

# NEW LEARNING **EXPERIENCE**



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# SYLLABUS - 2019

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# GOAL

New technologies continue to emerge in an ever-increasing pace. While none or at best few of these technologies are directly aimed at education they do have a strong impact on society and therewith on education by creating the opportunity for New Learning Experiences. New Learning Experiences are a transformative way to create engagement, interaction and learning through integrated technology. Augmented Reality and Immersive Reality learning are, for example, new forms of multimodal, embodied, tangible, augmented human-object learning interactions researched within this theme and aiming to have an impact on motivation, metacognitive skills and self-efficacy in learning. This theme looks at the micro-loop of human-computer interaction and researches the effects of different forms of interaction and their design parameters as also their effects on variables important for learning and teaching. While the upcoming of new technologies is often associated with great enthusiasm and potential, there is only little empirical evidence on their effect on the processes of learning and knowledge building.

This course aims at providing learning and development professionals with an overview of New Learning Experiences practices but also frameworks and tools to assess their effectiveness.

The course is composed of **4 modules** that will be covered in 4 weeks: **05 November-02 December 2018**

WEEK	MODULE	SCHEDULE
1	Introduction to New Learning Experiences	21-27 January 2019
2	Technical and pedagogical affordance of New Learning Experiences	28 January - 3 February 2019
3	The Impact of New Learning Experiences	4 - 10 February 2019
4	Development of a Multimodal Learning Plan	11 - 15 February 2019

# COURSE DESIGN

The course has four components:



## CONTENT

It enables you to access the main concepts and tools about seamless learning



## ACTIVITY

It enables you to reflect on the concepts learned through content in a collaborative and participatory way



## ASSESSMENT

It enables you to apply the concepts learned throughout content and assess your knowledge and skills through knowledge checks or a series of practical tasks

## EVALUATION

This is where we invite you to tell us your opinion about the course. Complete the questionnaire at the end of the course, providing us feedback about your learning experience. Your opinion will help us improve the quality of the programme.

# OUTLINE

## 1. Introduction to New Learning Experiences

### CONTENT

Introduction to New Learning Experiences  
Situation Awareness for New Learning Experiences  
Self-directed learning and effective feedback

### OBJECTIVES

be able to define the most important dimensions of New Learning Experiences

### ACTIVITIES

Watch a video introduction, Peer-to-peer discussion, Literature analysis

### ASSESSMENT

ASSIGNMENT: LEARNING SCENARIO

## 2. Technical and pedagogical affordances of New Learning Experiences

### CONTENT

Design components for New Learning Experiences  
Sensors in Education  
Augmented Reality in Education

### OBJECTIVES

Identify the design aspects of multimodal and augmented learning experiences

### ACTIVITIES

Watch a video, Literature Analysis, Peer-to-peer discussion

### ASSESSMENT

ASSIGNMENT: CONCEPT DEVELOPMENT

# OUTLINE

## 3. The Impact of New Learning Experiences

### CONTENT

Impact of multimodal and augmented learning experiences  
Outcome variables of New Learning Experiences interventions

### OBJECTIVES

be aware about evaluation approaches for New Learning Experiences

### ACTIVITIES

Watch a video introduction, Literature analysis

### ASSESSMENT

ASSIGNMENT: KNOWLEDGE CHECK

## 4. Development of a Multimodal Learning Plan

### CONTENT

Application and development of a plan  
Assessment rubric

### OBJECTIVES

Develop a New Learning Experience Intervention by combining multimodal interaction, sensors and real-time feedback

### ACTIVITIES

Watch a video

### ASSESSMENT

ASSIGNMENT: INTERVENTION PLAN

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# STUDY PLAN

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The course has been designed in a way to give you flexibility to plan your learning progress.

The content, videos and additional resources of all modules can be accessed throughout the course. Nevertheless, as this is a facilitated course, there are sessions where the progress needs to be linear to allow support by the facilitators and tutors and adequate coordination in the collaborative activities.

Activities that require facilitator's support or coordination among learners, such as discussion forums, peer reviews, will be available as indicated on calendar. The same is valid for the assessments in each module.

For reference purposes, the discussions remain available after the closing date.

Assessments 'scores can be consulted throughout the course.

Check the course calendar below for an overview of the course's organization. It will help you plan your time.



# WORKLOAD



4 hours

4 hours

4 hours

6 hours



WEEK 1

WEEK 2

WEEK 3

WEEK 4

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# CERTIFICATE

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Learners must earn an overall grade of **70%** in order to pass the course.

The following list shows how the grades will be calculated:

## Week 1: Introduction to New Learning Experiences

Assignment 1: 20%

## Week 2: Technical and pedagogical affordances of New Learning Experiences

Assignment: 20%

## Week 3: The Impact of New Learning Experiences

Quiz: 20%

## Week 4: Development of a Multimodal Learning Plan

Assignment 2: 40%

SUCCESSFUL COMPLETION OF THE ABOVE  
ASSIGNMENTS WILL LEAD TO EARNING A  
CERTIFICATE



IF you are enrolled **ONLY** in the Seamless Learning course, you will receive a **Certificate of Participation** for attending this training.

IF you are enrolled in the **FULL** Diploma Programme, you are earning credits for pursuing the **Diploma Programme Certificate**.



# TEAM



MARCUS SPECHT

Prof. Dr. , Advanced Learning Technologies

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[Website](#)



JAN SCHNEIDER BARNES

PostDoc Researcher, Human Centred Interaction

[Linkedin](#)

[Website](#)



Course facilitation provided by:



ALESSIA MESSUTI

Programme Officer- Technology-enhanced Learning Solutions

[Linkedin](#)

[Website](#)



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# TECHNICAL SUPPORT

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You can direct all your queries related to technical issues to:  
[m.scabini@itcilo.org](mailto:m.scabini@itcilo.org)

Your messages will be taken into consideration and addressed as soon as possible.

The working hours of the technical support are:  
Monday - Friday: 9am – 5 pm (GMT +1)



MIRELLA SCABINI

Programme Assistant  
DELTA- Sustainable Learning Solutions

Linkedin

Website



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# IT REQUIREMENTS

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These are the minimum hardware and software requirements:

- Platform: Windows 95, 98, 2000, NT, ME, XP or superior; MacOS 9 or MacOS X; Linux.
- Hardware: 64 MB of RAM, 1 GB of free disk space.
- Software:  
Adobe Acrobat Reader (download for free  
At <http://www.adobe.com/products/acrobat/readstep2.html>  
Adobe Flash Player (download for free at <http://get.adobe.com/flashplayer>  
Microsoft Office (Windows or Apple version) or Open Office (download for  
free at <http://www.openoffice.org/download/other.html>
- Browser: Internet Explorer 8 or higher (download for free at  
<http://www.microsoft.com/windows/internet-explorer/worldwide-sites.aspx> ); works better with Firefox 3.6 or higher (download for free at  
<http://www.mozilla-europe.org/en/firefox> ).

Note:

JavaScript, Cookies and Popups must be enabled

- Modem: 56 K.

**MORE INFO:**

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DELTA- Sustainable Learning  
Solutions