

## EnetCollect Action meeting, 7-8 September 2017, Bolzano/Bozen

EnetCollect – European Network for Combining Language Learning with Crowdsourcing Techniques (CA16105)

**Meeting location:** Seminar room 1-2-3, Eurac Research, viale Druso 1, 39100 Bolzano

**Wifi network:** openAiR, **password:** wlan@eurac.edu

### Agenda day 1, September 7

Time	Seminar 2-3	Seminar 1
8:30	<b>MC meeting - Lionel Nicolas and Verena Lyding</b>	
10:00	<i>Coffee break</i>	
10:30	<b>Introduction and state-of-affairs - Verena Lyding and Lionel Nicolas</b>	
11:30	<b>Keynote speech by Karën Fort:</b> “Crowdsourcing: (a bit of) theory and ((quite) some) practice”	
12:30	<i>Lunch</i>	
14:00	<b>WG4 meeting – Toma Tasovac and Matthias Kunkel</b>	<b>Posters on Action members and their institutions</b>
	Introductions (30 min)	
	Toma Tasovac: From Ordinary Slaves to Happy Contributors: The Role of WG4 (30 min)	
	Matthias Kunkel: Technical Solution for Collecting Software Requirements (30 min)	
	Next steps (general discussion) (30 min)	
16:00	<i>Coffee break</i>	
16:30	<b>WG 5 meeting - Karën Fort and Katerina Zdravkova</b>	
	Invited talk by Jean-Yves Antoine: “Crowdsourcing for language learning: some considerations from deontological or consequentialist ethics” (60 min)	
	Discussion: how to work together efficiently and ethically within the WG and with the other WGs? (15 min)	
	Alain Couillault: overview of the Ethics and Big Data Charter (15 min)	
	Branislav Bédi (WG 3): Ethics of User Testing (15 min)	
	Elena Volodina (WG 1): Situation and legal problems with collecting learner texts (15 min)	
18:30	<i>Break</i>	
19:00	Social walk starting at Eurac Research main entrance	
20:00	Joint dinner at “ <a href="#">Restaurant Försterbräu</a> ”, via Goethe, 6, Bolzano	

## Agenda day 2, September 8

Time	Seminar 2-3	Seminar 1
8:30	<b>WG1 meeting - Elena Volodina and Iztok Kosem</b>	<b>Posters on projects relevant for enetCollect</b>
	Introduction (20 min)	
	Invited talk by Špela Arhar Holdt: "From student writing to language tools and materials: where does crowdsourcing come in?" (40 min)	
	Interactive round-table discussion (part 1) (40 min)	
10:00	<i>Coffee break</i>	
10:30	<b>WG1 meeting continued</b>	
	Invited talk by Detmar Meurers: "FeedBook: A Web-based Workbook for English Supporting the Interaction of Students and Teachers" <u>Abstract</u> (40 min)	
	Interactive round-table discussion (part 2) (20 min)	
	Planning ahead (30 min)	
12:00	<i>Lunch</i>	
13:30	<b>WG2 meeting – Rodrigo Agerri and Simon Krek</b>	
	Invited talk by Federico Sangati: "An Overview of NLP Crowdsourcing Systems" (45min)	
	Simon and Rodrigo will introduce themselves and their groups. (20 min)	
	<i>Break (10 min)</i>	
	30 min plan for the year (survey on implicit crowdsourcing). ++ WG1 strategy: develop most of the survey via one STSM. ++ WG3 strategy: compile the survey by distributing the task per country. (30 min)	
	Discussion, open debate about planning. (15 min)	
15:30	<i>Coffee break</i>	
16:00	<b>WG3 meeting - Branislav Bédi</b>	
	Introduction (20 min)	
	Invited talk by Carmilo Ardito: "A Human-Centred Design approach to the design of educational games" (45 min)	
	<i>Break (10 min)</i>	
	Planning by Branislav Bédi (15 min)	
	Discussion among all participants (15 min)	
18:00	<b>Closing</b>	
18:30	<b>Quick debriefing of Core Group (max. 60 min)</b>	