automatic Feedback for Open Writing Tasks: Is this text appropriate for this lecture?</b>	V. Yadav, A. Streicher & A. Prabhune: <b>User Assistance for the Serious Games Using Hidden Markov Model</b>	M. Wehner & A. Köchling: <b>Learning Analytics und Diskriminierung</b>
	M. Saqr and O. Viberg: <b>Using Diffusion Network Analytics to Examine and Support Knowledge Construction in CSCL Settings</b>	Tom Broos, Martijn Millecamp, Katrien Verbert and Tinne De Laet: <b>Card-based approach to coordinate Learning Analytics policymaking and implementation at scale</b>	J. Funk, L. Schmidt: <b>Evaluation einer Augmented-Reality-Anleitung für eine komplexe Montageaufgabe</b> 	S. Rüdian, A. Heuts, N. Pinkwart: <b>Educational Text Summarizer: Which sentences are worth asking for?</b>	M. Peffer & T. Youmans: <b>Simulation Based Assessment of Epistemological Beliefs about Science</b>	S. Claus & N. Pinkwart: <b>LAYA will in die Schule. Eine Anforderungsanalyse für den inklusiven, kollaborativen Einsatz einer Lernsoftware in der Sekundarstufe</b>
	V. Echeverría, K. Holstein, J. Huang, J. Sewall, N. Rummel and V. Alevén: <b>Exploring Human-AI Control over Dynamic Transitions between Individual and Collaborative Learning</b> 	C. Voigt, E. Unterfrauer and M. Hofer: <b>Entrepreneurial Education Based on Physical Computing and Game Development</b>	J. Hofmann: <b>LEAP: Learnings beim Einsatz von Augmented Reality in der praktischen Berufsausbildung</b>	S. Rüdian, N. Pinkwart: <b>Is the context-based Word2Vec representation useful to determine Question Words for Generators?</b>	R. Klamma, D. Sous, B. Hensen & I. Koren: <b>Educational Escape Games for Mixed Reality</b>  Y. J. Kim & J. A. Ruipérez Valiente: <b>Data-driven Game Design: The Case of Difficulty in Educational Games</b>	A. Wilhelm-Weidner: <b>Selbsteinschätzung leicht gemacht - Studienergebnisse aus der Theoretischen Informatik</b>

