

# Curriculum Vitae: Gunver Majgaard

<b>Personal Details</b>	<b>Position:</b> Associate Professor
<b>Name:</b> Gunver Majgaard	<b>Organisation:</b> Syddansk Universitet - University of Southern Denmark
<b>Address:</b> Bygaden 36, 5600 Faaborg	Campusvej 55, 5230 Odense M
<b>Birthdate:</b> April 3, 1966	
I am married to Klaus and have a 25 year old daughter	<b>E-mail:</b> gum@mmmi.sdu.dk
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## Educational background

2008 - 2011 PhD, Syddansk Universitet - University of Southern Denmark

Dissertation title: Learning Processes and Robotic Systems – Design of Educational Tools and Learning Processes using Robotic Media and using Children as Co-Designers.

2005 – 2007 Master of ICT and Learning, Aalborg University Master of ICT and Learning

1990 -1994 B.Sc. Electrical Engineering (Akademiingeniør), Technical University of Denmark

## Professional Experience

2013 - date Associate Professor (Research responsibility), University of Southern Denmark. Campusvej 55, 5230 Odense M

2002 – 2012 Associate Professor (Teaching responsibility), University of Southern Denmark.

2001 Assistant Professor, University of Southern Denmark.

1997 – 2001 Assistant Professor, Business Academy Copenhagen North. Trongårdsvej 44, 2800 Lyngby

1995-1996 Assistant Professor, Business Academy Ballerup (Handelsskolen i Ballerup). Baltorpvej 1, 2750 Ballerup

1994 Software Engineer, Telecom (TDC). Telegaden 2, Højetåstrup

## Grants

2019-2022 VR8. Virtual Reality and Social Anxiety. The Danish Innovation Fund.

2019-2020 Reviewing didactical designs in the project Technological Understanding (Teknologiforståelse). Ministry of Education.

2019 Evaluating the project CrossingIT. Teknologipagten

2018-2020 RoboLearning <https://robo-sydfyn.dk>. The Region of Southern Denmark

2018-2021 Alcohol and VR. Trygfonden.

- Development of interactive educational tool using VR and 360-degree video.

2018 Video Tutorial as educational tools. E-learning Project Fund 2018, SDU.

2017 Sample Me, E-learning Project Fund 2017, SDU.

– Bringing students from different programs together in design processes.

- 2013-2015 Inero, FREMTEK: Future Technologies (Primary investigator)  
 - Didactical design and usage of 3D-printers and humanoid robots in primary schools.
- 2010-2013 WTR: Welfare Technology - Teaching physiotherapy educators  
 - Innovative processes and design of wearable technology
- 2009 Robodays: Development of the education tool Fraction Battle

### **Additional Scientific Qualifications**

Academic director of the development of the educational programs Bachelor and Master Program in Learning and Experience Technology (2009) and are currently in the program development committee.

Media presence e.g. The Guardian on VR and drinking

<https://www.theguardian.com/society/2019/mar/09/danish-virtual-reality-app-teenage-drinking-problem>

Editor on a special issue on Robotics in the journal LOM (Læring og Medier - Learning and Media) in the autumn 2015. And in 2019 on Virtual Reality

Courses taught lately Learning and Technology (5 ECTS); Mixed Reality (5 ECTS); Augmented Reality and Internet of things (5 ECTS) and Social Technology Lab (10 ECTS)

Advising a Ph.D. student in field of Mixed Reality. Co-advisor for student in Social Robotics.

Teaching advisor for an assistant professor.

Advisor of various bachelor and master projects in the field of IT, Mixed Reality, Robotics, educational tools and games since 2002.

External examiner at DTU.

