# THE GLOCAL CLASSROOM TVÅ DECENNIER MED MASTERPROGRAMMET COMMUNICATION FOR DEVELOPMENT

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### COMMUNICATION FOR DEVELOPMENT

WWW.MAH.SE/COMDEV



#### **HISTORY**

- 2000 First pilot course
- 2002 First international course
- 2003 Master degree ("breddmagister")
- 2004 Streaming of seminars
- 2007 Full master (1 year). Main subject at MAH
- 2010 Master programme
- 2011 Introduction of fees. Double intake
- 2012 HSV Evaluation
- 2014 First PhD. New course (Advances in ComDev)
- 2016 Optional 2 year master
- 2020 Return to single intake. Second evaluation





- Students from practically all over the world
- To date (2019) approaching 350 **graduates** and another 100+ currently enrolled in the programme.
- 600-800 applicants every year (admittance ratio 1:6, 50/50 Swedish/International)

#### **GUIDING PRINCIPLES**

Comdev has been offered as a web-based Master education at Malmö University since 2000. From the outset, there were three guiding principles

- a rethinking of communication and development in the light of globalization,
- a web-based pedagogy based on group dynamic
- practical implementation in a Project Work, preferably although not necessarily in a developing country.

### WORLD DEVELOPMENT

• A broad understanding of ComDev as an interdisciplinary field of analysis and practice.



#### CURRICULUM

- First year
- Media, Globalization and Development (15 ECTS credits)
- Communication, Culture and Media Analysis (15 credits)
- Second year
- New Media, ICT and Development (7,5 credits)
- Research Methodology (7,5 credits)
- Degree Project (15 credits)

- Optional additional year (full-time):
- Advances in ComDev (15 credits)
- Internship / Specialisation(15 credits)
- Project Production (30 credits)



#### CONVERGENCE PEDAGOGY

- A blended form of teaching and learning. Webbased, but structured around seminars and
  following a timeline, just like any campus
  education
- Unlike other distance learning courses that centre on the individual and his/her interaction with a tutor, the emphasis here is on maximizing interaction between lecturers and students and among students, as in a classroom setting.
- Accessibility. Low-tech solutions, various bandwidth options, to level out differences in an unevenly connected world.

This ever-present learning environment, based on group dynamic that potentiates the participants' own resources, is what we describe as *The Glocal Classroom*.



## THE DESIGN HISTORY – A GLOBAL PARTICIPATORY DESIGN APPROACH

```
1999 a webpage
2001 a LMS
2003 a media environment
.... Social media
.... New LMS (on the third now)
.... New streaming servers (FMS to Bambuser to mau play)
.... New video conference tools (MSN meeting -> skype -> zoom)
.... VR – AR – AI and the future?
```

The possibility to design and create our own learning environment is important

- Our students are active in the design we constantly monitor their use of the learning environment and adopts to the new tech
- The global users gives us an rich picture of the IT world
- We work vertically in the university organisations meaning that all staff, from teachers to support staff and IT are involved in a collaborative way
- The challenge to connect different universities wherever we go and do enrich and develop us