12 – 13.30	Lunch time (Gather)					
	<a href="#">PS5: Learnersourcing and LRS (ECTEL) (Z1)</a>  Chair: Sergey Sosnovski	<a href="#">PS6: (Emergency) Online Learning (ECTEL) (Z2)</a>  Chair: Tobias Ley	<a href="#">PS7: Virtual reality (DELFI) (Z3)</a>  Chair: Anja Richert	<a href="#">PS8: Schule (DELFI) (Z4)</a>  Chair: Andreas Lingnau	<b>Poster Session 3 ECTEL</b> <b>Interactive tools &amp; resources (Z5)</b> <a href="#">Video pitches</a> Chair: Inmaculada Arnedillo-Sánchez/ Sebastian Dennerlein	<b>Poster Session 4 DELFI</b> <b>Digital gestützte Lehr- und Lernformen (Z6)</b>  Chair: Thiemo Leonhardt
13.30 - 15	A. Darvishi, H. Khosravi and S. Sadiq: <b>Utilising Learnersourcing to Inform Design Loop Adaptivity</b> 	B. Yousuf, O. Conlan and V. Wade: <b>Assessing the Impact of the combination of Self-directed learning, Immediate feedback and Visualizations on Student Engagement in Online Learning</b>	L. Meyer, T. Pfeiffer: <b>Comparing virtual reality and tablet based training simulations in terms of learning and recalling declarative knowledge</b> 	H. Barbas, E. Bender, F. Hamann, D. Sitzmann, M. Soll: <b>Fertigkeiten erkennen und Interesse für Informatik wecken: Der Informatiktest von MINTFIT Hamburg</b>	S. Noichl & U. Schroeder: <b>InfoBiTS: A mobile application to foster digital competencies of senior citizens</b>	A. Greubel, T. Rudolph, M. Hennecke: <b>VeraSQL: An educational client for relational databases</b>
	S. Bhatnagar, A. Zouaq, M. C. Desmarais and E. Charles: <b>Learnersourcing Quality Assessment of Explanations for Peer Instruction</b>	L. Albó, M. Beardsley, J. Martínez-Moreno, P. Santos and D. Hernández-Leo: <b>Emergency Remote Teaching: Capturing Teacher Experiences in Spain with SELFIE</b>	Tobias Leßner: <b>Demokratische Schule 360°: Potenziale Virtueller Realität für Lehrerbildung und Ethnografie</b>	M. Lehmann, T. Bauer, S. Kersten, S. Hofmann, S. Schöneburg-Lehnert: <b>Was bedeutet „Digitaler Unterricht“?</b>	P. Kruit & B. Bredeweg: <b>Interactive Concept Cartoons: Exploring an Instrument for Developing Scientific Literacy</b>	M. Kastner, J. Franzkeit, A. Lainé: <b>Teaching Machine Learning and Data Literacy to Students of Logistics using Jupyter Notebooks</b>
	C. Labba, A. Roussanaly and A. Boyer: <b>An operational Framework for Evaluating the Performance of Learning Record Stores</b>		C. Fussen, V. Hanesova: <b>Pre-Testing der Lerneffektivität von 2D-to-3D-Didactics in immersiven VR-Umgebungen</b>	F. Funke, S. Hofmann: <b>Digitalisierung von Analyse- und Auswertungsstrukturen im Kontext schulischer Wettbewerbsszenarien</b>	T. Kubica, T. Hara, I. Braun & A. Schill: <b>An Approach to Support Interactive Activities in Live Stream Lectures</b>	K. Akao: <b>Bearbeiten Informatiklehrkräfte außerhalb der Dienstzeit ein Blended-Learning-Modul für eine Lehrerfortbildung? - Flexibilität durch Online-Lernen vs. „Freizeit ist heilig“</b>
			S. Riazy, K. Simbeck, M. Träger, R. Wöstenfeld: <b>Mobile First: Trends in Virtual Learning Environments</b>	M. Elias, A. Oelen, M. Tavakoli, G. Kismihok & Sören Auer: <b>Quality Evaluation of Open Educational Resources</b>	A. Thüring & K. Jäger: <b>Your Lesson, Your Way, Your Success</b>	
15 – 15.30	Coffee break (Gather)					






