

Creative Café Report

Your Name: Safak Korkut and Janine Jäger

Title of Creative Café: When We Discovered that Virtual Reality is Not Just a Game, and Started to Use Gadgets as a Method to Disrupt

Participants (if known): 3 x 14 participants = 42

Which main topics emerged during the discussion?

- workshop class design is interesting
- there are many ideas for virtual reality application in education
- in general the integration of innovative technologies is interesting
- costs, resources and handling of technology might be obstacles

What is the relevance for the Swiss HEI?

- innovative and new technologies should be regularly identified and evaluated according to their relevance for higher education
- idea creation around those new technologies is important
- digital literacy needs to be fostered as a core skill of the digital age

Suggested next steps (if any):

- more workshops and research about new technologies
- interdisciplinary collaboration about that topic needs to be fostered

Additional comments:

- workshop outcome and material will be send to those participants that gave their mail address