### A HIGLY MEDIATED COURSE

**GLOCAL TIMES** 

Broadcast by comdev

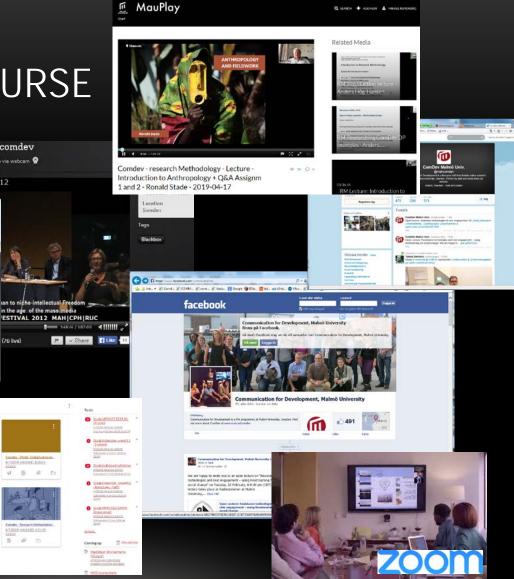
comdey 🚱 1 year ago via webcam 🤮

#orecomm2012

: the Seasons's

We use all viable means to communicate

- LMS
- Blogs
- Social media
- Video
- Live streaming
- Video conference

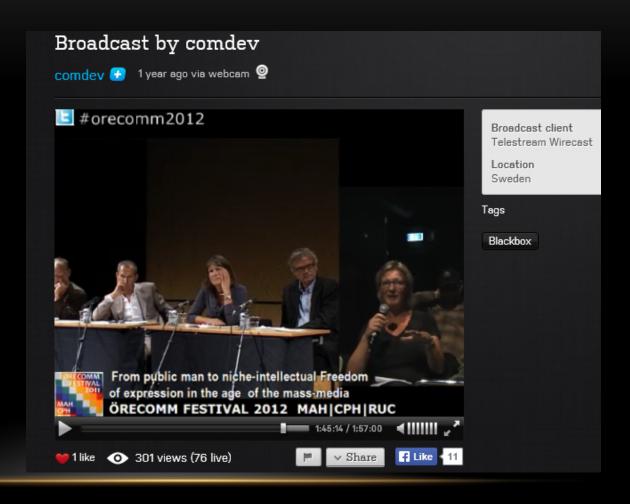


#### LIVE STREAMING AND VIDEO CONFERENCE

Live streamed seminars are streamed with a multicamera production to create a common room.

Dynamic rich video language aims to create an interesting virtual social room that supports a form of multi-modal interactive communication

Focus on the collaborative space that emerges from this video production

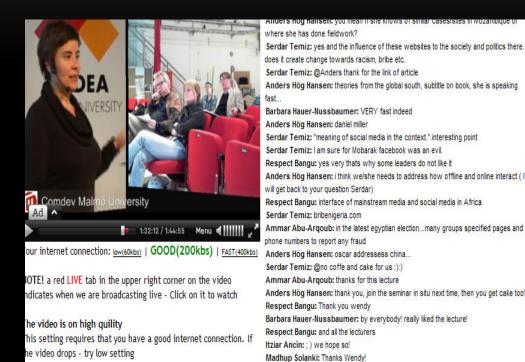


#### FROM LIVE LECTURE TO SUNET ZOOM

#### Live lecture

Single video stream combined with a chat. Simple, easy to understand communication model -> created a shared common room

Live produced multicamera stream -> a rich representation of the room together with IRL and online participants interaction created an augmented room



Serdar Temiz: @I will. At least 1 time I want to be part of all lectures. I will do my best.

#### FROM LIVE LECTURE TO SUNET ZOOM

#### ZOOM video conference

- Videomöten
- zoomroom
- Video webinar
- Multicamera production in ZOOM - > same shared collaborative room



#### THE GLOCAL CLASSROOM

- "Fantastic use of technology (even in the early days) to allow students to connect"
  - ComDev graduate (2006)
- "The course Coordinators and Micke made their careful steps from written chat, to sound and finally gave way to a full audio-visual encounter taking profit of the technological devices that slowly allowed all of us a more fertile gathering during the educational sessions. Assignments, brainstorming, comments on other's assessments, group and/or individual examinations, every single teaching or evaluating tool was creatively adapted into this new way of creating "community" as well as participatory learning."
  - ComDev graduate (2009)

#### THE MOBILE CLASSROOM

- Sarajevo (December 2003)
- Göteborg (February 2005)
- Istanbul (October 2005)
- Durban (November 2006)
- Dar es Salaam (November 2009)
- Tirana (October 2011)
- London (April 2012)
- Bangalore (January 2013)
- Berlin (November 2013)
- Stellenbosch (March 2014)
- Guelph (May 2014)
- Adelaide (November 2014)
- Paris (November 2016)
- Tblisi (November 2017)



