

# **XLAB – Design, Learning, Innovation**

A Laboratory Space for research and  
experimentation with Design, Learning and Innovation

**A possibility for you!**



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# **XLAB – Design, Learning, Innovation**



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# Welcome to Xlab

**A user-driven research laboratory using digital technologies to cultivate creative teaching and learning processes and methods, and acting as a “collaborative corridor” between research and societal needs**

How the lab may also work “distributed”, i.e. "move out of the context of the room" and work in the empirical contexts of participants instead (bringing relevant lab-equipment to the context of study and collect/produce data in situ.

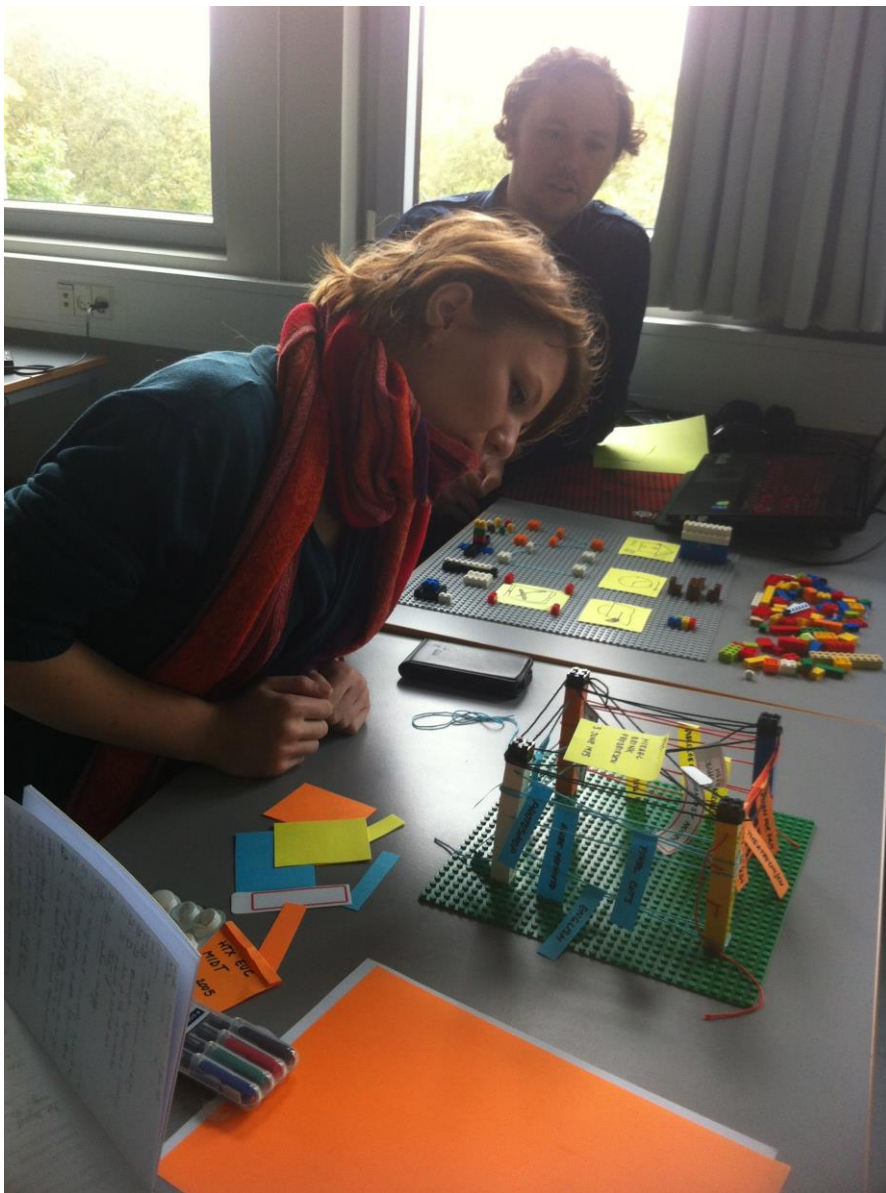
How the lab may offer space for conducting EXPERIMENTS to be observed by cameras etc. , e.g. in a DBR-circle.

How it is the intention of the lab to involve students as teachers (e.g. ILOO students) in bringing in new knowledge (e.g. about /free open source technology) and teaching STUDENT PEERS and FACULTY and potential STAKEHOLDERS in the new development, organized in hotspots (e.g. an hour on a Friday afternoon once a month).

