



EU/NEW ZEALAND PILOT COOPERATION IN HIGHER EDUCATION

LEONARDO, A multi-national
exploration in Interaction Design
education and research

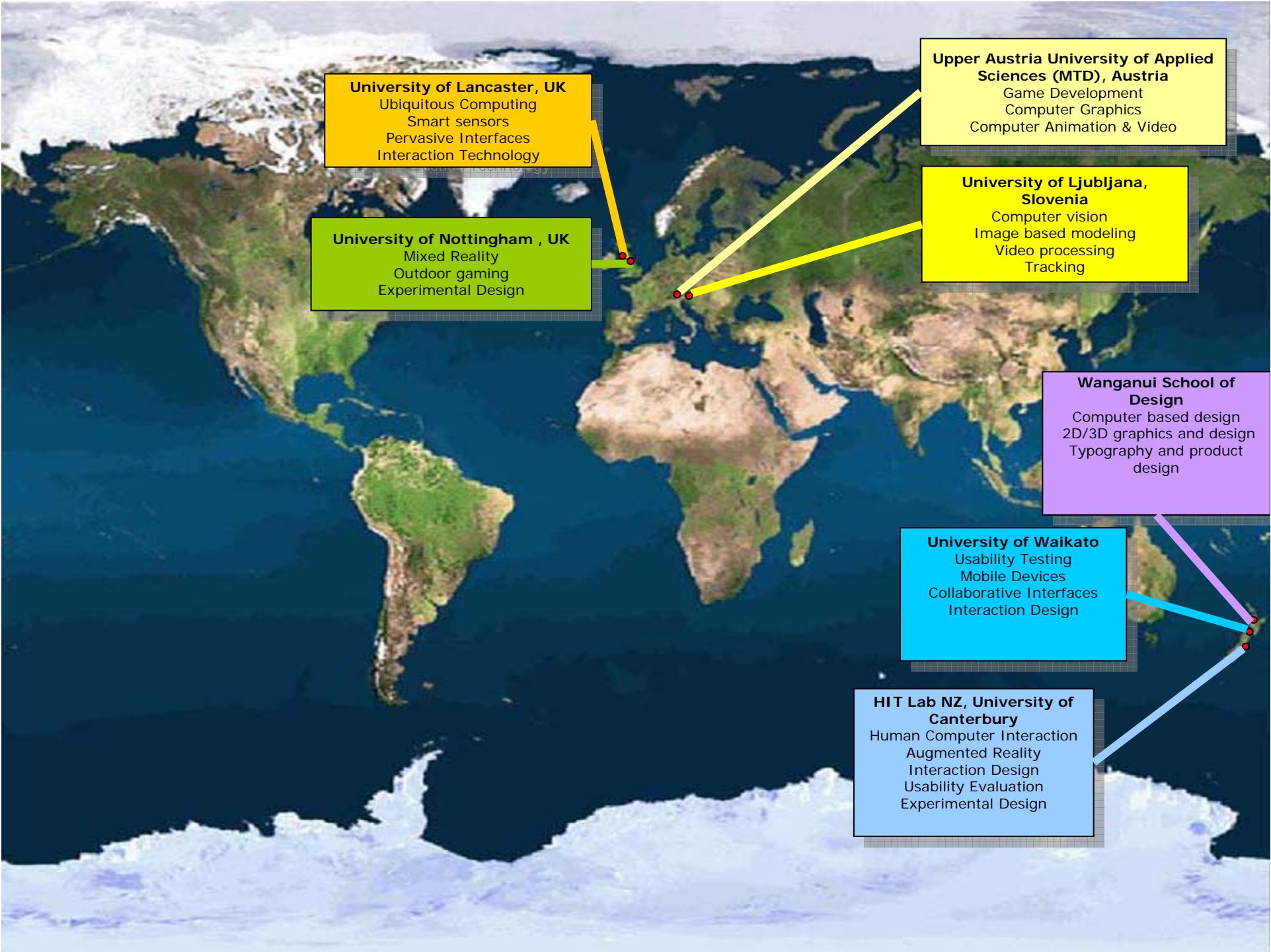
Goal of Leonardo

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- Collaboration between 4 leading design and engineering schools of Europe with 3 partners in New Zealand to develop a unique multi-cultural world-class learning experience in Interaction Technology and Design.

