E Learning Principles and Practice 2 – CS7067

Module Code	CS7067
Module Name	E Learning Principles and Practice 2
Short Title	E-Learning 2
ECTS weighting	10 ECTS
Semester taught	Semester two
Contact Hours	Lecture hours: 28 Total hours: 28 The module will be taught using blended learning whereby, in addition to formal lectures, practical sessions and workshops, both synchronous and asynchronous online methods will be utilised.
Module Personnel	Nina Bresnihan & Richard Millwood
Learning Outcomes	On completion of this module, students will be able to: • plan, design and implement educationally sound e-learning strategies and methods. • understand of the underlying educational issues relating to the facilitation of e-learning • synthesise pedagogic and technology skills and strategies to design effective learning opportunities in an online learning environment. • reflect on their experience of being an online learner and how this might influence their own teaching approaches. • produce a plan, with timelines, tasks, and evaluation plans for use of appropriate technologies and learning resources. • engage in self and peer evaluation of the project • evaluate the effectiveness of e-learning provision, the benefits and challenges of e-learning and the need for new teaching and learning approaches
Module Learning Aims	This module builds on CS7066 (E-Learning Principles and Practice 1). It aims to • provide an overview of the pedagogy and practice of e-learning. • enable students to plan, design and implement e-learning elements using available tools. • provide students with first-hand experience of the challenges of meeting the educational needs of learners in the online environment while they will be simultaneously provided with an authentic online learning experience.
Module Content	The following areas will be covered: • Collaboration and Community • E-learning management and support • E-Assessment
Recommended Reading List	
Pre Requisite	CS7066 E-Learning Principles and Practice 1
Co Requisite	N/a
Assessment Detail	The assessment of this course requires the students individually to demonstrate both their practical skills and their understanding of the principles of good design through the design of an e-learning experience. Marks will also be allocated for participation and reflection.