How the lab will function as a HUB of establishing interesting, topical and ad hoc talks of visitors/researchers, etc.

How the lab will be a relevant partner in research projects





Mediology students are using a combination of material to materialise a design process



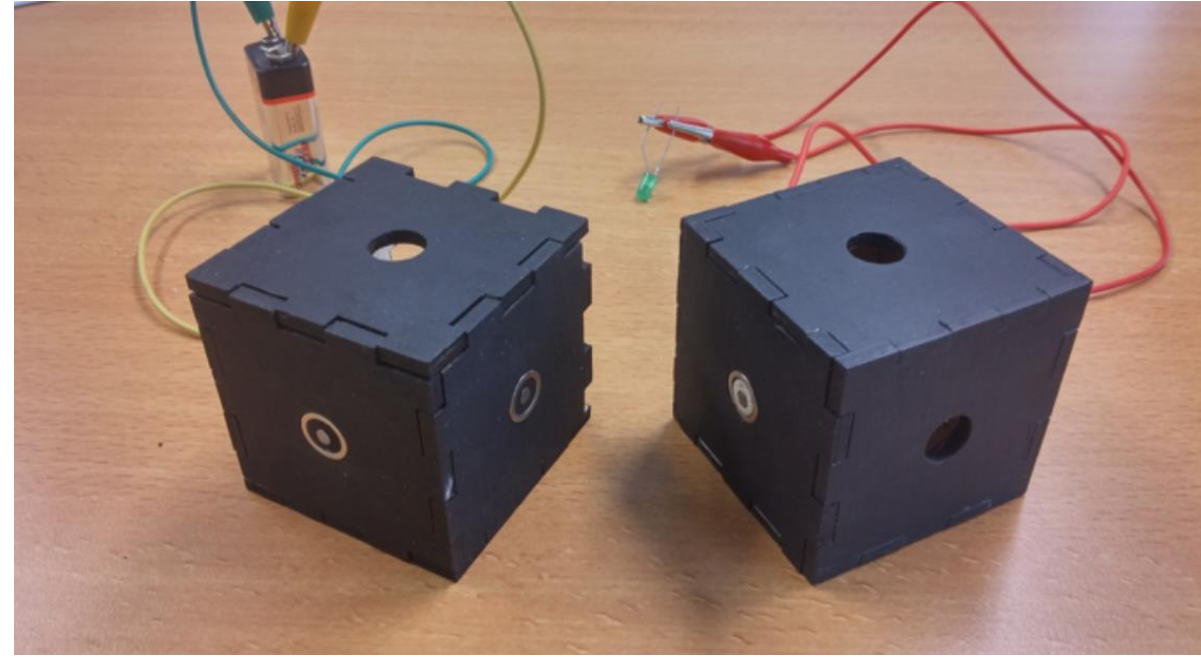
Pedagogue students actively engaged in an idea generation activity to create a prototype for an educational game/app targeting children in the early years

