

### **Towards S'more Connected Coding Camps**

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### Introduction



- Businesses are now adopting hybrid and remote work models, making it crucial for students to develop skills in this area
- Research needs to address issues related to online and hybrid delivery formats of coding camps







### Introduction



#### **Challenge 1**

The preparation of coding camps is isolated from participants and schools. Coding camps are constrained by organizers who set the stage (e.g., timeframe, theme, and used technologies)

#### **Challenge 2**

The outcomes of the coding camps are too isolated from other activities organized by the school or other communities to which students could belong







### Introduction



#### **TIMELINE OF A TYPICAL CODING CAMP**

#### Pre-event Event Post-event

- Definition of the objectives
- Logistics
- Instructional strategy
- · Organizing teams
- Teaching materials
- Event promotion

- Implementation and facilitation of the activities
- Monitoring progress
- Addressing any issue
- Assessment of learning
- Retrospective meeting
- Reporting
- Identify areas for improvements

#### **ORGANIZERS**

- Pre-camp training
- Team building

- Developing skills
- Collaborating with other participants
- Iteratively developing projects
- Feedback questionnaires











### Our vision



The vision of the OSCAR project is to enable **connected coding camps** 

- support the continuous development of skills from a broader perspective
- encourage participants to develop their results further
- become building blocks for planning one's educational activities





# Connected coding camps: learning goals



Coding camps engage participants to identify and solve problems. As such, **learning goals can also be designed from a broader perspective >** more engaging coding camps, more links to other activities

We are currently integrating a set of cross-cutting skills into our coding camps

- Problem solving
- Communication and collaboration
- Digital content creation
- Entrepreneurial/transversal skills
- Civic/environmental competency

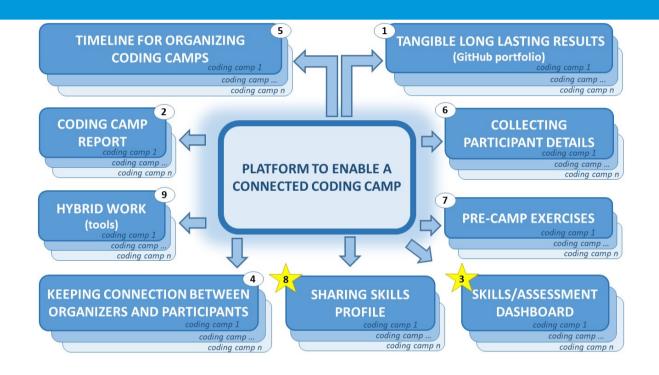
Based on the reference frameworks created by the European Commission and the Council of Europe: the integrated DigComp 2.2 framework, the European Skills Agenda, and the guide on education for Sustainable Development Goals





# Connected coding camps: enabling platform









## Connected coding camps: timeline



#### TIMELINE OF A CONNECTED CODING CAMP

#### Pre-event Post-event Assessment of learning (3) Definition of the objectives (5) · Implementation and facilitation Retrospective meeting Logistics of the activities (5)(9) Reporting (3) Instructional strategy (2) Monitoring progress (2) Identify areas for improvements Organizing teams (6) · Addressing any issue Maintain communication with · Teaching materials participants (4) Event promotion (7) Building a community (4) Follow-up projects (4) **ORGANIZERS** Feedback questionnaires (2) • Setting personal goals (7)(3) · Developing skills (3) Receiving precise assessment (3) • Pre-camp training (7) • Collaborating with other Receiving suggestions for leveraging Team building (8) participants (9) new skills (3)(4) Selecting coding camps (7)(3) Iteratively developing projects Maintain communication with Selecting roles (8) organizers and participants (4) Building a community (4) Having a portfolio (1) Having/sharing an up to date skill profile and local curriculums (8) Follow-up projects (4) **PARTICIPANTS**





### Discussion and conclusion



- It is necessary to establish a link between the coding camp activities, the skills acquired, and the students' curricula and personal interests
- Coding camps have multiple interesting technical and organizational challenges, and we call on their organizers, members of the surrounding society (e.g., school teachers), and researchers to collaborate on them.





### Discussion and conclusion

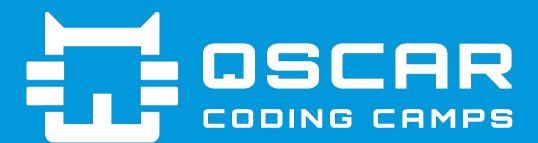


- Future research could address the following problems:
  - How could AI help participants and schools find connections between the coding camps' topics and the curriculum?
  - How to use feedback from coding camps in student guidance or even selection into universities?









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