Mission

- Duration: 3 years
- Common curriculum (Interaction Technology and Design)
- Student mobility (approx. 72 students)
- Lecturer mobility (approx. 12 faculty members)



University of Lancaster, UK
Ubiquitous Computing
Smart sensors
Pervasive Interfaces
Interaction Technology

University of Nottingham, UK
Mixed Reality
Outdoor gaming
Experimental Design

Upper Austria University of Applied Sciences (MTD), Austria
Game Development
Computer Graphics
Computer Animation & Video

University of Ljubljana, Slovenia
Computer vision
Image based modeling
Video processing
Tracking

Wanganui School of Design
Computer based design
2D/3D graphics and design
Typography and product design

University of Waikato
Usability Testing
Mobile Devices
Collaborative Interfaces
Interaction Design

HIT Lab NZ, University of Canterbury
Human Computer Interaction
Augmented Reality
Interaction Design
Usability Evaluation
Experimental Design

Some details

Project duration

- 9/12/04 – 20/12/07

Topic & Level

- Interaction Design, Engineering, Computer Science, Humanities
- Graduate (Masters/PhD)

Grant

- EUR 225,000 (for the EU participants)
- NZ\$600,000 (\$200K/year) (for the NZ participants)

Activities for the next 3 years

1st year (1/12/04 – 1/12/05:

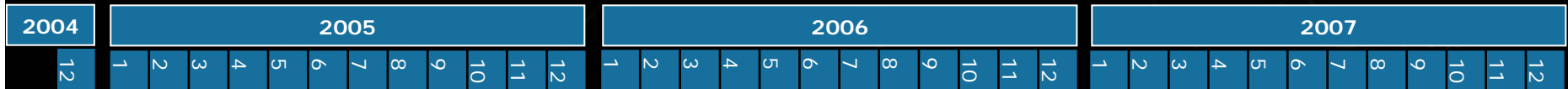
- 1st project meetings to share ideas
- Development of the curricula
 - Course modules
 - => Curricula document
- Development of organizational framework
 - Student coordinator
 - Standard procedures for handling student mobility
 - Money transfer
 - => Organizational document
- Lecturer Exchanges (start: 1/5/05)
- Student Exchanges (start: 1/3/05)
- Joint Programme Homepage (start: 1/7/05)

Activities for the next 3 years

2nd/3rd year (1/1/06 – 1/12/07):

- Student Exchanges
- Lecturer Exchanges
- Development of project evaluation plan
 - 1/1/06 – 1/10/07

Work plan



Development of the curricula

Curricula material translated into English

Development of organizational framework

Student mobility

Lecturer exchanges

Project evaluation plan

Dissemination (web-based)

Set up of coordinated curriculum

Strong focus on Interaction Design:

- Video and Animation
- Interactive Systems (e.g. AR, Multimedia installations)
- Games and computer graphics
- Human computer interfaces (HCI)
- Design esthetics (e.g. color and composition)
- Computer perception

Mobility of students 1



12 European students per year will spend 4 months in NZ and a shorter stay (3 months) at an EU partner institution

$$\Rightarrow 12 * 3 = \underline{36 \text{ EU students}}$$

Mobility of students 2



12 NZ students per year
will spend 8 months at two
EU institutions (4 months
each)

=> $12 * 3 = \underline{36 \text{ NZ students}}$

Mobility of students 3

Each EU partner will...

- ...send 3 students to NZ per year
- ...host 6 students from EU/NZ partners per year

EU students get a grant for mobility

- Airfare EUR 1,000
- 4 month-stay in NZ EUR 2,800
- 3 month-stay in EU EUR 2,100
- TOTAL EUR 5,900

Mobility of students 4

EU Students to NZ/year

UC: 4

UW: 4

WSD: 4

NZ Students to EU

UC: 4

UW: 4

WSD: 4

Schedule for students

J F M A M J J A S O N D

EU-student

NZ

EU

EU

NZ

EU

EU

NZ-student

EU

EU

EU

Mobility of students 4

Student coordinator (HIT Lab / DM)

- Assistance with travel arrangements:
 - visa, flights, and accommodation
- Assistance with academic placements
- Orientation seminar (come-together-party)
- Arranging social and cultural program
- They get paid by the student coordinator based on...
 - Their success
 - 50% in advance -50% after the return
 - Do we pay the university and they pay the students?

