UNIVERSITY OF GOTHENBURG

PEDAGOGICAL DEVELOPMENT AND INTERACTIVE LEARNING

HPE305 Blended Learning and Digital Media in Higher Education, 5 higher education credits

Blended learning och digitala medier i högre utbildning, 5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Pedagogical development and interactive learning on 2016-10-11 to be valid from 2017-11-01, spring semester of 2017.

Field of education: Social Sciences 100%
Department: Pedagogical Development and Interactive Learning

Other participating department
Dep of Applied Information Technology

Position in the educational system

The course can be given as a freestanding course and as contract education.

Main field of studies	*Specialization*
Teaching and Learning in Higher Education	A1N, Second cycle, has only first-cycle course/s as entry requirements

Entry requirements

Bachelor´s degree, 180 higher education credits or equivalent.

Learning outcomes

On successful completion of the course the student will be able to:

Knowledge and understanding

- describe some digital tools and digital media often used in teaching and learning

- analyze, from a pedagogical point of view, advantages and drawbacks using some of the most common digital tools and digital media in teaching and learning

Skills and abilities

- identify situations where digital tools and digital media can be used to enhance the quality of teaching and learning
- assess properties of digital learning resources and media characteristics and select appropriate resources in relation to specific learning situations
- implement, or prepare for, a well-functioning learning situation, especially regarding the use of digital tools and digital media in the physical and/or the digital space
- implement, or make a practical plan for implementation, of a learning situation using digital tools and digital media

Judgement and approach

- critically discuss the pros and cons of some common digital tools and their potential benefits in different learning situations
- critically discuss issues regarding digital tools in connection to copyright issues, authenticity, integrity and sustainable development

Course content

The course highlights issues how digital tools and digital media can be used in higher education to develop and support teaching and learning. The course deals with questions relating to opportunities and challenges involved in using digital tools and digital media to create effective and stimulating learning environments in different educational setups (campus, blended learning, online learning).

Issues that is highlighted during the course:

- Planning and design of a pedagogical setup using blended learning
- Production and use of digital learning resources in educational settings
- Communication face-to-face and/or online, teacher-to-student and student-to-student
- Infrastructural resources in the IT environment (learning platforms, personalized learning environments etc)

Form of teaching

During the course the students carry out a pedagogical development project concerning the use of digital tools and digital media to create stimulating learning environments. This includes designing a course or a course module and analyzing and choosing suitable digital tools and digital media which supports learning. The students are required to discuss and present their projects during the course together with course

teachers and course participants. The tutorials and seminars provide theoretical analysis and experience. They are implemented both as meetings on campus and as online meetings.

Language of instruction: Swedish and English

Assessment

Students are examined in connection with the following types of course elements:

- Physical meetings and / or web-based course activities - where the course content, the course participants' pedagogical development projects and the connection to their own educational practice are discussed.
- Presentation of completed development projects where planning, justification of pedagogical approach and analysis shall relate to the learning objectives. The development project shall be presented in the form of an article / paper and will be discussed in the course.

If a student, who has failed the same examined component twice, wishes to change examiner before the next examination, a written application shall be sent to the department responsible for the course and shall be granted unless there are special reasons to the contrary (Chapter 6, Section 22 of Higher Education Ordinance).

In cases where a course has been discontinued or has undergone major changes, the student shall normally be guaranteed at least three examination occasions (including the ordinary examination) during a period of at least one year from the last time the course was given.

Grades

The grading scale comprises: Pass (G) and Fail (U).

Course evaluation

The course evaluation is conducted jointly with the students, both continuously and at the end of the course. A continuous dialogue shall inform the design of the course in progress. The final course evaluation, which in addition to student feedback also includes the experiences of the involved teacher(s), is presented in the form of a course report published via the virtual learning platform. The conclusions presented in the course report shall inform the planning of future courses.

The results of the course evaluation and possible changes to the course will be shared with students who participated in the evaluation and students who are starting the course.

Additional information

The course is designed for teachers in higher education and for doctoral students.

The course is an elective course offered within the framework of the Master's degree (60 higher education credits) in Teaching and Learning in Higher Education and may be included in the higher education training provided by the department of engineering science, Diploma of Higher Education (15 credits).

The course uses a virtual learning environment for digital communication between teacher and student and among students. Because of this access to internet, computer, headset and webcam is required.

This document is a translated version of the Swedish original.