NEW DIGITAL ATTITUDE

TECHNOLOGIE ENHANCED LEARNING WITH THE A-H! PRINCIPLES

#0A AVATAR PRINCIPLE
Each individual defines the avatar at the start of the project. This self-translation also includes character traits. Experiment with appearances and reflect on influences. Take a closer look at what this means for everyone's role in the group.

#0B BUDDY PRINCIPLE
Determine levels of participants: starter – talent or expert. Within the levels an exchange takes place based on the buddy system. The buddy is on a different level and are each other's first point of contact. Make time for buddy moments.

#0C COMMUNITY PRINCIPLE
Connect participants across hierarchical, cultural and disciplinary boundaries in a community. The community is connected in an online environment. The community draws up rules for use in advance. Edit these for the benefit of the project.

#0D DIGITAL PROJECT PRINCIPLE
The community (independently) organizes the project by scheduling tasks online. If problems arise, they are supported to solve this in the community itself. They can use an expert or facilitator to get help/support.

#0E EQUALIZER PRINCIPLE
Apply a number of equalizers at different points in the project. Offer a booster where necessary and give away a challenge, based on the individual differences in the group.

#0F FACILITOR PRINCIPLE
The facilitator supervises the project. Specific questions arise in a dynamic project character, which alternate at a rapid pace. Facilitate tailor-made options by facilitating demand instead of supply. Provide various group exercises, in line with the design thin-

#0G GAME PRINCIPLE
Activate the motivation by playing. By unexpectedly performing micro-actions on a game basis, you provoke impulsive reactions from participants. Create a safe space and follow the intuitive flow. Embrace the unpredictable chaos!

#0H HACK PRINCIPLE
Give participants the freedom to hack the 'system'. Do not judge and motivate this behavior. Try to legitimize it with each other by handing out a free ticket. Complete the hacked situation by sketching a new scenario together.

TECHNOLOGY ENHANCED LEARNING BY USING DIGITAL TOOLS
If you base this as your project you'll have to think about the digital tools you want to use. Every tool should be 'owned' by a expert. This expert is online avaible 'on-call'. The community can uses this expert to get direct tips&tricks.

Get an impression of some of the available digital tools for you!

- VIRTUAL REALITY
- AUGMENTED REALITY
- SPATIAL AUDIO
- 3D PRINTING
- PROGRAMMING
- GREEN SCREEN
- UV-MAPPING
- LASERCUTTING
- MOTION TRACKING

ZOOM IN

OPEN SOURCE
SCREENS
ENDLESS POSSIBILITIES
VIRTUAL REALITY
TALK WITH AVATARS
PROJECTING
TRADITION
MAPPING
TUTORIALS
METAVERSE
DIGITAL NATIVES
DINOSAURS
SLIDE TO SWITCH ROOMS
WORLD WIDE WEB
CLOUD
NON-HIERARCHICAL
ONLINE EXPERTS
DIMENSIONS
OPEN DOOR