

MODELLO D (inglese)	
General Information	
Academic subject	E-LEARNING METHODS AND TECHNIQUES
Degree course	Computer Science
Curriculum	MULTIMEDIALITY AND INNOVATION IN DIGITAL COMMUNICATION
ECTS credits	5+1P
Compulsory attendance	No
Language	English

Subject teacher	Name Surname	Mail address	SSD
	Veronica Rossano	veronica.rossano@uniba.it	INF/01

ECTS credits details		SSD	Crediti
Basic teaching activities	Lectures	INF/01	5
	Student project	INF/01	1

Class schedule	
Period	I Semester
Year	II Year
Type of class	Lectures – seminars

Time management	
Hours	40
Hours of lectures	40
Tutorials and lab	

Academic calendar	
Class begins	Oct. 5, 2020
Class ends	Jan. 8, 2021

Syllabus	
Prerequisites/requirements	
Expected learning outcomes (according to Dublin Descriptors) (it is recommended that they are congruent with the learning outcomes contained in A4a, A4b, A4c tables of the SUA-CdS)	<p><i>Knowledge and understanding</i> Acquisition of knowledge about the Educational Technology field. The content of the course will be focused on theory and practice of e-learning software and applications. It will offer an overview on how informatics methods and techniques can support educational processes.</p> <p><i>Applying knowledge and understanding</i> Acquisition of the necessary skills to solve problems in new or unfamiliar areas regarding issues related to digital communication, multimedia and e-learning.</p> <p><i>Making informed judgements and choices</i> Integration of the knowledge acquired in the curriculum to manage complex problems also on the basis of limited and incomplete information. Acquiring autonomy of judgement with respect to the ethical implications and professional responsibilities of IT practice</p> <p><i>Communicating knowledge and understanding</i></p>

	<p>Ability to communicate the results obtained to specialist and non-specialist interlocutors, as well as the development of collaborative skills that are indispensable for team work.</p> <p><i>Capacities to continue learning</i> Achieving autonomy in the study and in the identification and definition of innovative solutions in the field of e-learning.</p>
<p>Contents</p>	<p>Part I: Educational Technology Fundamentals</p> <ul style="list-style-type: none"> • Introduction of Educational Technology field • Theories of human learning (Cognitivism, Behaviorism, Social, Collaborative, Cooperative, ...): principles, conditions, restrictions and applications to e-learning. • Student model, Cognitive styles and Learning Styles • Digital Assessment <p>Part II: Methods and Techniques to support educational process</p> <ul style="list-style-type: none"> • Resources: Learning Objects, Metadata, Open Educational Resources • E-learning Platforms, Course-Based Learning/Training, MOOCs (Massive Open Online Courses) • Adaptive hypermedia and Smart Learning Environment • Adaptive Learning Environments and Recommender systems • Augmented Reality for Education • Game-based Learning, Serious games, gamification • Robotic in Education
<p>Course program</p>	
<p>Bibliography</p>	<ol style="list-style-type: none"> 1. Manouselis, N., Drachsler, H., Verbert, K., Santos, O.C. (2014), Recommender Systems for Technology Enhanced Learning: Research Trends and Applications, Springer-Verlag New York 2. Randolph, J. (2008). Multidisciplinary Methods in Educational Technology 3. Cohen, L., Manion, L., & Morrison, K (2007). Research Methods in Education (6th Edition). London: Routledge 4. Kalmpourtzis, G. (2018). Educational Game Design Fundamentals: A journey to creating intrinsically motivating learning experiences. AK Peters/CRC Press.
<p>Notes</p>	<p>Supplemental material (papers, slides, ...) will be available on e-learning platform https://elearning.di.uniba.it/</p>

Teaching methods	Lectures and seminars.
Assessment methods (indicate at least the type written, oral, other)	<p>The assessment method is the final examination that consist of a (1) case study and an (2) oral exam.</p> <p>The case study will be a project on educational technology field that will be assigned during the lessons. The oral exam will be aimed at verifying the acquisition of all the topics addressed during the lectures.</p>
Evaluation criteria (Explain for each expected learning outcome what a student has to know, or is able to do, and how many levels of achievement there are.	<p>The score of the exam is given by means of a mark in 30th. The oral examination accounts for 60% of the score, the discussion of the case study accounts for about 30% of the final grade, the active participation of students in frontal and online activities will be about 10% of the final grade.</p>
Further information	