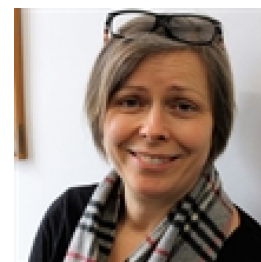


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Forskningsinteresser

- Nye teknologier
- Virtual Reality og Augmented Reality
- Design af digitale læremidler
- Brugerdrevne designprocesser
- Læreprocesser
- Digital didaktik
- Udvikling af kurser og uddannelser
- Univeristetspædagogik
- 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, Elektroingeniør 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 socialektoren 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

The Island of play – reflections on how to design multiuser VR to promote social interaction

Walther, B. K., Larsen, L. J. & Majgaard, G., 2022, (Accepteret/In press) *Conference Proceedings of HCI International 2022*. Springer

Didactic Planning of VR Alcohol Resistance Training Tool for Adolescents

Lyk, P. B. & Majgaard, G., sep. 2021, *Proceedings of the 15th European Conference on Game Based Learning ECGBL 2021*. Fotaris, P. (red.). Academic Conferences and Publishing International, s. 834-843 (Proceedings of the European Conference on Games-based Learning).

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

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Virtual Reality in der Alkoholprävention: Co-Creation eines Simulationsspiels mit jungen Menschen

Stock, C., Dalgaard Guldager, J., Dietrich, T. & Majgaard, G., 9. aug. 2021, I: *Das Gesundheitswesen*. 83, 8/9, s. 762

Co-creating Virtual Reality Interventions for Alcohol Prevention: Living Lab vs. Co-design

Dietrich, T., Dalgaard Guldager, J., Lyk, P. B., Vallentin-Holbech, L., Rundle-Thiele, S., Majgaard, G. & Stock, C., 15. mar. 2021, I: *Frontiers in Public Health*. 9, 6 s., 634102.

User Experiences with a Virtual Alcohol Prevention Simulation for Danish Adolescents

Dalgaard Guldager, J., Lavasani Kjær, S., Lyk, P. B., Dietrich, T., Rundle-Thiele, S., Majgaard, G. & Stock, C., 1. okt. 2020, I: *International Journal of Environmental Research and Public Health*. 17, 19, 14 s., 6945.

Co-creating a virtual alcohol prevention simulation with young people

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Co-Designing and Learning in Virtual Reality: Development of Tool for Alcohol Resistance Training

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Creating a more immersive and "VR-like"360-degree video experience: Development of an Immersive and Interactive Alcohol Resistance Training Tool

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Developing Digital Literacy Through Design of VR/AR Games for Learning

Weitze, C. L. & Majgaard, G., 2020, *Proceedings of the 14th European Conference on Game Based Learning, ECGBL 2020*. Fotaris, P. (red.). Academic Conferences and Publishing International, s. 674-683 (Proceedings of the European Conference on Games-based Learning, Bind 2020September).

Virtual experiential learning, learning design and interaction in extended reality simulations

Majgaard, G. & Weitze, C., 2020, *Proceedings of the 14th European Conference on Game Based Learning, ECGBL 2020*. Fotaris, P. (red.). Academic Conferences and Publishing International, s. 372-379 (Proceedings of the European Conference on Games-based Learning, Bind 2020September).

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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Development of a Virtual Reality tool for patients with eating disorder

Matthiesen, A. F., Møllebæk, E. T. & Majgaard, G., okt. 2019, *Proceedings of the 13th International Conference on Game Based Learning, ECGBL 2019*. Elbaek, L., Majgaard, G., Valente, A. & Khalid, S. (red.). Academic Conferences and Publishing International, s. 970-977 (Proceedings of the European Conference on Games-based Learning, Bind 2019-October).

The Concept of the Magic Circle and the Pokémon GO Phenomenon

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Learning Anatomy with Augmented Reality: – learning design and app design for optimal learning

Nørgaard, C., Dyhrberg O'Neill, L., Chemnitz, J. & Majgaard, G., 31. mar. 2019, I: *Læring og Medier (LOM)*. 12, 20, 19 s.

Digital Literacy and Course Design

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Digital dannelse på højskolen: Teknik, praksisfællesskab og transformation

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

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

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

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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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Picking the right interface for engaging physical activity into game based learning

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

Nielsen, J. & Majgaard, G., 2013, *Proceedings of the IADIS International Conference on Cognition and Exploratory Learning in the Digital Age (Celda 2013)*, Fort Worth, Texas, USA, October 22-24, 2013. International Association for Development, IADIS, s. 150-158 8 s.

Surfplattematte – erfarenheter och möjligheter

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Using Wiki Technology in the Classroom

Majgaard, G., 2013, *The possibilities of ethical ICT : ETHICOMP 2013 Conference Proceedings*. Print & Sign, Syddansk Universitet, s. 324-330

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Brug af interaktive klodser i ingeniørundervisningen

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Design af computerspil i undervisningen: fra indfødt spilverdenen til reflekteret designer

Majgaard, G., 2012, I: *Læring og Medier*. 5, 9, 24 s.

Design of Trigonometry Apps for Vocational Education

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The Learning Potentials of Number Blocks

Majgaard, G., Nielsen, J. & Misfeldt, M., 2012, *Towards Learning and Instruction in Web 3.0. Advances in Cognitive and Educational Psychology*. Springer, s. 289-302

Tre modeller om design af robotlæremidler

Majgaard, G., 2012, *Teknologi mennesker faglighed: muligheder og udfordringer i løsning af velfærdsteknologiopgaver*. VIA Systime, s. 79-104

Velfærdsteknologi i et samfundsmæssigt perspektiv

Majgaard, G., Ann Karin, P. & Hanne, K., 2012, *Teknologi mennesker faglighed: muligheder og udfordringer i løsning af velfærdsteknologiopgaver*. Systime, s. 14-52

Robotkæledyr, socialpædagogisk arbejde og voksne udviklingshæmmede

Jørgensen, O., Majgaard, G. & Kalsøe, H., feb. 2011, I: Pio-nær. 5, s. 6-7 2 s.

How Design-based Research, Action Research and Interaction Design Contributes to the Development of Designs for Learning

Majgaard, G., Misfeldt, M. & Nielsen, J., 2011, I: *Designs for Learning*. 4, 2, s. 8-21

How Design-based Research, Action Research and Interaction Design Contributes to the Development of Designs for Learning

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

Majgaard, G., 2011, 207 s.

Robotteknologi og læring - interaktion med kunstig intelligens som partner

Majgaard, G., 2011, Syddansk Universitet. Det Tekniske Fakultet.

Robotteknologi og leg som arena for tværfagligt samarbejde

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Pervasive technology in the classroom

Larsen, L. J. & Majgaard, G., 2010, *Global Learn Asia Pacific 2010: Global Conference on Learning and Technology*. Association for the Advancement of Computing in Education, 8 s.

Design based action research in the world of robot technology and learning

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Robot technology and numbers in the classroom

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Legepladsen i klasseværelset: robotten som omdrejningspunkt for læreprocessen

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AN OUTLINE OF INTERACTION TYPES IN PHYSICAL SERIOUS GAMES

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Playtesting The Digital Playground

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Robotteknologi i en undervisningssammenhæng: Kropslig forbundet intelligens, interaktion og læringsniveauer

Majgaard, G., 2009, Odense: Knowledge Lab, s. 6-28, 22 s.

Eksempler på robotter i en læringssammenhæng

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Motivation og refleksion i e-learning: En begrebslig ramme

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