

COURSE OUTLINE

(1) GENERAL

SCHOOL	SCHOOL OF EDUCATION		
ACADEMIC UNIT	DEPARTMENT OF PRIMARY EDUCATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ΔΕΕ306	SEMESTER	H (SPRING)
COURSE TITLE	Project Development with emerging learning technologies		
INDEPENDENT TEACHING ACTIVITIES <i>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</i>		WEEKLY TEACHING HOURS	CREDITS
Lectures, laboratory exercises		3	5
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Special background, specialised general knowledge, skills development.		
PREREQUISITE COURSES:	None		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes		
COURSE WEBSITE (URL)	http://ecourse.uoi.gr/course/view.php?id=1914		

(2) LEARNING OUTCOMES

<p>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.</p> <p>Consult Appendix A</p> <ul style="list-style-type: none"> • 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
<p>Level of learning outcomes Understanding of emerging learning technologies. Project Based Learning.</p> <p>Descriptors Knowledge and skills on problem solving by using emerging digital learning technologies.</p> <p>Learning Outcomes</p> <ul style="list-style-type: none"> • Project design • Use of proper digital technologies • Digital applications development • Project development • Project evaluation.
<p>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?</p> <p>Search for, analysis and synthesis of data and information, with the use of the necessary technology Adapting to new situations</p> <p>Project planning and management Respect for difference and multiculturalism Respect for the natural environment</p>

<i>Decision-making</i> <i>Working independently</i> <i>Team work</i> <i>Working in an international environment</i> <i>Working in an interdisciplinary environment</i> <i>Production of new research ideas</i>	<i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i> <i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>Others...</i>
<ul style="list-style-type: none"> • Search for, analysis and synthesis of data and information, with the use of the necessary technology • Decision-making • Working independently • Team work • Working in an interdisciplinary environment • 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 	

(3) SYLLABUS

Some of the technologies for project based learning:
Interactive whiteboards, virtual reality, augmented reality, mobiles, robots, digital games, 3D printing.
The course involves a theoretical, a laboratory part as well as homework submission.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in teaching, laboratory education, communication with students.	
TEACHING METHODS <i>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.</i> <i>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</i>	Activity	Semester workload
	Teaching hours	22
	Laboratory hours	30
	Examination hours	3
	Homework hours	25
	Study hours	35
	Other (Laboratory hours, software management)	10
Course total	125	
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>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</i>	Summative and conclusive evaluation, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, laboratory work.	

<i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	
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(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

Μικρόπουλος, Τ. Α., Μπέλλου, Ι. (2010). *Σενάρια διδασκαλίας με υπολογιστή*. Αθήνα: Κλειδάριθμος.

Δημητριάδης, Σ. Ν. (2014). *Θεωρίες μάθησης και εκπαιδευτικό λογισμικό*. Θεσσαλονίκη: Τζιόλα.

- Related academic journals:

- Θέματα Επιστημών και Τεχνολογίας στην Εκπαίδευση
- British Journal of Educational Technology
- Computer Science Education
- Computers & Education
- Education and Information Technologies
- Educational Technology Research & Development
- Interactive Learning Environments
- International Journal of Artificial Intelligence in Education
- Journal of Computing in Childhood Education
- Journal of Educational Technology & Society
- Journal of Interactive Media in Education
- Journal of Research on Technology in Education
- Themes in science and technology education