**Liverpool** John Moores University

Title:                    PROTOTYPING LEARNING TOOLS
Status:              Definitive
Code:               **6005PGIT**   (104094)
Version Start Date:    01-08-2016

Owning School/Faculty:    Education
Teaching School/Faculty:   Education

| Team | Leader |
|------|--------|
| Richard Vickery | Y |

| **Academic Level:** | FHEQ6 | **Credit Value:** | 24 | **Total Delivered Hours:** | 61 |
|---|---|---|---|---|---|
| **Total Learning Hours:** | 240 | **Private Study:** | 179 | | |

**Delivery Options**
Course typically offered: Standard Year Long

| Component | Contact Hours |
|-----------|:-------------:|
| Lecture | 10 |
| Tutorial | 1 |
| Workshop | 50 |

**Grading Basis:** 40 %

**Assessment Details**

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|----------|-------------------|-------------|:-------------:|:-------------:|
| Essay | AS1 | (3,900 words equivalent) | 35 | |
| Artefacts | AS2 | (2100 words equivalent) | 65 | |

**Aims**

*Too often ICT teahcers do not make use of ICT to help teach their own subject in the classroom. This module intends to adress this issue by giving the students the aooprtunity to extend their knowledge and skills of software development using the prototyping model of software development. The aim is to produce an item of teaching software which they will develop and test. By the end of the module students will have extended their software development skills and critically refelcted*

*on their own learning and the effectiveness of the learning provided by the tool they have developed.*

**Learning Outcomes**

After completing the module the student should be able to:

1 Demonstrate that they have a critical understanding of the concept of prototyping as a method of software development
2 Demonstrate an extended ability to analyse what makes a useful learning tool
3 Critically evaluate how learning tools can be used to help with the learning of ICT

**Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

ESSAY 2 3

ART 1

**Outline Syllabus**

*Systems design overview*
*Prototyping as a model for software development*
*Introductions to Flash*

**Learning Activities**

Based on a learning contract this module will be delivered through individual learning activity. This activity will be focused through key lectures and resources and supported by group tutorials and peer learning groups.

**Notes**

This module introduces the concept of prototyping software development in order to produce and then evaluate a learning tool. By working in peer learning groups the trainees will be able to support and critically comment on the progress of others in the group. It would be particularly beneficial if attendance at summer booster course in Flash and/or self-study of programming in the current version of Flash has been undertaken.