COURSE OUTLINE

(1) GENERAL

SCHOOL	School of Humanities			
ACADEMIC UNIT	Department of Primary Education			
LEVEL OF STUDIES	Postgraduate			
COURSE CODE	YA03 SEMESTER A			
COURSE TITLE	Educational implications of ICTs			
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	ì	CREDITS
		_		7,5
COURSE TYPE general background, special background, specialised general knowledge, skills development	special background, skil	ls development	t, lab	
PREREQUISITE COURSES:	None			
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek			
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes			
COURSE WEBSITE (URL)	https://aegeanmoodle.aegean.gr/course/view.php?id=647			

(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

Students will.

In terms of knowledge:

- Learn about the basic principles of contemporary learning theories and how technology can support them.
- Learn about key elements of the educational uses of technology.
- Know the categories and wide range of ICT educational applications.
- Know the software used to develop educational applications.

In terms of their skills

- Understand the importance of the use of technology in education.
- Develop a positive attitude towards educational technology.
- Implement the steps for the development of educational applications.

In terms of their competences

- Become adept users of software for educational use.
- Develop educational software.

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?

Search for, analysis and synthesis of data and information, with the use of the necessary

technology

Adapting to new situations

Decision-making

Working independently

Team work

Working in an international environment Working in an interdisciplinary environment

Production of new research ideas

Project planning and management

Respect for difference and multiculturalism Respect for the natural environment Showing social, professional and ethical responsibility and sensitivity to gender issues

Criticism and self-criticism

Production of free, creative and inductive thinking

Others...

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 addressed to all students regardless of their background or previous studies. It seeks not only to provide technical knowledge to students but also to acquaint and cultivate their relationship with technology in all its facets. A number of emerging technologies are introduced, that are expected to play an important role as educational tools in the immediate future. Also, the basic principles of distance education are provided along with its parameters and techniques. The ultimate goal is to demystify distance education as a teaching method and to explain how its techniques can be used in conventional teaching. Finally, easy-to-use software tools are introduced, in an effort to cultivate a comfortable relationship between students and ICT. The outline of the course is as follows:

- Basic parameters of technology
- Learning theories that support the educational uses of technology
- Technological tools and methods that these can be utilized in education
- Educational scenarios exploiting technological tools
- Distance education, theoretical framework, instruments, techniques, tools
- Emerging technologies, instruments, techniques, tools
- Laboratory courses, presentation and use of emerging technologies

Also, lectures from the instructor are enhanced by lectures given by guest teachers (generally professors from other universities). This diversifies teaching and adds new and interesting aspects on the course.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY	65% of the lesson in face-to-face delivered while 35% via
Face-to-face, Distance learning, etc.	distance learning

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY

Use of ICT in teaching, laboratory education, communication with students

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	20
Study & analysis of	80
bibliography	
Participation in public	20
forum's online activities	
Preparing short mid-term	40
work	
Writing final	65
assignment/application	
Course total	225

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, shortanswer 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.

The evaluation encompasses the following components:

- 1. Laboratory exercises conducted throughout the semester.
- 3. Each student is tasked with designing and implementing an application, either individually or in a small group, utilizing the tools discussed in the lectures. The assessment of this application is based on specific criteria, including the pedagogical, technical, and aesthetic adequacy of the material produced.

The successful completion of all the aforementioned activities is a prerequisite for the awarding of academic credits.

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

Teachers' documents, tutorials and scientific articles published to Moodle

- 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