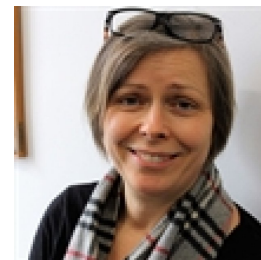


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Forskningsinteresser

- 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, 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

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

Co-Designing an Immersive and Interactive Alcohol Resistance Training Tool Using 360-Degree Video
Lyk, P. B., Majgaard, G., Stock, C. & Dietrich, T., 3. sep. 2019, *Proceedings of the 13th European Conference on Game Based Learning*. UK: Academic Conferences and Publishing International, s. 450-458 8 s.

The Concept of the Magic Circle and the Pokémon GO Phenomenon

Larsen, L. J. & Majgaard, G., 10. maj 2019, *Augmented Reality Games I: Understanding the Pokémon GO Phenomenon*. Geroimenko, V. (red.). Springer, s. 33-50

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

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13th International Conference on Game Based Learning ECGBL 2019

Elbæk, L., Majgaard, G., Valente, A. & Khalid, M. S., 2019, *Proceedings of the 13th International Conference on Game Based Learning, ECGBL 2019*.

Development of a Virtual Reality tool for patients with eating disorder

Matthiesen, A. F., Møllebæk, E. & Majgaard, G., 2019, *European Conference on Games Based Learning (ECGBL) 2019*. Academic Conferences and Publishing International

Digital Literacy and Course Design

Majgaard, G. & Lamscheck-Nielsen, R., 2019, *Proceedings of the 18th European Conference on e-Learning ECEL 2019*. Academic Conferences and Publishing International

Tilstedeværelse og flere virkeligheder – redaktørernes indledning

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Undervisning i programmering nu: I uddannelseskæden i Region Syddanmark. Didaktiske betragtninger

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

Digital dannelse på højskolen: Teknik, praksisfællesskab og transformation

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Making video tutorials in the classroom - tacit knowledge on display

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Students' Development of Virtual Reality Prototypes for Training in Alcohol-Resistance Skills

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Video Tutorials Designs for Learning: Facilitating Engagement and Entrepreneurship in Welfare, Learning and Experience Technology Engineering Students

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Pokémon GO – A Pervasive Game and Learning Community

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Seeing the unseen: Spatial visualization of the Solar System with physical prototypes and Augmented Reality

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Teaching Game Programming using Video Tutorials: Teaching Game Programming using Video Tutorials
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Teaching Mixed Reality Using Video Tutorials

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

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At se det usete - Rumlig visualisering af solsystemet med fysiske prototyper og Augmented Reality

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

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The playful and reflective game designer

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

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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.

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Using Wiki Technology in the Classroom

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Abstract: Learning Processes and Robotic Systems, – design of educational tools and learning processes using robotic media and using children as co-designers

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Design of Trigonometry Apps for Vocational Education

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Velfærdsteknologi i et samfundsmæssigt perspektiv

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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

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

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Robotteknologi og læring - interaktion med kunstig intelligens som partner

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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

Majgaard, G., 2010, *The Third IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning: DIGITAL 2010*. IEEE Press, s. 85-92 8 s.

Robot technology and numbers in the classroom

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Legepladsen i klasseværelset: robotten som omdrejningspunkt for læreprocessen

Majgaard, G., 1. okt. 2009, I : On Edge. 1, 2, s. 11-13 3 s.

AN OUTLINE OF INTERACTION TYPES IN PHYSICAL SERIOUS GAMES

Majgaard, G., 2009. 3 s.

Playtesting The Digital Playground

Majgaard, G. & Jessen, C., 2009, *PROCEEDINGS OF THE IADIS INTERNATIONAL CONFERENCE GAME AND ENTERTAINMENT TECHNOLOGIES 2009: part of the IADIS MULTI CONFERENCE ON COMPUTER SCIENCE AND INFORMATION SYSTEMS 2009*. Blashki, K. (red.). International Association for Development, IADIS, s. 87-92 7 s.

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

Majgaard, G., 2009, I : On Edge. 3, s. 11 16 s.

Motivation og refleksion i e-learning: En begrebslig ramme

Majgaard, G. & Thisted, A., 2009, *IKT og læring: reflekteret praksis*. Konnerup, U. & Riis, M. (red.). AUC: Aalborg Universitetsforlag, s. 81-100 19 s.

The Playground in the Classroom - Fractions and Robot Technology

Majgaard, G., 2009, *Cognition and Exploratory Learning in Digital Age*. Ukendt, K. & Sampson, D. G. (red.). International Association for Development, IADIS, s. 10-17 7 s.