Best paper candidate EC-TEL



Best paper candidate DELFI

## 16. September 2020

	<a href="#">PS9: User- and human-centered design (ECTEL) (Z1)</a> Chair: Mohammad Khalil	<a href="#">PS10: Discourse/Video analytics (ECTEL) (Z2)</a> Chair: Pedro J. Muñoz-Merino	<a href="#">PS11: Barrierefreiheit (DELFI) (Z3)</a> Chair: Andreas Kienle	<a href="#">PS12: Assessment I (DELFI) (Z4)</a> Chair: Raphael Zender		
<b>15.30 – 17</b>	L. Delnoij, J. Janssen, K. Dirx and R. Martens: <b>Designing an Online Self-Assessment for Informed Study Decisions: The User Perspective</b>	D. Schlotterbeck, R. Araya, D. Caballero, A. Jimenez, S. Lehesvuori and J. Viiri: <b>Assessing Teacher’s Discourse Effect on Students’ Learning: A Keyword Centrality Approach</b>	T. Giorgashvili, S. Voß-Nakkour: <b>Nutzerzentrierter Ansatz zur Behebung der digitalen Barrieren</b>	M. Striewe, F. Trauten, Carolin E.: <b>Aufgaben mit automatischem Feedback zu chemischen Atom-Orbitalmodellen</b> 		
	I. Hilliger, T. De Laet, V. Henríquez, J. Guerra, M. Ortiz-Rojas, M. Ángel Zuñiga, J. Baier and M. Pérez-Sanagustín: <b>For learners, with learners: Identifying indicators for an academic advising dashboard for students</b>	T. Steuer, A. Filighera and C. Rensing: <b>Exploring Artificial Jabbering For Automatic Text Comprehension Question Generation</b>	S. Mateen, S. Voß-Nakkour, L. Rustemeier: <b>Eine Studie zur Qualitätsbeurteilung von automatisierten Testwerkzeugen zur Prüfung auf Barrierefreiheit</b>	O. Brix, S. Schober, L. Steinke, S. Strickroth: <b>Biblisches Hebräisch digital lehren und lernen: Praxiserfahrungen beim Aufbau eines Blended- Learning-Formats mit Moodle</b>		
	R. Conijn, L. Van Waes & Menno van Zaanen: <b>Human-centered design of a dashboard on students' revisions during writing</b>	C. Schulten, S. Manske, A. Langner-Thiele and H. U. Hoppe: <b>Digital Value-Adding Chains in Vocational Education: Automatic Keyword Extraction from Learning Videos to Provide Learning Resource Recommendations</b>	A. Semm, U. Spierling: <b>Ermittlung von Usability-Kriterien für Computer und Internet für Jugendliche mit kognitiven Beeinträchtigungen</b>	F. Horn, D. Schiffner, P. Sacher, T. Gättinger: <b>Usability design and evaluation for a formative assessment feedback</b>		
<b>17 – 17.30</b>	Coffee break (Gather)					
	<a href="#">PS13: Supporting teaching (ECTEL) (Z1)</a> Chair: Isabell Hilliger	<a href="#">PS14: Supporting learners (ECTEL) (Z2)</a> Chair: Margarita Ortiz	<a href="#">PS15: Gesundheit und Psychologie (DELFI) (Z3)</a> Chair: Peter Henning	<a href="#">PS16: Assessment II (DELFI) (Z4)</a> Chair: René Röpke	<b>Poster Session 5 ECTEL Teaching &amp; Learning Design &amp; Strategies (Z5)</b> <a href="#">Video pitches</a> Chair: Inmaculada Arnedillo-Sánchez/ Sebastian Dennerlein	<b>Poster Session 6 DELFI Virtuelle Trainings (Z6)</b> Chair: Clara Schumacher
<b>17.30 - 19</b>	A. Voulodimos, P. Karagiannopoulos, I. Drosouli and G. Miaoulis: <b>CGVis: A Visualization-Based Learning Platform for Computational Geometry Algorithms</b>	K. Akhuseyinoglu, J. Barria-Pineda, S. Sosnovsky, A.L. Lamprecht, J. Guerra and P. Brusilovsky: <b>Exploring Student-Controlled Social Comparison</b> 	C. Plotzky, U. Lindwedel-Reime, A. Bejan, P. König, C. Kunze: <b>Virtual Reality in Health Care Education: A Study about the Effects of Presence on Acceptance and Knowledge Improvement among Health Care Students</b> 	S. Judel, T. Bergerbusch, U. Schroeder: <b>Automatisierte Generierung von Automaten und automatenbasierten Aufgaben</b>	A. Filighera, T. Steuer & C. Rensing: <b>Fool me if you can - Student Attacks on Automatic Short Answer Grading</b>	M. Wolf, F. Wehking, H. Söbke & S. Hörnlein: <b>360-degree Models in Environmental Engineering Education: a Case Study</b>

	A. Greubel, H.-S. Siller and M. Hennecke: <b>Teaching Simulation Literacy with Evacuations: Concept, Technology, and Material for a Novel Approach</b>	I. Nikolayeva, A. Yessad, B. Laforge and V. Luengo: <b>Does an e-mail reminder intervention with learning analytics reduce procrastination in a blended university course?</b>	N. Troels Graf von Malotky, A. Martens: <b>DigiCare – Intelligentes Tutoring für Gesundheitsmanagement</b>	J. M. Haake, N. Seidel, H. Karolyi, L. Ma: <b>Self-Assessment mit High-Information Feedback</b>	K. Jordan: <b>Beyond indicators: A scoping review of the academic literature related to SDG4 and educational technology</b>	L. Meyer & T. Pfeiffer: <b>Virtual reality based digital reusable learning objects in healthcare training</b>
		S. Siouli, S. Makris, E. Romanopoulou & P. P. D. Bamidis: <b>Living with learning difficulties: Two case studies exploring the relationship between emotion and performance in students with learning difficulties</b>	J. Blattgerste, K. Luksch, C. Lewa, M. Kunzendorf, N. H. Bauer, A. Bernloehr, M. Joswig, T. Schäfer, T. Pfeiffer: <b>Project Heb@AR: Exploring handheld Augmented Reality training to supplement academic midwifery education</b>	D. von Suchodoletz, S. Slotosch, C. Rößler, S. Ritter: <b>Umsetzung digitaler Prüfungen mit bwLehrpool an der Universität Freiburg</b>	S. Dennerlein, C. Brenner, R. Gutounig, S. Schweiger, V. Pammer-Schindler: <b>Guiding Socio-technical Reflection of Ethical Principles in TEL Software Development: The SREP Framework</b>	Y. Tehreem & T. Pfeiffer: <b>Immersive Virtual Reality Training for the Operation of Chemical Reactors</b>
			T. Leonhardt, G. Damnik, N. Bergner: <b>Touch-Aktionen beim digitalen Lernen: Steigerung der Performance des visuellen Gedächtnisses durch aktive Reizverarbeitung</b>		J.-B. Raclet & F. Silvestre: <b>Git4School: a Dashboard for Supporting Teacher Interventions in Software Engineering Courses</b>	C. Hainke & T. Pfeiffer: <b>Adapting virtual trainings of applied skills to cognitive processes in medical and health care</b>
					C. ter Horst, L. Kubbe, B. van der Rotten, K. Peters, A. Bouwer, B. Bredeweg: <b>Exploring the design and impact of online exercises for teacher training about dynamic models in mathematics</b>	
<b>19 – 20</b>	Refreshment break					
<b>20 – 21.30</b>	Social event, awards and festivities (Z8c)					



