SI-CRED: Plan of action of the network activity (01.01.2018-01.11.2019)
(AAU will be responsible for implementing the network activities)

Part 1 (01.01.2018-01.07.2018):
- 2-day kick-off Workshop to be held in Denmark (e.g. at Klitgaarden Refugium, http://www.klitgaarden.dk/klitgaarden.htm), which will serve to get acquainted with the diversity of colleagues and their research perspectives and practices, using digital technologies in education and in relation to the goal of inclusion.
- Uncover understanding of different educational traditions and how the creative use of digital technologies and robotics.
- Initiating network and building common ground, collaborative desk research identifying different approaches to support for development of creative use of digital technologies and robotics in the participants' cultural and educational traditions.
- Agreeing upon topics for presentation at physical workshop.
- Agreeing on a "virtual home" (open source virtual learning environment - VLE) for the collaborative process of the project (e.g. Edmodo, http://edmodo.com)

Part 2 (01.07.2018-31.12.2018)
- 3-day Workshop to be held in Denmark (e.g. at Klitgaarden Refugium, http://www.klitgaarden.dk/klitgaarden.htm), which will serve to establish a shared understanding of different educational traditions and how the creative use of digital technologies and robotics unfold in them.
- To create an inspiring kick-off for the workshop in terms of robotics, we will start with an explorative and experimental visit to our digital and robotics XLAB (https://www.facebook.com/XlabDLI/) at Aalborg University.
- The workshop will proceed to establish suggestions for research questions/topics concerning ways to combine and/or implement the various types of supports for creative learning designs using digital technologies and robotics in national and international learning contexts (net-based learning, collaborative learning, teaching methods, etc).
- The workshop will finally result in a plan for further discussion of the identified research questions/topics in the international network in order to specify suggestions and necessities for relevant research projects and the possible value, outcome and predicted impact of the projects.

Part 3 (01.01.2019-31.06.2019)
- Online work ad collaboration on development/support of creative learning designs using digital technologies and robotics, in different educational and cultural traditions, aiming at identifying common traits, differences, and possibilities for new combinations, convergences, and suggestions for novel educational designs.

Part 4 (31.06.2019-01.11.2019)
- Presentations may be given at a topically relevant conference (e.g. the Design, Learning & Innovation conference, DLI-2019), and contributions will be written for a special journal (e.g. the EAI Endorsed Transactions on Creative Technologies), summarizing observations on support when using digital technologies and robotics for creative learning designs for learner empowerment and lifelong learning in different educational traditions, differences and convergences, and suggestions for future research.
- Identifying and agreeing on ways of sustaining the international collaboration of the project.

Part 5 – FINAL REPORT (01.10.2019-01.11.2019)
- Final Report and financial account for the Danish Agency for Science and Higher Education.