



## Publication List OnCreate Project 2015-2017

Cooper, G., Field, J. Thayne, M., 2015. Pedagogic practices that promote partnerships: a case study of co\_LAB, Embedding Partnerships in Teaching & Learning Symposium, 2 June 2015, University of Lincoln.

Cooper, G., Field, J., Thayne, M. and Vickers, R., 2015. 'The Collaboration Laboratory' Research Network: developing interdisciplinary student partnerships. Student as Producer; Beyond the University, 6 March 2015, University of Lincoln.

Demirbilek, M., 2016. OnCreate: Creative Online Cross-Cultural Collaboration Experiences. Presented at the International Conference on Research in Education & Science (ICRES) 2016, Bodrum, Turkey.

Falk-Bartz, S., Stockleben, B., 2016. Think Cross Change Media 2016: Mobil. Ethisch. Kollaborativ. BoD – Books on Demand. 2016

Forsgren, C., 2016. Industry professionals als collaborators in online creative learning, in: Think Cross-Change Media 2016: Mobil. Ethisch. Kollaborativ. Presented at the Think Cross - Change Media 2016, BoD – Books on Demand, Magdeburg, pp. 165–172.

Jäminki, S., 2017. Epäonnistuneen virtuaalitiimin kuolinsyytutkimus (Expert Blog about the factors and lack of soft-skills why Virtual Teams fail). Lapin AMKin blogi. <http://www.lapinamk.fi/fi/Esittely/Pohjoisen-tekijat--Lapin-AMKin-blogi?ln=dms3a4ug&id=b644e334-ebc5-4913-8f57-a2a93514654b>

Jäminki, S., Demirbilek, M., 2016. Extending cross cultural interaction to foster digital competencies in joint online collaboration using a social network site, in: Think Cross Change Media 2016: Mobil. Ethisch. Kollaborativ. Presented at the Think Cross - Change Media 2016, BoD – Books on Demand, Magdeburg, Germany, pp. 173–187.

Jäminki, S., Demirbilek, M., (UNDER REVIEW). Fostering Change Management Competencies in an Online Cross-cultural Community. Education and Information Technologies. in Journal of the IFIP Technical Committee on Education

Jäminki, S., Saranne, M., 2016. Etäisyydet hallintaan: Yhteisöllistä verkkotyöskentelyä kehittämässä kansainvälisessä verkostossa. Lumen : Lapin ammattikorkeakoulun verkkolehti, Lapland UAS journal, 2(3). <https://blogi.eoppimispalvelut.fi/lumenlehti/>

Köber, C., Weihofen, R., Rennstich, J.K., 2017. Echoes of the Past: Meaning Making in Congolese Narratives Relates to Their Social Distance Attitudes Toward Europeans. Imagination, Cognition and Personality 0276236617731734.

Maina, E., Mavengere, N., Manzira, F., Kihoro, J., Ruohonen, M., 2017. Learners' experiences in a multicultural online collaborative learning environment: A case of ICT4D Course. Presented at the The World Conference on Computers in Education (WCCE 2017), Dublin, Ireland.

Mavengere, N., Manzira, F., Ruohonen, M., 2017a. Learning in a Virtual Class: Efforts to improve way of learning and environment. Presented at the IST-Africa 2017 Conference, Namibia.

Mavengere, N., Ruohonen, M., 2016. Digital Pedagogy for Enhanced Social Qualities, Collaborative Processes and Quality of Learning. Presentation at Stakeholders and Information Technology in Education IFIP TC3 Conference 2016, Portugal

Mavengere, N., Ruohonen, M., 2016a. Digital Pedagogy for Enhanced Social Qualities, Collaborative Processes and Quality of Learning, in: International Conference on Stakeholders and Information Technology in Education. Springer, pp. 141–151.

- Mavengere, N. & Ruohonen, M. (2016) ICT4D 2.0 Studies in Virtual Environment: Context and User Needs to Foster Learning Process. In Cunningham, P. and Cunningham, M. (eds.) IST-Africa 2016 Conference Proceedings, IIMC International Information Management Corporation. ISBN: 978-1-905824-54-0. (IST-Africa 2016 Conference, 11 - 13 May 2016, Durban, South Africa), pp. 1–8.
- Mavengere, N., Ruohonen, M., 2016c. In Pursuit of Quality Learning: Contexts And User Needs in Virtual Learning, in: Think Cross Change Media 2016: Mobil. Ethisch. Kollaborativ. Presented at the Think Cross - Change Media 2016, BoD–Books on Demand, Magdeburg, pp. 200–210.
- Mavengere, N., Ruohonen, M., Vartiainen, K., 2017b. Enhancing Learning in a Virtual Environment: Qualities of Learning in Different Learning Modes. Presented at the The World Conference on Computers in Education (WCCE 2017), Dublin, Ireland.  
[http://eprints.lancs.ac.uk/86999/1/WCCE\\_programme\\_non\\_print.pdf](http://eprints.lancs.ac.uk/86999/1/WCCE_programme_non_print.pdf)
- Rennstich, J.K., n.d. E-Prüfungen, in: 50 Prüfungsformate Für Die Hochschullehre. Kompetent Prüfungen Gestalten. Waxmann (UTB), Münster, pp. 67–70.  
<https://www.amazon.de/Kompetent-Pr%C3%BCfungen-gestalten-Pr%C3%BCfungsformate-Hochschullehre/dp/3825248402>
- Ruohonen, M., Mavengere, N., Haukijärvi, I., 2016. Learning Effects of Virtual Networked Business Simulation – Comparing Experienced and Novice Students, in: Smart Learning Conference Proceedings. Presented at the Innovation Arabia 2016 - Smart Learning Conference, Dubai, UAE, pp. 145–159.
- Ruohonen, M., Mavengere, N., Haukijärvi, I., 2015. Creative Processes in Online Collaboration - Virtual Teams Work and Learning, in: Proceedings of ITK 2015, University of Tampere SIS Research Reports. Presented at the ITK 2015, University of Tampere, Tampere, pp. 134–141.
- Sørensen, J.K., 2017. Exploring Constrained Creative Communication: The Silent Game as Model for Studying Online Collaboration. International Journal of E-Services and Mobile Applications (IJESMA) 9, 1–23. <https://www.igi-global.com/article/exploring-constrained-creative-communication/188748>
- Sørensen, J.K., 2016. Silent game as Model for Examining Student Online Creativity-Preliminary Results from an Experiment, in: Think Cross-Change Media 2016: Mobil. Ethisch. Kollaborativ. Presented at the Think Cross - Change Media 2016, BoD – Books on Demand, Magdeburg, pp. 225–243.

