THETA Visit Dublin Dec 12 2023 Notes

Review of activities to date

Published Papers

Project Ios Specified 4 papers to be written. These can be shared across different Ios.

There is one more article to write. There is one with the editor. The basis of another article (industry publication for a professional audience) from the testing of the prototypes was discussed. This could be disseminated in each country, amended for industry and academic audiences. For example, a company in Dublin might be interested in AR/VR educational solutions and interested in the THETA process and might link with TU Dublin.

Article on the testing of the prototypes / There is a draft of a paper with regard to usability tests.

The EU Network of Information systems conference of universities, on learning, teaching and research has a topic at their upcoming conference within AR/VR. The team discussed the opportunity to develop a conference paper on the birth of THETA as a project and the nature of project, prototypes, their intention etc. This is an option for publication rather than a journal. The deadline is **11 Feb 2024** for submission of this conference paper. This would celebrate the process of the THETA and learnings during the process. To include the scope, opportunities 2 years ago, toward the development of Ios, then prototypes, usability and results of project etc.

Yoko has been collecting data in XR activities that may be published in due course. There may be additional opportunities for Haaga-Helia outside of Theta to participate in EU Info systems conference also.

For the final report, the team needs to include a profile/piece on the number of publications submitted and published etc. Che/Alex may prepare this pipeline of information.

Learning and Teaching Event in Haaga-Helia Finland

This was a successful event with 16 participants over 3 days with an intense programme with a pre-event online with tasks to be prepared. Colleagues received credits for their participation. This participation created a community of practice. Feedback was very positive in terms of what colleagues learned. Each participant had an opportunity to use each of the prototypes. The value was in the immersion of the experience. Peer learning was very present. The iterative process of design thinking was a new concept for many colleagues. One of the outputs from this event was the need for continuous technical support and paid licenses by educational institutions. These issues are important to report on as learnings from Theta project.

An additional benefit of LTTA is to bring colleagues together physically to create and innovative more than people replicating the same information at individual institutions. This applies to the interaction of students during prototype testing and the reassurance of being together facilitating and stimulating Collaborative learning.

Manuals development

Four prototype manuals were developed and have continuously been refined through an iterative process. The LTTA event also facilitated the generation of new content by colleagues as part of the iterative process of manual development.

THETA Website Development

There are still some sections of the website to be completed. Areas to be populated are:

- Io1, QR codes need descriptions of what they are.
- 1o2, need to clarify what are the deliverables are.
- Io3 deliverables – Need to specify number of articles and reference to them. What articles currently under review.
- LTTA event needs to be highlighted in website with accompanying docs and photos.
- Website needs tabs for TPMs and multiplier events under project information.
- Io4 needs to include deliverables as well as prototypes and Manuals.
- Include photos for TPM 5.
- Team members needs to include all peoples' photos.
- "Partners and contact" section could feature a link to allow interested colleagues apply to join the community of practice. The contact needs to be a real live contact.

Considerations for Final Report Completion

The project is completed on February 20th and report will be submitted by that date.

It is observed that the final report has similar headings to interim report. It is understood that the team will include everything from the interim report in the final report and then disseminate to all partners for further additions.

Each team will review hours allocated to each task and activity to actual hours spent to ensure that they are matched.

Ralf will give partners a target of hours of activity /roles for each partner in early January to complete, to be aligned to the targeted hours to ensure correctness.

All timesheets to be completed and submitted by each partner to Ralf by end of January.

Please allow time for signatures from each partner to be obtained prior to final report submission.

Ralf will contact the HEA to clarify how hours/funds can be reallocated based on reality of tasks and activities.

Be mindful that each partner is responsible of any project activities and tasks that were to be completed during the project that may not have been completed are noted.

It is noted by the team that similar vocabulary should be used in final report as per the initial project description and award of project.

It is noted that if less people attended LTTA event that EU will look for the return of funds, so it is important to over report 10 -15% to reduce the likelihood of the return of funds.

Webinar for EuroChrie is still to be completed.

A proposal THETA AI

How to support hospitality and tourism educators prepare students to work within AI based working environment.