



BUILT WITH BITS INTRODUCTORY WORKSHOP

30 SEPTEMBER - 1 OCTOBER 2021 | WEB CONFERENCE



General Information

Zoom

This event is being held online via Zoom.

You can use zoom through your browser, though for the best experience the [application](#) is advised.

30 September 2021 meeting ID: TBC

1 October 2021 meeting ID: TBC

Once you enter the room you will temporarily be placed in a waiting room to get access. This is an extra security measure.

Zoom will be available all through the meeting, both days, to offer the opportunity to talk to each other during the breaks.

Build with Bits workshop

Please note:

Day 1 of the workshop is open to anyone.

Day 2 is for participants registered in the free [Built with Bits mentoring programme](#).

Test your connection

We are available 5 minutes before the meeting starts to check your connection, device, headphones or microphone. Need assistance during the meeting? Contact the host through a private chat.

Etiquette

An online event has a different atmosphere than a live event. Please take the following into account:

- Mute your microphone before entering a session.
- Use your camera and please think about the following:
 - Face the light, don't sit with your back to a window.
 - Need to leave for a second? Turn your camera off.
- Check your username, use your first and last name.

[ENA Code of Conduct](#)



Day 1

Thursday, 30 September 2021

13:55 - 14:00	<i>Opening, test audio & video</i>
14:00 - 14:05	Welcome message, housekeeping and introduction of the day's programme by Altheo Valentini , European Grants International Academy, Italy
14:05 - 14:20	New European Bauhaus Delivery by Vera Winthagen , Joint Research Centre, European Commission
14:20 - 14:35	Blended learning for high quality and inclusive primary and secondary education by Ulrike Storost , Directorate-General for Education, Youth, Sport and Culture from the European Commission
14:35 - 15:00	Inmersive spaces in education I: Presentation of the Crowdreaming project by Paolo Ruso , Stati Generali dell'Innovazione association, Italy
15:00 - 15:10	<i>Break</i>
15:10 - 15:35	Digital Transformation. Intro to XR/vworlds/open-source by Verónica Rodríguez , Macedonia, Spain
15:35 - 16:00	Inmersive spaces in education II: Presentation of MIMOMO Faro project by Tiago Tito Candeias , Faro 2027, Portugal
16:00 - 16:10	<i>Break</i>
16:10 - 16:40	Built with Bits: full explanation of the program by Daniel Llamas , Macedonia, Spain
16:40 - 17:00	Built with Bits: Q&A



Day 2

Friday, 1 October 2021

13:55 - 14:00	<i>Opening, test audio & video</i>
14:00 - 14:05	Welcome, housekeeping and introduction of the day programme by Isabel Crespo , Europeana Foundation
14:05 - 14:30	Introduction Mozilla Hubs I. Design processes, methodology and UX introduction by Celia Jiménez , Macedonia, Spain
14:30 - 14:55	How to find Europeana open content for the project by Isabel Crespo , Europeana Foundation
14:55 - 15:10	<i>Break</i>
15:10 - 15:55	Introduction Mozilla Hubs II. Interactive demo with attendees by Daniel Llamas , Macedonia, Spain & David Mingorance , Macedonia, Spain
15:55 - 16:10	Discord explained by Daniel Llamas , Macedonia, Spain
16:10 - 16:20	Make onboarding onto Discord by Daniel Llamas , Macedonia, Spain & David Mingorance , Macedonia, Spain
16:20 - 17:00	Networking with the national facilitators: Marco Neves , Agrupamento de Escolas da Batalha, Portugal, Theodora Gkeniou , Public School, Greece, Emma Abbate , High School Liceo Diaz, Caserta, Italy, Daniel Llamas , Macedonia, Spain & David Mingorance , Macedonia, Spain



Speakers



Emma Abbate

Teacher
High School Liceo Diaz, Caserta, Italy

I'm a former teacher of Latin - History- Art and Geography in English since 1998/9, specialised in CLIL (Content and Language Integrated Learning). I teach in Cambridge International IGCSE® High School Alessandro Manzoni (Caserta), I'm trainer and author of digital content and free-lance researcher. I cooperate with the University of Naples L' Orientale as an expert in CLIL Masters courses and I gained specific expertise in Erasmus+ project management as coordinator of several projects funded by the EU. I hold a BA in Literature, Latin, History and Geography teaching, MA in e-Learning and CLIL and PhD in History (University Federico II-Naples). I have presented papers at national and international conferences and published articles in peer-reviewed journals.