**XLAB CAN BE USED FOR STUDENT ACTIVITIES WHERE CREATIVE MATERIAL FOSTER THE LEARNING PROCESS**





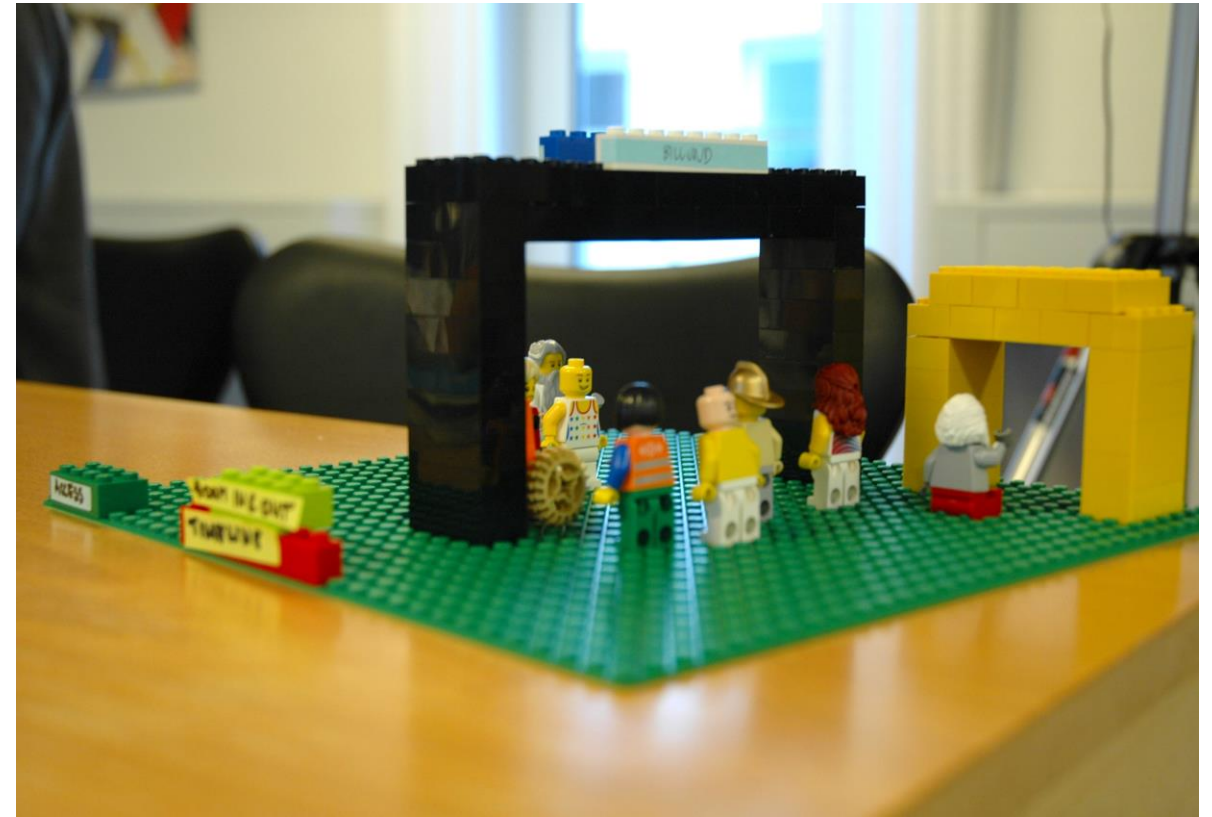
**Xlab can be used to demonstrate students' projects  
for external guests and stakeholders**



**Xlab facilities and materials can be used to  
build models and prototypes**



THE SCULPTURE GARDEN



THE NEIGHBOURHOOD WALL

**XLAB CAN BE USED FOR TEACHING PLANNING PURPOSES, FOR EXAMPLE TO CONCRETISE TEACHING AND LEARNING PROCESSES BY MATERIALISING/BUILDING IDEAS, CONCEPTS AND THOUGHTS**





Visualising/materialising theoretical concepts at a research meeting by using LEGO



Idea generation by using card sorting game within IdeaGarden research project

**XLAB CAN BE USED FOR RESEARCH PURPOSES, FOR EXAMPLE TO CONCRETISE THEORETICAL OR ANALYTICAL DISCUSSIONS BY MATERIALISING/BUILDING IDEAS AND THOUGHTS**





Xab can be used to carry out user studies, observations, creative activities within research- and student projects



# Welcome to Xlab

A teaching and learning activities environment where space, technology and expertise are available to be utilized for experimentation in teaching and learning scenarios

[edmodo.com](https://www.edmodo.com)

<https://www.edmodo.com/home>

[linoit.com](http://linoit.com)

<http://linoit.com/users/Voldborg/canvases/Forskningsfelter%20DUI%2FD4L>

[kahoot.com](https://www.dropbox.com/s/k0dgoa706cd5vb5/Screenshot%202017-05-04%2009.20.11.png?dl=0)

<https://www.dropbox.com/s/k0dgoa706cd5vb5/Screenshot%202017-05-04%2009.20.11.png?dl=0>

[trelo.com](https://www.dropbox.com/s/ppqwengtntpbixb/Screenshot%202017-05-04%2009.19.07.png?dl=0)

<https://www.dropbox.com/s/ppqwengtntpbixb/Screenshot%202017-05-04%2009.19.07.png?dl=0>

**XLAB CAN BE USED FOR DESIGN BASED RESEARCH PURPOSES TO EXPERIMENT WITH USE OF VIRTUAL ARCHITECTURES TO DESIGN (DIALOGIC) TEACHING AND LEARNING PROCESSES ACROSS TIME AND SPACE**