

Digital Education

(10 Credits, Level 9)

<p>Module Aim</p>	<p>The aim of this module is to provide students with the practical experience of implementing blended learning techniques to create interactive learning environments. This module will introduce students to the existing and emergent new technologies suitable for integration with face-to-face learning. Students will be encouraged to critically analyse these new technologies with a view to enhancing the learning experience in a blended learning environment.</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"> • Evaluate and use a variety of current and emerging technologies and practices for digital education modules and programmes including online collaborative learning communities, Open Education resources and web based courses • Identify and critique the learning techniques and modes which underpin current digital education practice. • Select and apply strategies for building blended learning environments. • Justify, as an individual or as part of a team, a design approach to a blended learning environment relevant to their interests. • Present a blended learning environment designed for their interests. • Analyse and appraise the different skills required in order to deliver an effective blended learning module or programme.
<p>Mode of Assessment</p>	<p>100% Continuous Assessment</p>
<p>Delivery Methods</p>	<p>Online (Please See Timetable)</p>