EFCE Spotlight Talks

Working Party on Education

18 March 2024

12:00-15:15 CET

EFCE

DIGITALIZATION IN CHEMICAL ENGINEERING EDUCATION

Digitalization changes not only the workplace but also the way we teach and what needs to be taught. This spotlight will illuminate the how artificial intelligence can be incorporated into chemical engineering education as an asset. The second focus point will be the use of game concepts for teaching chemical engineering subjects. Both focus points will be complemented by strategic considerations and case studies for individual subjects

PROGRAM

12:00 **Welcome and introduction**
Dr. Hermann Feise, Chair Working Party on Education
Prof. Boelo Schuur, EFCE Scientific Vice-President

12:10 **Strategies for working with AI teaching assistants**
Dr. Stuart Prescott, Univ. New South Wales – Australia

12:35 **It's game time: Videogames and online active learning strategies for ChemE education**
Dr. Christopher Honig, Univ. Melbourne - Australia

13:00 **Introduction to mixed reality for training with flashlight on VR/AR techniques created in CHARMING MSCA-ITN**
Prof. Thies Pfeiffer, Hochschule Emden-Leer - Germany

13:25 **A new educational game on the soap-making process, with student evaluation and critical reflections**
Prof. Daniel Cermak-Sassenrath, IT University Copenhagen – Denmark

13:50 **Demonstration of CHENEXT's VR distillation plant learning environment**
Dr. Philippe Chan, CHENEXT - Belgium

14:15 **Digitalization in education**
Prof. Johannes Buyel, Univ. of Natural Resources and Life Sciences, Vienna - Austria

14:40 **Contents under Pressure**
Dr. Cheryl Bodnar, Rowan University, Glassboro – United States

15:05 **Conclusion**
Dr. Hermann Feise, Chair Working Party on Education

REGISTRATION

free of charge but mandatory

Contact: martine.poux@toulouse-inp.fr
hermann.feise@basf.com