Program | Teaching Fair | Faculty club | 30 June 2023

13.00 –13.15 Welcome and lunch - Opening lecture by Hossam Ahmed

Information market – 13.15-15.00

JEDI Fund *Justice, Equity, Diversity and Inclusion.*	Het JEDI Fund verstrekt subsidies aan projecten en initiatieven die bijdragen aan een diverse en inclusieve leeromgeving binnen de Faculteit Geesteswetenschappen. Beleidsmedewerker **Aurelie van 't Slot** vertelt je er graag meer over.
Educational resources for pivot audiovisual translation *Bringing expertise from the language industry into the classroom.*	Pivot audiovisual translation is gebruikelijk in de taalindustrie. Zoals een Nederlandse serie in het Spaans vertalen op basis van de Engelse ondertiteling. Helaas is er weinig onderwijsmateriaal op dit gebied. **Susana Valdez** biedt studenten authentieke en actuele expertise van verschillende belanghebbenden uit de industrie over de mogelijkheden en uitdagingen van pivot translation.
Orientation to society *Prepared for the labor market with a portfolio.*	Through a number of integrated activities, **Jaap de Jong** his master students prepare themselves for the job market: Selection interviews, application for internship; Cross-media research weeks; Dream Job Drinks; Internship; Guest lectures and editorial visits and most importantly Portfolio.
Student podcasts *Academics around the table.*	**Thomas Vorisek** helps students to prepare and record a podcast. For the podcast, students prepare a dialogue discussing academic topics. The recording is in the LUCDH studio. The student receives feedback on the podcast from the instructor and fellow students and the podcast can even be published outside the educational domain.
Research methods for everyone *Digital methods training.*	Humanities education pays little attention to research methods. While these are the basis for proper scientific research. The expertise is available, but teaching methods in the classroom is difficult. Both supply and demand are very diverse. Online methods training by **Maaike Warnaar** offers the solution.
Machine Translation Toolkit *Modules on both the theory and practical applications of machine translation.*	**Ellis Wiersma**, together with lecturer **Lettie Dorst**, is developing a Machine Translation Toolkit, providing students and teachers with the tools to make better use of translation software. In this way, they ensure that students become critical, responsible and effective users of machine translation.
Dutch Debates *Activating students with the Jigsaw format.*	**Liesbet Winkelmolen** asks her students to prepare an assignment in small groups. The groups explain the outcome of the assignment in class to students who have prepared other assignments. A stimulating teaching method where students actively participate and learn a lot.
The student as a foreign reporter *Vlog, Podcast or Video essay*	**Nanne Timmer** offers digital audiovisual training for master's students to use for reporting on their fieldwork abroad. In addition, the video essay provides an opportunity to practice academic communication for a general audience.
A Graduate Journal *Leiden Elective Academic Periodical (LEAP).*	There are few ways to build the bridge between education and research. Students often receive feedback on their papers at the end of a course. This is then never implemented, even though rewriting is an important part of academic work and some papers have the potential of being published. Therefore, **Astrid van Weyenberg** and **Nanne Timmer** set up the graduate journal LEAP.
Area Studies in Four Dimensions *Online interactive multimedia-'textbook'.*	Using Rise, **Ben Arps** created an online interactive multimedia "textbook" for the core curriculum course Area Studies. Students engage with an online interactive multimedia textbook with much greater interest than a traditional, silent, and immobile paper or digital textbook. The result is faster and more profound understanding.
Online & hybrid teaching *the effects on the learning strategies and outcomes of our students.*	During the COVID-crisis, a wealth of new online teaching methods were introduced. While their practical functionality, ease of use and comfort have been assessed in other surveys, the way these methods effect how students learn has yet to be analysed in detail. **Laura Bertens, Steven Lauritano and Margot Stoppels** investigate the effects of online and hybrid teaching on the learning strategies and outcomes of our students.
The New Scholar *Collaborative learning and publishing skills in Humanities.*	**Paz González** brings together two gaps in Humanities in her student-run journal project: little attention to collaborative learning and no publishing possibilities for students. The New Scholar is the outcome for these issues.
LUCDH *Your place in the digital world!*	The Digital Humanities and Artificial Intelligence minor teaches new ways to analyse and study cultures and languages and provides insight into how digital methods and artificial intelligence (AI) are changing our personal lives and societies. The programme provides an introduction to the critical application of computational methods and thinking in a wide range of humanities and social science subjects.
Erasmus+ project ASSET-H *Awareness of Students' Skills: an Employability Toolkit for the Humanities*	The ASSET-H toolkit was developed by Leiden University in collaboration with KU Leuven, University of Helsinki and Randstad. With this toolkit, humanities graduates become more aware of their skills. This allows them to better present themselves to future employers, which strengthens the transition to working life.