Best paper candidate EC-TEL



Best paper candidate DELFI

## 17. September 2020

	Track 1	Track 2	Track 3	Track 4	Track 5
<b>8.30 - 10</b>	Morning welcome and keynote by Jens Mönig: <b>The Music Comes Out Of The Piano. Learning With Computers And From Computers (Z8d)</b>				
<b>10–10.30</b>	Coffee break (Gather)				
	<a href="#">PS17: Blended learning and orchestration (ECTEL) (Z1)</a>  Chair: Laia Albó	<a href="#">PS18: Impact II (ECTEL) (Z2)</a>  Chair: T. Farrell/ T. Broos	<a href="#">PS19: Kompetenzen (DELEF) (Z3)</a>  Chair: Niels Pinkwart	<a href="#">PS20: Programmierausbildung (DELEF) (Z4)</a>  Chair: Sven Strickroth	<b>Poster Session 7 ECTEL Learning Analytics, Machine Learning &amp; Recommender Systems (Z5)</b> <a href="#">Video pitches</a> Chair: Inmaculada Arnedillo-Sánchez/ Sebastian Dennerlein
<b>10.30 - 12</b>	S. Shahmoradi, A. Kothiyal, J. K. Olsen, B. Bruno and P. Dillenbourg: <b>What Teachers Need for Orchestrating Robotic Classrooms</b>	J. Jesionkowska, F. Wild, M. Fominykh and J. Molka-Danielsen: <b>Pandemic-Induced Constraints on Rapid Transformation to Digital Education</b>	N. Kiesler: <b>Kompetenzmodellierung für die grundlegende Programmierausbildung – Eine kritische Diskussion zu Vorzügen und Anwendbarkeit der Anderson Krathwohl Taxonomie im Vergleich zum Kompetenzmodell der GI</b>	B. Spieler, C. Girvan: <b>Das PECC-Framework: Gender-Sensibilität und spielerische Programmierung in der informatischen Grundbildung</b>	B. Rahdari, P. Brusilovsky, K. Thaker & J. Barria-Pineda: <b>Knowledge-Driven Wikipedia Article Recommendation for Electronic Textbooks</b>
	(Invited paper IAALDE). F. Harrak, F. Bouchet and V. Luengo: <b>Comparing students' question asking and voting behaviors in a blended learning environment</b>	J. Pawlowski, K. Clements, D. Dimitrakopoulou, M. Idzik, M. Müllu, M. Pilv and S. Sotiriou: <b>Computational Thinking and Acting: An Approach for Primary School Competency Development</b>	T. Falke: <b>Erwerb von Digitalen Kompetenzen für die Lebens- und Arbeitswelt</b>	S. Serth, R. Teusner, C. Meinel: <b>Digitale Arbeitsblätter mit interaktiven Programmieraufgaben im Informatik-Unterricht</b>	M. Khalil & S. Botnevik: <b>A Review on Student Awareness and Privacy Perception of Learning Analytics in Higher Education</b>
	Z. Zhang, A. Brun and A. Boyer: <b>New Measures for Offline Evaluation of Learning Path Recommenders</b>	M. Soll, L. Kobras, M. Johannsen and C. Biemann: <b>Enhancing a Theory-Focused Course Through the Introduction of Automatically Assessed Programming Exercises – Lessons Learned</b>	A. Thüring, K. Jäger: <b>Objektorientierte Programmierung – Kompetenzerwerb im Mastery Model des Inverted Classroom</b>  F. Günther, J. Neumann, R. Lorenz, A. Umlauf: <b>Medienkompetenz fördern und Medieneinsatz befördern – Didaktische Überlegungen bei der Entwicklung einer mobilen Anwendung für das betriebliche Ausbildungspersonal in KKUs</b>	M. Dahm, J. Rose, M. Köhler: <b>Programmier-Praktikum für Erstsemester – Erfahrungen aus mehreren Iterationen</b>	S. Sosnovsky, Q. Fang, B. de Vries, S. Luehof a& F. Wiegant: <b>Towards adaptive social comparison for education</b>  G. Sedrakyan, S. Dennerlein, V. Pammer-Schindler & S. Lindstaedt: <b>Measuring Learning Progress for serving Immediate Feedback needs: Learning Process Quantification Framework (LPQF)</b>  M. Molavi, M. Tavakoli & G. Kismihók: <b>Extracting Topics from Open Educational Resources</b>

