

MODULE DESCRIPTOR

MODULE TITLE	Learning Technologies in Education		
MODULE CODE	EH4203 (7)	CREDIT VALUE	20 UK CREDITS / <u>10 ECTS</u>
SCHOOL	SCHOOL OF BUSINESS AND MANAGEMENT		

MODULE AIMS

This module provide participants with an extended and deeper understanding of learning technologies for innovation and change in Education, e.g. supporting student-student and student-tutor educational interaction in the online environment, online delivery, introducing and embedding learning technologies within education processes and environments.. Participants will also develop an appreciation of the important role of key resources when introducing learning technologies into educational settings, and will be supported in exploring the impact of new technologies on education within their setting and applications.

The student will be expected to embed their understanding in their own professional practice. Skills development will emphasise communication tools and effective interaction with people in the online environment. The module will allow the use and value fo learning technologies to be explored and evaluated from a number of levels and perspectives.

MODULE CONTENT

There will be a systematic investigation of topics such as:

- Creating an online learning community**
- Managing students online**
- Designing and supporting new technologies within programmes**
- Using new technologies to support learning**
- Evaluating the impact on the learning experience**
- Influence of new technologies on online communities**

The goal will be to elaborate the relevant theoretical concepts as well as to investigate established practice. Strategies and implementation approaches will be introduced and evaluated.

A thread running through all topics will be the evaluation of new technologies in implementing an inclusive learning experience that is accessible to all students.

INTENDED LEARNING OUTCOMES

On successful completion of this module a student will be able to:

- 1. Critically assess learning technologies as a learning resource**
 - 2. Evaluate, design, and implement an effective learning experience built around appropriate use of learning technologies**
 - 3. Critically evaluate the effectiveness of the learning design within the context of the educational setting, learning requirements and appropriate theory and practice**
-

TEACHING METHODS

The module will be based on individual flexible learning supported by workshops and work-based activities. Individual study will remain important, but critical engagement with technologies through the setting will provide crucial experiential learning. Participants will be expected to exploit the expertise of the community as a resource in evaluating learning technologies, in some cases acting as students and in others acting as tutors.

Activities to support learning will be embedded in the workshops. Some of these will be used for formative assessment and feedback and will contribute to the summative assessment for the module.

ASSESSMENT METHODS

This module is assessed through a critical evaluation of practice (50%) and a report on an intervention (50%).