

## **Organization**

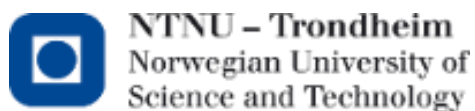
### **Workshop Organizers:**

- Michail Giannakos, Norwegian University of Science & Technology, Norway
- Monica Divitini, Norwegian University of Science and Technology, Norway
- Ole Sejer Iversen, Aarhus University, Denmark
- Pavlos Koulouris, C2Learn, Ellinogermaniki Agogi, Greece

### **Program Committee:**

- Anna Mavroudi, Open University of Cyprus, Cyprus
- Eva-Sophie Katterfeldt, University of Bremen, Germany
- Helen Crompton, Old Dominion University, USA
- Janet Read, University of Central Lancashire, UK
- Letizia Jaccheri, Norwegian University of Science and Technology, Norway
- Michael Horn, Northwestern University, USA
- Monica Landoni, Università della Svizzera Italiana (USI), Switzerland
- Panos Markopoulos, Eindhoven University of Technology, The Netherlands
- Sarah Eagle, University of Bristol, UK
- Spyros Doukakis, The American College of Greece, Greece

### Our Sponsors:



**ISSN: 1613-0073**

Published by CEUR Workshop Proceedings at [CEUR-WS.org/Vol-1450](http://CEUR-WS.org/Vol-1450)

### Address for correspondence:

Michail N. Giannakos  
Norwegian University of Science and Technology (NTNU)  
Department of Computer & Information Science  
Sem Sælands vei 9, NO-7491  
Trondheim, Norway

e-mail: [michailg \[at\] idi \[dot\] ntnu \[dot\] no](mailto:michailg@idi.ntnu.no)

Copyright © 2015 for the individual papers by the papers' authors. Copying permitted for private and academic purposes. This volume is published and copyrighted by its editors.

## Table of Contents

Make2Learn: Fostering Engagement and Creativity in Learning through Making (Preface).....	1-6
<i>Michail N. Giannakos, Monica Divitini, Ole Sejer Iversen, Pavlos Koulouris</i>	
Teaching product design students how to make everyday things interactive with Arduino .....	7-14
<i>Ole Andreas Alsos</i>	
A Maker Approach to Computer Science Education: Lessons Learned from a First-Year University Course .....	15-20
<i>Dag Svanæs</i>	
Games Fostering Co-Creativity in Learning as Contributions to the "Maker Movement" .....	21-28
<i>Pavlos Koulouris, Kalliopi-Evangelia Stavroulia</i>	
Making interactive board games to learn: Reflections on Any-Board.....	29-36
<i>Simone Mora, Tomas Fagerbekk, Ines Di Loreto, Monica Divitini</i>	
Designing Creative Programing Experiences for 15 Years Old Students.....	37-44
<i>Sofia Papavlasopoulou, Michail N. Giannakos, Letizia Jaccheri</i>	
Use of Augmented Reality in terms of creativity in School learning .....	45-53
<i>Persefoni Karamanoli, Avgoustos Tsinakos</i>	