#### THE UBIQUITOUS CLASSROOM

- Interaction independent of the location of the "hub". The classroom can be set up anywhere
- Multi camera production to recreate the room and capture the event from different angles simultaneously
- Live Lecture interaction creating a hybrid space which offers multimodality and synchronicity to learning

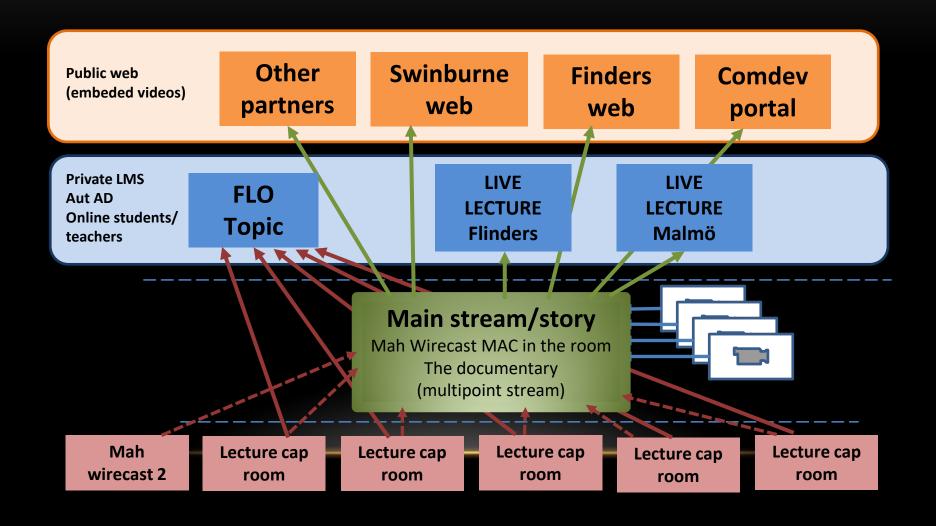
#### THE MOBILE CLASSROOM

- Advanced multicamera/scource video production with flexible mobile broadcasting technology – easy to adapt to all sites and conditions. One broadcast laptop and 1 – 5 HD cameras + multiple networked computer sources.
- Laptop based video switching and encoding for adaptive up-stream video transport. Very low network requirements (200kbps upstream)





# Case: Flinders Timor Leste Streaming model



#### THE GLOCAL CLASSROOM PROJECT

2013-2015

a global platform for collaboration and interchange in web-based learning.

- Stellenbosch
- Guelph
- Malmö
- Flinders



## ØRECOMM CENTRE FOR COMMUNICATION AND GLOCAL CHANGE

HTTP://ORECOMM.NET

Ørecomm Festivals

2011

Agency in the Mediatized World

2012

Reclaiming the Public Sphere

2013

Memory on Trial

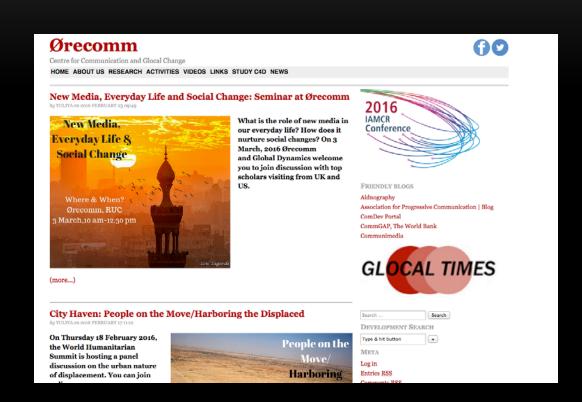
2014

Voice and Matter

2016

Transit Europe

Mobility, Communication and Governance



#### LINKS AND CONTACTS

The ComDev portal <a href="https://www.mau.se/comdev">www.mau.se/comdev</a>

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