

Liverpool John Moores University

Title: Principles and Practice in Digital Education
Status: Definitive
Code: **7008ACADEM** (128560)
Version Start Date: 01-08-2021

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

Team	Leader
James Turner	Y

Academic Level: FHEQ7 **Credit Value:** 20 **Total Delivered Hours:** 40
Total Learning Hours: 200 **Private Study:** 160

Delivery Options

Course typically offered: S2 and Non Std S2 (S2 for Jan)

Component	Contact Hours
Online	40

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Object	To plan and design a learning object associated with the student's area of practice	40	
Reflection	Reflection	To critically review the learning object in light of feedback, theory and evidence	60	

Aims

To support the planning, delivery and evaluation of effective online teaching, learning and assessment

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically explore digital pedagogies
- 2 Critically examine key digital learning technologies
- 3 Critically analyse the evidence base for policy and practice in digital education
- 4 Apply theory and analysis to practice of online delivery

Learning Outcomes of Assessments

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

Learning Object	1	2	4
Reflection	1	2	3

Outline Syllabus

Digital pedagogies and instructional design

Digital learning environments and tools

The role of distance learning, hybrid and blended learning models in educational delivery

Factors that influence the uptake of learning technologies

Evaluation mechanisms for digital education

Badging and gamification to support engagement

Simulation, augmented and virtual reality in educational practice

Learning analytics

Mobile learning

Personalisation in digital education

Learning Activities

The module will be delivered online using a wide range of digital teaching strategies to support learning. Teaching will incorporate both synchronous and asynchronous activities, with a strong emphasis on student engagement through discussion, debate, tailored activities and experimentation.

Notes

This module will support academic staff, learning technologist and other relevant support staff in the development and delivery of digital education. It will interrogate key theories and approaches, as well as analysing the evidence base for practice, to examine the current and future potential for online and blended pedagogies.