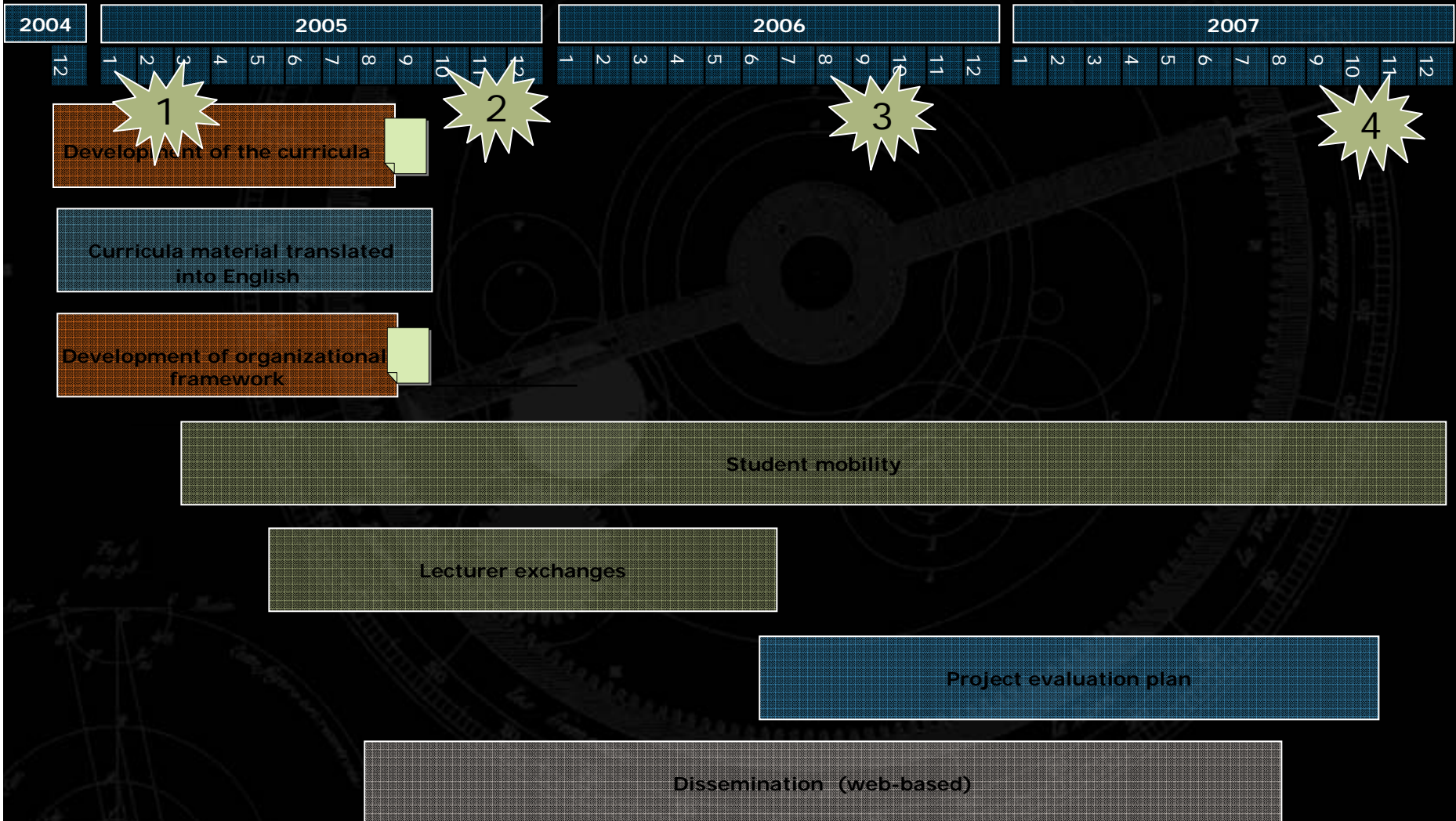
Staff mobility

Workshop meetings

- Meeting 1 (Kick-off): Beginning of February, Christchurch
- Meeting 2: Lancaster
- Meeting 3: Hamilton
- Meeting 4: Hagenberg

Teacher exchange

Staff mobility (Meetings)



Discussion

Curricula:

- Input of all partners (what are the strengths?)
- Where do we need the support of the other partners?

Student mobility:

- How do we select them? Standard application form
- 3 students / institution / year => can we change that rule?
- They have no student fees
- How do they get their money?
- How do we evaluate their success? Project report – EU criteria

Discussion 2

Staff mobility:

- How do the other partners get paid?
- What do we have to show to the EU officer?
 - Receipts have to be sent to the coordinator
 - Will the EU pay the coordinator in advance?
- Can we increase number of students?
- Can we add more institutions?
- What happens after 2007?

NZ Funding

How much money each NZ university gets/year

- For student mobility:...
- Staff mobility (Workshops):...
- Staff mobility (Lecturer exchanges):...

Industry Projects

EU students in NZ will work on applied industry projects

- HIT Lab NZ will apply for additional TBG/TechNZ funds to support these projects