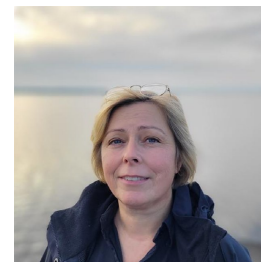


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Forskningsinteresser

- Nye teknologier
- Virtual Reality og Augmented Reality
- Design af digitale læremidler
- Brugerdrevne designprocesser
- Læreprocesser
- Digital didaktik
- Udvikling af kurser og uddannelser
- Univeritetspædagogik
- Tangibles, robotsystemer, smartphones, tablets
- E-læring
- Fysisk digital interaktion
- Design-based Research

Uddannelse

Syddansk Universitet, Ph.D. robotsystemer og læreprocesser (2008 – 2011)
Aalborg Universitet, Master i IKT og læring (2005 – 2007)
Danmarks Tekniske Universitet, Elektroingenør med datamatik som retning (1990 -1994)

Ansættelser

Lektor, (forskning - vtU) Syddansk Universitet. (2013 – nu)
Lektor, (undervisning - uvm) Syddansk Universitet. (2002 – 2013)
Adjunkt, Syddansk Universitet. (2001)
Adjunkt, Lyngby Uddannelsescenter. (1997 – 2001)
Adjunkt, Handelsskolen i Ballerup. (1995-1996)
Software Engineer, TeleDenmark. (1994)

Forskningsprojekter

Alcohol and Virtual Reality (2018-2022)
Robo-learning: Robots and learning design in Youth Education (2018-2021)
Arducation: Augmented Reality in Vocational schools (2020-2022)
VR8: Virtual Reality and Social Anxiety (2020-2024)
CPE: Communication and Public Engagement (SDU2020) (2014 -)
FREMTEK: Didaktisk design og brug af 3D-printere og robotteknologi i undervisningen (2013-2015)
WTR: Uddannelse af undervisere i sundheds- og sociale sektoren med relation til velfærdsteknologi (2010-2013)
Robodays: Udvikling af læremidlet brøk Battle og tværfaglige undervisningsforløb (2009)

Udvalgte aktiviteter

Social Technology Lab. Udvikling af laboratorium til udvikling af fysisk digital teknologi til brug i sociale sammenhæng fx undervisning og rehabilitering (2013)
Design af flerfaglige undervisningsforløb med studerende fra pædagogiske og teknologiske uddannelser (2009-2010)
Faglig koordinator på udvikling af civilingeniøruddannelsen lærings- og oplevelsesteknologi (2009)
International koordinator. Udvikling og koordinering af kurser for internationale studerende (2002-2008)

Publikationer

Factors Associated With Risky Drinking Decisions in a Virtual Reality Alcohol Prevention Simulation: Structural Equation Model

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Corrigendum: Adolescents' perceptions and user experiences with a virtual reality-based alcohol prevention tool in Germany: A focus group study

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Creating Student-Centered Learning Experiences: A Framework for Engaging Higher Education Students in Long Lectures.

Larsen, L. J. & Majgaard, G. B., 21. feb. 2023, (Afsendt) I: *Innovative Higher Education*.

LGBTQIA+ Adolescents' Perceptions of Gender Tailoring and Portrayal in a Virtual-Reality-Based Alcohol-Prevention Tool: A Qualitative Interview Study and Thematic Analysis

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Majgaard, G. & Lyk, P., 2023, *Proceedings of the 17th European Conference on Games Based Learning, ECGBL 2023*. Spil, T., Bruinsma, G. & Collou, L. (red.). Academic Conferences and Publishing International, s. 371-380 (Proceedings of the European Conference on Games-based Learning, Bind 2023-October).

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The Process of Creating Interactive 360-Degree VR with Biofeedback

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Adolescents' perceptions of a Virtual-Reality based alcohol prevention tool – a focus group study on content, technical and gender aspects

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Didactic Planning of VR Alcohol Resistance Training Tool for Adolescents

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Quick and Dirty Group Testing of Mobile App for Educators Teaching Digital Literacy and Production

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Co-creating a virtual alcohol prevention simulation with young people

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Co-designing a virtual reality game for alcohol prevention

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13th International Conference on Game Based Learning, ECGBL 2019

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Co-Designing an Immersive and Interactive Alcohol Resistance Training Tool Using 360-Degree Video

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The Concept of the Magic Circle and the Pokémon GO Phenomenon

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Lamscheck-Nielsen, R. & Majgaard, G., 2019

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Expanding the Game Design Space: Teaching Computer Game Design in higher Education

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8. klasse som kreative producenter af fremtidens velfærdsteknologi: konstruktionisme, problemløsning og dialog

Nielsen, J., Pedersen, R. & Majgaard, G., 2015, I: *Læring og Medier*. 8, 14, 24 s.

Humanoid Robots in the Classroom

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Multimodal Robots As Educational Tools In Primary And Lower Secondary Education

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Plants vs Zombies as an Empowering Learning Machine

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Nielsen, J., Majgaard, G. & Sørensen, E., 2015, *E-Learning Systems, Environments and Approaches: Theory and Implementation*. Isaías, P., Spector, J. M., Ifenthaler, D. & Sampson, D. G. (red.). Springer, Bind IV. s. 263-275

Tema 1: Robotter i skolen

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Teaching Design of Emerging Embodied Technologies

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The playful and reflective game designer

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Creating Games in the Classroom: from native gamers to reflective designers

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Self-Assessment and Reflection in a 1st Semester Course for Software Engineering Students

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Læreprocesser og robotsystemer: Design af læremidler og læreprocesser med robotter som medier og børn som med-designere

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