Workshops – 15.00-17.00

Breaking the stalemate *Didactic responses to 'woke' and 'anti-woke' classrooms.*	Academic teaching increasingly means finding didactic tools to engage with 'woke' and 'anti-woke' students. Both camps make use of normative arguments and essentialize personal experience in a way that frustrates academic debate and results in an educative stalemate. In this workshop **Looi van Kessel** will discuss didactic methods with which to break through this stalemate and respond productively to the hardening of the debates between these two camps.
How to build a 3D study gallery online *Helping students retain information with the "Method of Loci".*	The "Method of Loci," or "Memory Palace," has been used by learners to absorb and recall information since the sixth century BCE. In this workshop, given by **Steven Lauritano**, we will examine an updated version for the digital age. Participants will learn how to create online galleries containing 2D and 3D contents, arranged in virtual environments. Students can use such galleries to study and organize their own 3D knowledge models.
Designing Future Scenarios in 3D *Challenging students to create interactive game worlds to visualize possible futures.*	In his Honours Class 'Our Future with Augmented Reality', **Robin de Lange** challenges his students to imagine future AR apps and interesting situations they would be used in. They design future scenarios exploring the effects of this technology on our society. In this design process students have to make many decisions, forcing them to think very carefully about the content of the course. They design this scenario as an interactive 3D world, which gives the students a lot of creative freedom. Robin will show you possible software, the end results of the students and how students can master these tools themselves. The goal of this workshop is to create a design challenge for your students.
Inner Seniority *What professional attitude do I allow myself and would I like to cultivate?*	During this workshop of **Anna Tijseling**, we will look at the inner attitude that we - regardless of our age - can permanently train. For an enjoyable work life in which giving and receiving in relation to work comes into balance. We look at themes such as: making choices, communicating needs, enjoying your work, putting things into perspective. If you know what you are doing it for, you can say 'yes' and 'no' in a more attuned way: in the big picture and also in daily life.
ChatGPT 1 *What are the lessons learned this semester?*	ChatGPT has a been around since early 2023. What is the effect on education? Can we ban it, or should we embrace it? Is it detectable or is it a lost race in advance? What adjustments in our ways of testing are needed? Can you use it in your course? We are now six months in. Are the outlines of the impact of Large Language Models already becoming more clear?
ChatGPT 2 *Experiences of teachers and examination boards.*	Prior to the Education Parade, a survey was conducted among faculty and exam boards at FGW to ask about their experiences with ChatGPT and other content-generating AIs. In this workshop we will present the results and discuss them.
CLARIAH *Implementing digital thinking in education.*	CLARIAH is an infrastructure that has been developing user-friendly tools, data sets, standards, methods and ready-to-use educational material for researchers, lecturers, students, libraries and cultural heritage institutes. Yet, what does it take to foster digital thinking and implement this in education? **Liselore Tissen** will showcase what CLARIAH can offer in terms of education and share her experiences of implementing digital thinking.
Digital Lab Tour *Your place for research in this digital world.*	The Digital Lab in P.J. Veth 1.07 is your place for research in this digital world. The Digital Lab offers state-of-the art equipment, including powerful PCs, VR goggles, 3D printer & scanner, eyetracker, and a podcast studio as well as a place to work and find a community of fellow DH students and mentors. Join our tour with **Angus Mol** to find out what resources are available for digital humanities research and learning.
Spel en Spelen *Meer speelruimte in jouw onderwijs.*	Dock20 heeft veel geëxperimenteerd met Spel en Spelen, voor het vergroten van studentbetrokkenheid en het spannender maken van het onderwijs. Met hun aanpak ontdekken docenten wat de bevrijdende krachten zijn van spellen (games), spelen (play) en de speelse geest (playful mind), om van daaruit de onderwijswereld rijker te maken. In deze workshop met **Diederik Bosscha** ga je zelf ervaren wat spel en spelen doet met jou.
Slentertijd: hoe pakken we het aan? *Pilot mindfulness in de academische context.*	Onze omgeving is vaak druk en voor velen stressvol: ons systeem staat altijd aan. Dat geldt voor zowel docenten als studenten. Tijdens deze sessie staat Pepita Hesselberth stil bij de vraag wat ervoor nodig is om een deze andere houding te kunnen ontwikkelen, zowel voor de klas als in ons dagelijks werkend bestaan.
Brightspace Grades *Entering grades in Brightspace.*	The academic year is almost at an end and that means: entering grades in Brightspace! However, it's not always that easy. We can help you get started with this interactive workshop on Brightspace Grades. There will be a short introduction to Grades, after which we'll help you set up or change the Gradebook in your Brightspace module(s). Please bring your own laptop or device to work with!

17.00- 18.00 Drinks and snacks