Member of assessment committee for Assistant Professor at AAU in the field of Learning and technology

Chair of Ph.D. committee of project titled "Science Camps - Aspects of participants and educators gain from science camp" at SDU

Program committee Chair at the conference European Game Based Learning (ECGBL) hosted by SDU in October 2019

### **Publications**

I have 59 publications including 1 PhD dissertation, 19 journal papers, 7 book chapters, conference proceedings and other papers

*Selected publications:*

Majgaard, G. (2018). Digital dannelse på højskolen: Teknik, praksisfællesskab og transformation. Læring og Medier (LOM), 11(19), 1-23. <https://doi.org/10.7146/lom.v11i19.103096>

Majgaard, G., Stock, C. (2018). Students' Development of Virtual Reality Prototypes for Training in Alcohol-Resistance Skills. ECGBL 2018, 12th European Conference on Games Based Learning 4 - 5 October 2018, SKEMA Business School, Sophia Antipolis, France

- Majgaard, G., Bertel, L. (2018). Making video tutorials in the classroom – tacit knowledge on display. pp .73-77. 20<sup>th</sup> International Conference, HCI International 2018, Las Vegas, USA
- Majgaard, G. (2017). Teaching Mixed Reality Using Video Tutorials. I ECGBL 2017
- Majgaard, G., Larsen, L. J., Lyk, P., & Lyk, M. (2017). Seeing the unseen: Spatial visualization of the Solar System with physical prototypes and Augmented Reality. International Journal of Designs for Learning.
- Majgaard G. and Larsen L. J. (2017). Pokémon GO: A Pervasive Game and Learning Community. Proceedings of The 11th European Conference on Game-Based Learning ECGBL 2017, Graz, Austria, 402-409
- Majgaard, G. (2017). Teaching Game Programming using Video Tutorials: Teaching Game Programming using Video Tutorials. Poster session presented at ETALEE 2017, Odense, Danmark.
- Majgaard, G., Larsen, L. J., Lyk, P., & Lyk, M. (2016). At se det usete – Rumlig visualisering af solsystemet med fysiske prototyper og Augmented Reality. *Mona*, 2016(3), 23-40
- Majgaard, G., & Lyk, P. (2015). På rejse med Virtual Reality i billedkunst: Erfaringslæring gennem kombineret fysisk og virtuel modelbygning. *Læring og Medier (LOM)*, 8(14).
- Majgaard, G. (2015). Humanoid Robots in the Classroom. In *IADIS International Journal on WWW/Internet Vol. 13, No. 1*, pp. 72-86 ISSN: 1645-7641
- Majgaard G, Hansen JJ, Bertel LB, Anders P. Fra digitalt design til fysisk udtryk – anvendelse at 3-d-printere og NAO-robotter i folkeskolen (From digital design to physical expression – 3-d-printers and NAO-robots in primary school). *Mona*. 2014 dec;2014(4):7-26.
- Larsen, Juel Lasse & Majgaard, Gunver. A model for understanding and learning of the game process of computer games – design paradigm, design space, problem-based creativity. (2014): Expanding the field - Designs for learning conference. May 6-9 2014, Stockholm University, S W E D E N 2014. Stockholm
- Majgaard G. Teaching Design of Emerging Embodied Technologies. *Human-Computer Interfaces and Interactivity: Emergent Research and Applications*. IGI global. 2014. s. 188-206. 10.4018/978-1-4666-6228-5.ch011
- Majgaard G. The playful and reflective game designer. *Electronic Journal of E-Learning*. 2014;12(3):271-280.
- Majgaard G, Misfeldt M, Rønne A. Surfplattematte – erfarenheter och möjligheter. (Interactive tablets – experiences and potentials). *Naemnaren*. 2013;(3):36-38.
- Majgaard G, Nielsen J, Misfeldt M. The Learning Potentials of Number Blocks. *ITowards Learning and Instruction in Web 3.0. Advances in Cognitive and Educational Psychology*. Springer. 2012. 289-302.
- Majgaard G, Misfeldt M, Nielsen J. How Design-based Research, Action Research and Interaction Design Contributes to the Development of Designs for Learning. *Designs for Learning*. 2011;4(2):8-21.