

Innovations in Technology Enabled Learning for Online Environment

L T P Cr
3 0 2 4.0

Course Objective: To become familiar with different types of pedagogical techniques and learn different blended learning approaches for application in real world scenarios.

Pedagogy: Introduction, Pedagogical Models, Multiliteracies Model, Teaching Strategies: Bloom's Taxonomy, Co-operative Learning, Constructivism, Brain Based Learning; What defines a quality Teacher, Teacher's professional practices.

Rethinking Pedagogy for a Digital Age: Technology Enabled Learning: The Role of Theory, Designing for active learning in technology-rich contexts, Analysis of complex learning environments, Challenge of teacher's design practices, Tools and resources to guide practices, ICT- Based learning design, Influence of open resources on design practice; Designing for learning in context: Designs for learning in course teams, Activity designs for professional learning, Design principles for mobile learning, Designs for learning in uncertain future; Learner differences and their implications for design, E-Learning practice evaluator.

Technology Enabled Active Learning Approaches: Student Created Content, Collaborative Learning, Active Learning, Personal Learning Networks, Mobile Learning, Competency Based Learning, Social Learning, Flipped Teaching and Learning.

Virtual Education: History of Virtual Education; Synchronous and Asynchronous Technologies; Transitioning from the Classroom to a Virtual Environment; Equity and Access, Funding, and the Law; The Future of Virtual Education and Review.

Learning to Teach Online: Importance of online teaching, Open and closed technologies, Planning online learning, Online learning activities, Online assessment strategies, Online resources, Engaging and motivating students, Evaluation strategies.

Games and Learning: Introduction, Game Design for Learning, Game Culture & Learning, Games and Cognition, Games & Content Subject Matter, Games and the Institution of Education.

Massive Open Online Courses: MOOC Design, MOOC Life Cycle, MOOC Platform, Connecting and using Social Media and Virtual Communities on MOOCs, Gamification and Blended Learning approaches in MOOCs, Assessment strategies on MOOCs, Credit award and payment structures, Retention and analysis of users in MOOCs.

Project: It must contain a Project which should include implementations of Technology Enabled Learning approaches in real life scenarios. This can include designing a new TEL approach or modification of an existing TEL approach in order to bring effectiveness for teaching in the present real world scenarios. Project should have continuous evaluation and should be spread over different components. There should be a formal project report. Evaluation components may include a poster, video presentation as well as concept of peer evaluation and reflection component.

References:

1. Rethinking Pedagogy for a Digital Age: Designing for 21st Century Learning 2nd Edition by Helen Beetham, Rhona Sharpe , Routledge; 2 edition (April 19, 2013)
2. Teaching Online: A Practical Guide, Susan Ko, Steve Rossen, Routledge, 3rd edition
3. Video Games and Learning: Teaching and Participatory Culture in the Digital Age. Technology, Squire, K. (2011), Education--Connections (the TEC Series). Teachers College Press. 1234 Amsterdam Avenue, New York, NY 10027.
4. Games, Learning and Society: Learning and Meaning in the Digital Age, Steinkuehler, C., Squire, K. & Barab, S. (2012), Cambridge University Press.

Assessment:

Internal Assessment	40
EST	40
Project	20

Course learning outcome (CLO):

On completion of this course, the students will be able to

1. get familiar with the basics of various pedagogical techniques.
2. learn and apply various technological enabled learning approaches in real world scenarios.
3. grasp the concepts of online learning environments along with their assessments and evaluation strategies.
4. understand the importance of integration of games in education.
5. demonstrate the ability to evaluate and analyze real world MOOCs design, structure and working.