***POSTGRADUATE DIPLOMA IN ACADEMIC PRACTICE -***

**CEL263 LEARNING TECHNOLOGIES**

Course Overview

This module has been developed by the Learning Technologies team at NUI Galway. It aims to provide a theoretical and practical exposure to a range of technologies used in teaching and learning in higher education, and how these technologies can be used to enhance the learning experience. Topic to be explored include: new and innovative technologies; social media; interactive technologies; virtual learning environments and infrastructures; video and audio; podcasting; open learning; mobile technologies.

The module is organised as a series of stand-alone workshops, including guest lecturers, online resources, demonstrations, practical sessions, discussion, research and reflection. In particular, students of this modules will be encouraged to apply their learning to teaching and learning in their own subject area.

Who Teaches this Course

**Labhaoise Ní Dhonnchadha**

Requirements and Assessment

Participants should be involved in undergraduate or postgraduate teaching, or supporting such teaching.

The module is graded on a pass/fail basis. To pass, students must satisfactorily complete workshop reports, a final project report and presentation, and demonstrate a number of key competencies.

Key Facts

ENTRY REQUIREMENTS

Participants must be involved in undergraduate or postgraduate teaching, or supporting such teaching.

COURSE DETAILS (duration, dates, etc.)

|  |  |
| --- | --- |
| DurationNormally within 1 year, part-time | Next start dateSeptember 2019 |
| NQF Level9 | ECTS Weighting10 |
| Mode of studyBlended | AwardThe module contributes towards the Postgraduate Diploma in Academic Practice |

Course Outline

*If you forget everything else, remember this: Don’t let technology get in the way of good teaching and learning. If you believe technology can be used to engage students, to enhance or extend learning, or to enrich the life of your community of practice, then go for it. However, if you can’t see any way technology can do any of these things, then close the catalogue. Leave the Store. Walk away. There is nothing for you to see here.*

*-Steve Wheeler (@timbuckteeth) from this blog Learning with ‘e’s*LEARNING OUTCOMES

Upon completion of this module, students will be able to competently:

* Select and use appropriate technologies for learning and teaching in their subject area;
* Plan and implement technology based activities for learning and teaching in their subject area;
* Create (plan, develop and publish), using appropriate technologies, resources for learning and teaching in their subject area.

Summary of topics covered and requirements for each workshop.

|  |  |  |
| --- | --- | --- |
| **Workshop** | **Topics** | **Assessments to be completed** |
| Workshop 1 | Introduction and Social Networks | Workshop Report 1Key Competency 1 |
| Workshop 2 | The Learning Environment | Workshop Report 2Key Competency 2 |
| Workshop 3 | Podcasting | Workshop Report 3Key Competency 3 |
| Workshop 4 | Social Media | Workshop Report 4Key Competency 4 |
| Workshop 5 | Video | Workshop Report 5Key Competency 5 |
| Workshop 6 | Mobile Technologies | Workshop Report 6Key Competency 6 |
| Workshop 7 | Open Practices | Workshop Report 7Key Competency 7 |
| Project Symposium |  | Final assessment including presentation or demonstration and submission of final report |

This schedule may be subject to change. Notifications will be given via announcements and emails on the Blackboard course.

Assessment

There are three strands to the assessment of the module:

* **Workshop Reports:** Based on the activities in each workshop (1-7), students will be asked to respond to a directed question/task using the journal tool in Blackboard.
* **Key Competencies**: Students will be required to demonstrate a number of key competencies, based on the more practical workshops. Badges will be awarded as competencies are demonstrated.
* **Final Project and Presentation/Demonstration:** students are required to plan and, if possible, complete a project involving the use of learning technologies in their own subject areas. The project will be presented and/or demonstrated at the project symposium.

Further information on assignments will be available at the introductory session (workshop 1).