



Provisional AGENDA

DATE: JUNE 27 - JULY 1 2022
PLACE: VALROSE CAMPUS



UNIVERSITÉ
CÔTE D'AZUR

EDUCATION

TOURISM

CULTURAL
&
CREATIVE INDUSTRIES

MONDAY 27

TUESDAY 28

WEDNESDAY 29

THURSDAY 30

FRIDAY 1

MORNING

TALK
WELCOME SESSION
GRAND THEATRE
LUNCH

MULTIPLIER EVENT
DISSEMINATION OF
D2S AND MOVIDIS
PROJECTS

GRAND THEATRE

TALK

TALK

COFFEE BREAK

TALK

TALK AND/OR WORKSHOPS

LUNCH

NETWORKING
AND
SHOWCASE

CAMPUS

WORKSHOP

WORKSHOPS

TALK AND/OR WORKSHOP

TALK AND/OR WORKSHOPS

COFFEE BREAK

TALK
HYBOT PROJECT

WORKSHOPS

TALK AND/OR WORKSHOP

CLOSING EVENT

JOB
SHADOWING

AFTERNOON

Provisional list of topics

WORKSHOPS IN EDUCATION :

INCLUSIVITY IN DIGITAL LEARNING: STUDENT PERSPECTIVES.

INCLUSIVE DISRUPTION: HOW DO WE ENSURE NO ONE IS LEFT BEHIND? DIGITAL POVERTY AND FAIR ACCESS

STUDENT VISION OF DIGITAL LEARNING: YOUR EDUCATION, YOUR VOICE, YOUR VISION
(STUDENT VOICE CAMPAIGN)

THE ACCESSIBILITY OF ONLINE LEARNING: UNIVERSAL DESIGN FOR ONLINE LEARNING AND DIGITAL ACCESSIBILITY (DIVERSITY IN EDUCATION)

STUDENT ENGAGEMENT IN ONLINE EDUCATION: STUDENT FEEDBACK AN ONLINE LEARNING, STUDENT COLLABORATION AND GROUP WORK ONLINE, ENHANCING INTERACTION IN LIVE ONLINE CLASSES

VR AND UNIVERSITIES: TOWARDS THE METAVERSITY

HYBOT PROJECT

ONLINE LEARNING: WHAT EDUCATORS NEED TO KNOW NOW SUPPORTING THE EDTECH COMMUNITY THROUGH AN EVER EVOLVING ONLINE LANDSCAPE.

EDUCATION TOMORROW: ENHANCING DIGITAL TEACHING AND LEARNING . TOWARDS A NEW LANDSCAPE OF LEARNING OPPORTUNITIES

OPEN BADGE

WORKSHOPS IN TOURISM :

TOURISM AND METAVERSE

HACKATHONS: COLLECTIVITY, TERRITORY. CONTINUITY OF PREVIOUS EVENT

PROFESSIONAL FORMATION IN DIGITAL AND TOURISM - CRT- PCE

DIGITAL AND SUSTAINABLE TOURISM

EVENEMENT PHYGITAL, BUSINESS TOURISM

ROUTES THEMATIQUES: DIGITAL ITINERARIES, AUGMENTED REALITY (USE AR- QR CODES)

WORKSHOPS IN CULTURAL AND CREATIVE INDUSTRIES :

THE IMPACT OF TECHNOLOGY ON VISITOR IMMERSION IN ART EXHIBITIONS

VIRTUALITY THE COLLECTION OF THE LASCARIS PALACE MUSEUM

GAMIFICATION AS AN INSTRUMENT OF ART EUROPE CREATIVE

MUSEUM AND THE DIGITAL REVOLUTION: GAMING AS AN AUDIENCE DEVELOPMENT TOOL

DISRUPTION THROUGH DIGITAL TRANSFORMATION IN THE MUSIC INDUSTRY: PRESENTATION OF THE PROJECT MUSIC AND ARTIFICIAL INTELLIGENCE PROJECT MPEI: DIGITAL INSTRUMENTS AND ORCHESTRA AND PEDAGOGY

CREATION OF AN IMMERSIVE EDUCATIONAL FILM TO REGULATE GENDER BIAS ISSUES IN SCHOOL ORIENTATION CHOICES

STUDY CASE