Tiago Candeis

Project Manager
Faro 2027, Portugal

In a serious relationship with Heritage, Architecture, History, Arts and Culture. An eternal (and curious) dissatisfied, passionate about the way heritage is perceived by others. Graduated in Cultural Heritage and MA Student in History & Heritage, both at the University of Algarve (Portugal), studying the impact of digital technologies and gaming in Heritage Education. Currently, he is a freelancer, a Project Manager at Faro 2027 [ECOC Candidacy Team], an R-EU-FTOP Academy Nomad [European Creative Rooftop Network] and has participated in the ILUCIDARE Summer School 2021 [funded by EU Horizon 2020] on Heritage and Innovation.



Speakers



Isabel Crespo

Education Specialist and Community Manager of the ENA Education Community
Europeana Foundation

Isabel Crespo develops partnerships with relevant players in education, including MoEs, industry and non-profit organizations to promote the reuse of digital culture in formal and informal settings. She possesses a BD in Political Sciences, a MA in Cultural Management and an MSc in Corporate Communications. She's been working as a consultant for the Administration and in the Museum of Contemporary Art in Barcelona, where she was involved in educational projects.



Theodora Gkeniou

Teacher
Public School, Greece

I am an English language teacher, the Europeana ambassador for EUN, eTwinning ambassador, CEDEFOP ambassador for early school leaving, and an IT pedagogical trainer in my country, Greece. I have been working for more than 10 years in European project management, teacher training, digital education at schools, cultural heritage, mobile learning and digital humanities. Being the Chair of the Local English Teachers Union, we have been promoting informal learning and teacher mentoring, organising cultural activities in our context, creating synergies with Organisations such as museums and public libraries. I also enjoy writing updates for the teachingwitheuropeana blog.



Speakers



Celia Jiménez

Digital Product Designer and XR Specialist
Macedonia, Spain

Experience designer focused on creating digital interfaces from the creative and visual field. Celia has a degree in Audiovisual Communication, a Master's degree in 3D art for videogames and is specialized in new technologies. She has worked for more than 10 years for several clients and design agencies as Accenture Interactive (Fjord), IE Business School, Airbus, Telefonica, Repsol, Pireaus Bank, ... She is currently dedicated to define and create innovative applications in Virtual and Augmented Reality.



Daniel Llamas

Designer expert at strategy, research and facilitation
Macedonia, Spain

Designer expert at strategy, research and facilitation. Trainer and mentor in different Universities. He founded and led the AIDI association (2015), is part of the Open Innovation Community steering committee (2018) and launched Macedonia, a social and cultural innovation liquid-studio (2019). In this time, he has managed different teams and projects, such as IDesignMadrid (a design and innovation forum), Diseñatón (a participative social hackathon) and LaBotica (a rural transformation lab). From 2020, he merges his knowledge about strategic design of experiences along with new technology, to start a new experimental research path about virtual culture, creating the Madrix Space.



Speakers



David Mingorance

XR Creative, Designer, Artist
Macedonia, Spain

David Mingorance (1984, Granada-Madrid) XR Creative, Designer, Artist. He defines itself as an "early adopter" & experimenter, and he works in the intersection between Art + Design + Technology. Throughout his career, he works on different aspects related to creativity and artistic direction, including editorial design and direction, audiovisual creation, extended reality, product design and art direction. He is also a facilitator of communities and co-mentor in different work groups. He is co-founder of CreaXR, a community of immersive realities creators and is co-founder of the Macedonia design study, a diverse network of independent professionals who come together in a modular way to develop and promote projects that generate positive impact on people.