12 – 13.30	EATEL e.V. General Assembly (Z1)		MV GI FG Bildungstechnologie (Z2)	
	<a href="#">PS21: User- and human centered design II (ECTEL) (Z3)</a>  Chair: Agathe Merceron	<a href="#">PS22: Impact III (ECTEL) (Z4)</a>  Chair: T. Farrell/ T. Broos	<a href="#">PS23: Lernen und forschen im Kontext (DELEF) (Z5)</a>  Chair: Daniel Schiffner	<a href="#">PS24: Informatikausbildung (DELEF) (Z6)</a>  Chair: Ulrik Schroeder
13.30 - 15	M. A. Chatti, A. Muslim, M. Guesmi, F. Richtscheid, D. Nasimi, A. Shahin and R. Damera: <b>How to Design Effective Learning Analytics Indicators? A Human-Centered Design Approach</b>	I. Wolfbauer, V. Pammer-Schindler and C. Rose Rebo Junior: <b>Analysis of Dialogue Structure Quality for a Reflection Guidance Chatbot</b>	J. Dehne, S. Strickroth, U. Lucke: <b>FL-Trail: Gruppenbasiertes forschendes Lernen digital unterstützen</b>	H. Faeskorn-Woyke, B. Bertelsmeier, J. Strohschein: <b>A Decision Tree Approach for the Classification of Mistakes of Students Learning SQL, a case study about SELECT statements</b>
	P. Krieter, M. Viertel and A. Breiter: <b>We Know What You Did Last Semester: Learners' Perspectives on Screen Recordings as a Long-Term Data Source for Learning Analytics</b>	J. C. Farah, A. Moro, K. Bergram, A. Kumar Purohit, D. Gillet and A. Holzer: <b>Bringing Computational Thinking to non-STEM Undergraduates through an Integrated Notebook Application</b>	L. Blömer, C. Voigt & U. Hoppe: <b>Corona-Pandemie als Treiber digitaler Hochschullehre</b>	F. Höppner: <b>Taking benefit from fellow students code without copying off — making better use of students collective work</b>
	O. Viberg, A. Mavroudi and Y. Ma: <b>Supporting Second Language Learners' Development of Affective Self-Regulated Learning Skills through the Use and Design of Mobile Technology</b>		N. Schröder, P. Pfänder: <b>Nutzung von GitHub für Open Educational Resources</b>	R. Lenz, D. Haller, A. Wahl: <b>Maßnahmen zur Verbesserung der Effektivität von Blended Learning bei Datenbank-Vorlesungen</b>
M. Ehlenz, B. Heinemann, T. Leonhardt, R. Röpke, V. Lukarov & U. Schroeder: <b>Eine forschungspraktische Perspektive auf xAPI-Registries</b>	P. Stalljohann, M. Merten: <b>VITMaze – Die Java Coding-Challenge für Verwaltungsinformatiker</b>			
15 – 15.30	Coffee break (Gather)			
15.30 – 17.30	Closing session and keynote 4 by Sabine Seufert: <b>Current and Emerging Educational Realities - Shaping the Digital Transformation? (Z8e)</b>			
17.30 - 19	After party (Gather)			