

Digital Creativity in the classroom

(10 Credits, Level 9)

<p>Module Aim</p>	<p>The module aims to support students in integrating and applying the key principles of digital learning, content creation, engagement, inclusive education, and classroom assessment. Students are enabled to design and create learning spaces and opportunities that optimise the engagement, achievement and rounded development of students. Specifically, students explore the use of digital technologies, the role of assessment and use of creativity to engage and enable all learners in a pedagogically inclusive manner.</p>
<p>Module Learning Outcomes</p>	<p><i>Upon successful completion of this module, a student will be able to:</i></p> <ul style="list-style-type: none"> • Apply the knowledge, skills and competencies developed in the module to design, develop and critique creative learning opportunities, reflecting the complexity and diversity of classrooms. • Implement up-to-date principles of user experience design and information design through visuals, text and digital technologies. • Demonstrate an understanding of the conceptual decisions defining the development of educational resources and activities by implementing associated strategies and tools. • Demonstrate a critical awareness of the online environment in digital education. • Identify, create and review opportunities for, and challenges to, engaging collaboratively with in a blended environment. • Discuss and reflect on forms of evaluation for multimedia resources/artefacts whilst engaging the imagination and creativity.
<p>Mode of Assessment</p>	<p>100% Continuous Assessment</p>
<p>Delivery Methods</p>	<p>Online (Please See Timetable)</p>