



UNIVERSITY OF NICOSIA ΠΑΝΕΠΙΣΤΗΜΙΟ ΛΕΥΚΩΣΙΑΣ

University of Nicosia, Cyprus

Course Code MULT-362	Course Title Computer-Based Learning	ECTS Credits 6
Department Design & Multimedia	Semester Fall 2010	Prerequisites MULT 263
Type of Course Major Requirement	Field Applied Multimedia	Language of Instruction English
Level of Course 1 st Cycle	Year of Study 3 rd	Lecturer(s) Aimilia Tzanavari
Mode of Delivery face-to-face	Work Placement N/A	Co-requisites None

Objectives of the Course:

The main objectives of this course are to:

- Explain why the evolution of telecommunication technologies, the changes in student demographics and the need for lifelong professional development, have increased interest in computer-based learning.
- provide students with the technical knowledge to: invent engaging learning activities, target specific goals, design learning games and simulations, design online tests and assessments
- guide students to select media, ensure reuse of content, specify learning objects, design the display, and make courses navigable.

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Describe what e-learning design is
2. Identify and design (based on best practices) absorb-type activities
3. Identify and design (based on best practices) do-type activities
4. Identify and design (based on best practices) connect-type activities
5. Accurately and fairly assess the success of learning through the design of tests
6. Make Strategic decisions regarding which of the many types of e-learning will work best for their learners

Course Contents:

1. **What is e-learning design?**
2. **Absorb-type activities:** How can learners acquire information - How do I design activities where learners read, watch, and listen.
3. **Do-type activities:** How do/can learners practice, explore, and discover.
4. **Connect-type activities:** How do learners link what they are learning to prior learning, to work, and to life.
5. **Tests:** How do I accurately and fairly assess the success of learning.
6. **Topics:** How do I design modules of e-learning to accomplish specific learning objectives - How do I make them reusable.
7. **Lessons:** How do I design learning objects to cover broad areas or ambitious learning objectives.
8. **Strategic decisions:** Which of the many types of e-learning will work best for your learners.
9. **Designing for the virtual classroom:** How do we design effective instructor-led e-learning classes.
10. **Visual display:** How do we visually design the display so learners can read, scan, and understand our e-learning.
11. **Navigation:** How do we let learners move about in the course.
12. **Evaluation:** How do we evaluate e-learning systems.

Learning Activities and Teaching Methods:

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments.

Assessment Methods:

Mid-term Exam, Final Examination, Assignments

Required Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Horton, W.	E-Learning by Design	Pfeiffer	2006	0787984256

Recommended Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Allen, M.	Designing Successful e-Learning	Pfeiffer	2007	0787982997