Stockleben, B., 2017. Collaborative Online Teaching in the OnCreate Project. Presented at the CILECT Congress 2017: Transmedia & Interdisciplinary Approaches, Zurich, Switzerland.

Stockleben, B., 2016. Creative Processes in Online Collaboration (On-Create). Presented at VisEmEx (Visualization, Emerging Media, and User Experience: A Think Tank for Cross-Disciplinary Visionaries) 2016. Curtin University Perth, Australia <http://www.visemex.org/sample-page/>

Stockleben, B., 2015. OnCreate and the Virtual Teammate: An analysis of online creative processes and remote collaboration. Presented at the IFIP TC3 Working Conference "A New Culture of Learning: Computing and next Generations, Vilnius, Lithuania.

Stockleben, B., Thayne, M., Jäminki, S., Haukijärvi, I., Mavengere, N.B., Demirbilek, M., Ruohonen, M., 2017. Towards a framework for creative online collaboration: A research on challenges and context. *Educ Inf Technol* 22, 575–597. doi:10.1007/s10639-016-9483-z, <https://link.springer.com/article/10.1007/s10639-016-9483-z>

Thayne, M., 2016. Examining Trust and Empathy in Online Collaborative Learning, *Cybernetic Subjectivities: Empathy And Trust In Communications Online*, Centre For Entangled Media Research, University of Lincoln, UK, May 24-25

Thayne, M., 2017. Experiments in Online Collaborative Learning: Charting co\_LAB's OnCreate Journey, OnCreate Symposium, 'Creative Processes in Online Collaboration' University of Lincoln, May 27

Thayne, M., 2016. Developing digital literacies through blended learning and co-innovation. Presented at Think CROSS- Change MEDIA Conference 2016, 19 – 20 February 2016, University of Applied Sciences Magdeburg-Stendal, Germany.

Thayne, M., Field, J., 2015. co\_LAB: an experiment in interdisciplinary collaborative learning. Digital Pedagogies Conference, 3 July 2015, University Centre Doncaster. <http://eprints.lincoln.ac.uk/17738/>

Thayne, M., Stockleben, B., Jäminki, S., Haukijärvi, I., Mavengere, N., Demirbilek, M., Ruohonen, M., 2015. OnCreate and the virtual teammate: an analysis of online creative processes and remote collaboration, in: IFIP TC3 Working Conference “A New Culture of Learning: Computing and next Generations” Proceedings. Presented at the IFIP TC3 Working Conference: A New Culture of Learning: Computing and next Generations, Vilnius, pp. 211–220.

Vickers, R., Field, J., Thayne, M., 2016. Collaborative and participatory learning: the co\_LAB model, in: Proceedings of the 20th International Academic Mindtrek Conference. ACM, pp. 137–143.

Vickers, R., Field, J. & Thayne, M., 2016. Collaborative Learning for the 21st century: The University of Lincoln’s co\_LAB Model for Interdisciplinary Trans-Media Projects, at 6th International Conference on Innovations in Learning for the Future 2016: Next Generation, İstanbul University, Turkey, October 2016.

Vickers, R., Field, J. & Thayne, M., 2016. Digital Tools for Collaboration: co\_LAB in Practice, at European Conference on Collaborative Online International Learning at The Hague University of Applied Sciences, Netherlands, December, 2016.

Grant agreement no.: 2014-1-DE01-KA203-000706  
Project Consortium: University of Applied Sciences Magdeburg-Stendal (Germany); Aalborg University (Denmark); Lapland University of Applied Sciences (Finland); University of Lincoln (United Kingdom); University of Ljubljana (Slovenia); Potsdam University of Applied Sciences (Germany); Tampere University of Applied Sciences (Finland); University of Tampere (Finland); YMCA University of Applied Sciences (Germany)

Co-funded by the  
Erasmus+ Programme  
of the European Union

