

Course Abstract: « Higher Education E-learning» for ME (Master of Education) program 18 hours

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This course is a part of module “E-learning”. The students will study other related courses: distant technologies, e-learning. The main course “distant technologies” is focused on special powerful e-learning tools like Moodle, edEx and CourseLab. Course “E-learning in School education” is aimed at using some hardware tools, like multimedia boards, e-books, voting systems, document cameras and related software: interactive SMART board toolkit, some electronic assessment monitoring systems, and of course Internet communication tools.

So all of the described tools are suitable for different education levels and main **objective** of the third course “E-learning in the High School” is to show to the students how to use simple everyday tools in regular studying. In other courses students study general web and multimedia technologies, and this course is focused on implementing web & multimedia in real professional activity. By the way students' practical experience with the Internet tools will grow up and will be up-to-date.

1. At the beginning (First 3 lessons), we will give a lot of attention to the organization of a group work: some collaborative tools for teachers (Dropbox, Google Drive and etc...). We will learn how to design and create one course together in a team, publish it to Web and support it.
2. At the next point (About 2 lessons) ... We will make overview of students's works rating tools, of course we will try to use some every day tools: Blogs, Email and Cloud storage tools. Also we will compare products features with basic moodle instance.
3. After that we will discuss obtaining a feedback (2 lessons). How to use social networks & blogs for getting students' opinions. Today IT is updating very fast and we should be ready to make some tweaks & changes in our courses as fast as possible too. Also we will look at the new course design trend – gamification. We will learn how to create the interesting course for all ages.
4. Finally (last 2 lessons) we will design real mass-learning course for students. We will interact with real teachers and it will be a good way for advanced training for teachers and students. The product of this course will be a real modern e-learning course for some discipline.

In this course we will combine traditional lecture with a lot of practice and discussions. Literally we will work on the blended learning model: most of instructions (text & screencasts) is presented in course's website, but in the class we will discuss about popular problems of e-learning and you will give a personal consultations about your final works.

Course plan:

1. Introduction

2. Social Media in classroom

In this lecture we will learn how to use popular Social media tools in different cases: in the class, at the home, as a part of distant support and student's feedback system. There are many tools we can use: video calls (Skype, Hangout), messaging (Twitter, Google Plus, Viber, Telegram), photo & video posting (Instagram, Vine & etc...)

3. Clouds in classroom (Dropbox, Google Docs)

This lecture is about organization of a group work. We will learn some collaborative tools for teachers and students (Dropbox, Google Drive and etc...). Of course, you can use these smart tools for regular task in everyday life, not only for studying. We will learn how to design and create one course together in a team, publish it to Web and support it.

4. Using moodle in classroom

This lecture is a short overview of the social media and clouds integration in the traditional learning management system (in this case it will be Moodle). In practice we will try to create an absolutely new enriched «social-cloud» course.

5. Google Sites

In another course «Web development and cloud teaching» you have already learned how to create modern three-level web applications, but sometimes you need very easy to use tool for creating the prototype of the future course's supporting website, or «quick site» for using it with short and unregular courses with small groups. In these lectures we will make overview of modern tools for «QuickSites» like Google Sites and Wix.

6. Students Portfolio (Control+Feedback)

In this lecture you will learn more about the modern way of the knowledge control in the blended learning model. We will focus on the

technology of remote testing and evaluation student's works (home tasks, reports, creative student's development & etc...). We also will look at smart tools for automatically collecting posts from multiple student's portfolios.

7. Gamification

This lecture is about an innovative teaching tool – games. Gamification, in its strictest form, is applying game engines like mechanics to existing content. This reduces the burden on the teacher a little bit to keep the attendees motivated and involved.

8. Practice: MOOC

This lecture allows you to deal with the massive online open courses (MOOC). Our common task for this practice is analyzing the structure of real courses in Coursera and generating the recommendations for teachers, for course designers.

9. Practice: e-learning course design

This lecture has mostly practical objective. In the final part of this course we will design real massive open online course (MOOC) for the students. But, the main focus will be on collaboration with real teachers for designing absolutely modern courses for our university. In this class we will learn how to publish and support your course.