

## H6TCL: Technology and Learning

Module Code:	H6TCL
Long Title	Technology and Learning <b>APPROVED</b>
Title	Technology and Learning
Module Level:	LEVEL 6
EQF Level:	5
EHEA Level:	Short Cycle
Credits:	5
Module Coordinator:	Sam Cogan
Module Author:	Sam Cogan
Departments:	NCI Learning & Teaching
Specifications of the qualifications and experience required of staff	
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner will be able to:</i>	
<b>#</b>	<b>Learning Outcome Description</b>
LO1	Identify a range of relevant technologies (including classroom technologies, internet based, mobile communication) and apply them.
LO2	Develop and evaluate simple multimedia materials for a variety of learning settings.
LO3	Utilise and evaluate technologies in an appropriate context
LO4	Understand basic relevant web development techniques
<b>Dependencies</b>	
<b>Module Recommendations</b>	
No recommendations listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Entry requirements</b>	

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Module Content & Assessment			
Indicative Content			
<b>Introduction to learning and technologies</b> • Learning technologies defined • History of learning and technology • Varieties of learning technologies • Benefits of learning technologies • Adoption of technology			
<b>Audio/Visual Multimedia</b> • Multimedia definition • Copyright • cross platform concerns • Animation • Video • Audio • Digital presentations			
<b>Digital sharing</b> • Definition • Blogging • Vlogging • Streaming • Wikis • Social networking • Social network analysis • Forums			
<b>Flipped classroom</b> • Definition • Flipped classroom models • Future directions • Content creation • Sourcing content			
<b>Hardware</b> • Interactive white boards • Clickers • Tablet devices			
<b>Mobile learning</b> • BYOD • Device constraints • Benefits & best practice			
<b>Blended learning</b> • Definition • Blended Learning Models in Higher Education • Blended Learning Models at the workplace • Future directions			
<b>Personal and professional technologies</b> • Productivity tools • Planning tools • Communication tools • Adoption of technology			
Assessment Breakdown			%
Coursework			100.00%
Assessments			
Full Time			
Coursework			
<b>Assessment Type:</b>	Presentation	<b>% of total:</b>	30
<b>Assessment Date:</b>	Week 6	<b>Outcome addressed:</b>	2,3
<b>Non-Marked:</b>	No		
<b>Assessment Description:</b> Students will give a presentation on a topic of their choice, utilising technology to enhance the learning experience.			
<b>Assessment Type:</b>	Practical (0260)	<b>% of total:</b>	30
<b>Assessment Date:</b>	Week 9	<b>Outcome addressed:</b>	1,3,4
<b>Non-Marked:</b>	No		
<b>Assessment Description:</b> Students must engage with an online tool or course of their choice. They must then evaluate and report on their experience using a web based technology (blog, vlog, podcast, wiki etc)			
<b>Assessment Type:</b>	Assignment	<b>% of total:</b>	40
<b>Assessment Date:</b>	Week 12	<b>Outcome addressed:</b>	1,2,3,4
<b>Non-Marked:</b>	No		
<b>Assessment Description:</b> Design a short course in an appropriate topic using a range of linked digital resources.			
No End of Module Assessment			
No Workplace Assessment			
Reassessment Requirement			
<b>Repeat failed items</b> <i>The student must repeat any item failed</i>			

## H6TCL: Technology and Learning

Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Part Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	per week	2	Once per semester	0.17
Lab	No Description	8.5	Once per semester	0.71
Total Weekly Contact Hours				0.88

Module Resources	
<i>Recommended Book Resources</i>	
<p>Aaron Sams. (2012), Flip Your Classroom: Reach Every Student in Every Class Every Day, International Society for Technology in Education.</p> <p>Etienne Wenger. (2002), Digital Habitats - Stewarding technology for communities, Harvard Business School Press.</p>	
<i>Supplementary Book Resources</i>	
<p>Neal Schaffer. (2013), Maximize Your Social: A One-Stop Guide to Building a Social Media Strategy for Marketing and Business Success, Wiley.</p>	
<i>Recommended Article/Paper Resources</i>	
<p>Rebecca Maguire. (2013), Can Clickers Enhance Team Based Learning? Findings From A Computer Science Module, The All Ireland Journal of Teaching &amp; Learning in Higher Education.</p>	
<i>Other Resources</i>	
<p>[Website], Coursera. Coursera,  <a href="https://www.coursera.org/">https://www.coursera.org/</a></p> <p>[Website], Pluralsight. Pluralsight,  <a href="http://www.pluralsight.com">http://www.pluralsight.com</a></p>	
Discussion Note:	