COURSE OUTLINE

(1) GENERAL

SCHOOL	School of Humanities
ACADEMIC UNIT	Department of Primary Education
LEVEL OF STUDIES	Undergraduate
COURSE CODE	ΕΓ0038 SEMESTER 5-8
COURSE TITLE	Development of Virtual Worlds for Teaching Subjects in Primary School

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	WEEKLY TEACHING HOURS	CREDITS
	3	4
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).		

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	special background, skills development, lab, elective
PREREQUISITE COURSES:	None
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes
COURSE WEBSITE (URL)	

(2) LEARNING OUTCOMES

Learning outcomes
The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described. *Consult Appendix A* • *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area* • *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B* • *Guidelines for writing Learning Outcomes*

By the end of this course, students will be able.
In terms of knowledge:
    1. Know the advanced capabilities of the virtual worlds developing programs.
 	
In terms of their skills:
    1. Use all of the features the virtual worlds developing software programs virtual worlds provide.
 	
In terms of their competences:
    1. Develop advanced and complex 3D virtual worlds for educational usage.

General Competences
Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

The course aims at the following general competences:

- Adapting to new situations
- Decision-making
- Working independently
- Team work
- Working in an interdisciplinary environment
- Production of new research ideas

(3) SYLLABUS

The course is the continuation of the compulsory course "Technological and Didactical Innovations: Virtual Reality". Deepens and specifies knowledge regarding the development of 3D applications, making use of the advanced features that the developing software offers. In addition, emphasis is placed on specific, didactic scenarios with increased complexity which can be implemented with the use of this technology.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY *Face-to-face, Distance learning, etc.*	Face-to-face using PCs and/or laptops
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY *Use of ICT in teaching, laboratory education, communication with students*	Yes ICT is the subject of the course

TEACHING METHODS *The manner and methods of teaching are described in detail.* *Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.* *The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS*	Activity	Semester workload
	Lectures	10
	Lab exercises	35
	Independent study	30
	Application development	45
	Course total	***120***

STUDENT PERFORMANCE EVALUATION *Description of the evaluation procedure* *Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other* *Specifically-defined evaluation criteria are given, and if and where they are accessible to students.*	Lab exercises during the course of the semester. Final exam. Students have to design and develop an application, using the software tools provided during the course. The application must have an educational use. Therefore, in addition of evaluating the application, students are invited to present and support the ways their application has educational value (teaching framework, objectives, methodology, etc.) and to explain their choices and the methodology they used during its implementation.

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

Fokides E., & Tsolakidis C. (2011). *Εικονική πραγματικότητα στην εκπαίδευση: Θεωρία και πράξη* [Virtual reality in education: Theory and practice]. Αθήνα: Εκδόσεις Διάδραση.

- Related academic journals:

Computers and Education

International Journal of Game-Based Learning

Education and Information Technologies

Australasian Journal of Educational Technology

Journal of Educational Technology & Society