Marco Neves

Computer Science teacher + Europeana Teacher Ambassador for Portugal
Agrupamento de Escolas da Batalha, Portugal

Marco Neves is currently a Computer Science Teacher at Agrupamento de Escolas da Batalha. Is an Educational Tech Advisor on (new) technologies applied in learning environments such as: AI, Robotics, VR/AR, IoT and how they facilitate the development of a skills framework in the context of the Digital Transformation. He gives keynotes on education technology and mainly about the impacts of Digital Transformation and Artificial Intelligence in Education, Society and Economy, in the Portugal and abroad. As an Educational Project Coordinator he supports Educational Institutions and teachers on implementing innovative educational projects. Marco is a teacher trainer in TechEd since 2002. Responsible for developing, coordinating and supporting CPD and educational partnerships with European countries related with technological innovation projects.



Speakers



Verónica Rodríguez

VR Consultant
Macedonia, Spain

Communication professional specialized in the virtual reality industry. Veronica has a degree in Audiovisual Communication, a Master's degree in Transmedia and Branded Content and a Certificate in Virtual Reality Production. She has worked in branded content and marketing agencies and participated in various VR projects and companies, including the presentation of the XR Report on the state of the virtual and augmented reality industry in Spain in 2018 and the Virtual Reality Day initiative (2018-2020). She currently works as Director of Marketing and Strategy at Wowin Group, a business group that offers consulting and production services specialized in extended reality and collaborator in Real o Virtual.



Paolo Russo

General Secretary and Founder
Stati Generali dell'Innovazione association, Italy

Founding member of the Stati Generali dell'Innovazione association and its Secretary since 2014. Interdisciplinarity, transculturalism, innovation and values of the "open" world are the red thread that links the different phases of his over twenty years of professional activity. Since 2014 he has mainly dealt with innovation in the digital cultural heritage sector, after having conceived and tested the "museater" model in the USA. In 2008 he began operating in the USA, where he is still CEO of IMDA USA and has collaborated for several years with the Department of State Delaware on cultural and commercial exchange projects with Italy.



Speakers



Ulrike Storost

Policy officer for school education
Directorate-General for Education, Youth, Sport and Culture from the European Commission

Ulrike Storost works on school education at the European Commission's Directorate-General for Education and Culture. Prior to this she held various positions within the European Commission, for example coordinating the European Network of Public Employment Services (PES Network), bringing the European Youth Guarantee to life, or launching the European Alliance for Apprenticeships. Ulrike Storost is a teacher from profession and dedicated to high-quality education and teacher training, with work experiences also within the German national administration, UNESCO and the Bertelsmann Foundation.



Altheo Valentini

General Manager & Chair of the Steering Group of the ENA Education Community
European Grants International Academy, Italy

M.A. in "Publishing, Media and Journalism", Altheo has been working for more than 15 years as a project manager in the framework of various financing instruments of the European Commission, with a particular focus on digital and social innovation. Besides seating in the technical committee of the Italian National Coalition for Digital Skills and Jobs, he is a member of national associations and networks in the field of innovation and digital cultural heritage and he is part of the board of some international organizations, including: All Digital (digital skills), EAQOM (learning mobility) and the Europeana Education Community.



Speakers



Vera Winthagen

Policy Analyst (Design)
Joint Research Centre, European Commission

Vera is an industrial designer trained at the Design Academy Eindhoven. Her focus has always been on innovation by design, on co-creation methods and bridging research and design. She is currently working in the EU Policy Lab on the New European Bauhaus initiative at the Joint Research Centre of the European Commission.

Prior to joining the EU Policy lab team, she has worked at the City of Eindhoven as Strategic Design Consultant, responsible for anchoring the way designers work into strategic policymaking. She has also worked at Design & Innovation Agency VanBerlo and the Business Process Design unit of the Technical University Eindhoven as project leader of the 'Designing Out Crime' research theme.



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