EMDT 5140: Ubiquitous Learning

Credits: 3

This course explores what it means to learn anytime, anywhere. Students examine the tools that enable 24/7 learning, interconnectedness, and various forms of ubiquity using concepts of augmented reality, virtual reality, and mobile technology. During the hands-on application use of these tools, students also evaluate these curriculum delivery methods for a variety of learning scenarios. Students engage in project-based learning activities to produce artifacts and assets for their educational portfolio, which serves as an applied demonstration of their knowledge and skill in anytime, anywhere learning and how to foster this environment. Upon successful completion of this course, students will have explored and constructed ubiquitous learning experiences to impact curriculum for various environments.

Prerequisites: None

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Identify elements of ubiquitous learning	Using current research, the learner can explain advanced elements of ubiquitous learning as well as how they apply in daily instruction.	The learner can explain elements of ubiquitous learning as well as how they apply in daily instruction.	The learner can explain basic elements of ubiquitous learning as well as how they apply in daily instruction.	Learner does not demonstrate an understanding of basic elements of ubiquitous learning or cannot apply those ideas to daily instruction.	EMDT 2	Critical thinking
Utilize a variety of tools and technology that allow for 24/7 learning	Application of tools and technology for 24/7 learning demonstrates exceptional creativity and critical thinking as well as an in-depth understanding of cognitive science. Products support student learning through thoughtful, incremental, and creative instruction. Design is visually interesting and builds engagement as well as making strong use ubiquitous learning options.	Application of tools and technology for 24/7 learning demonstrates creativity and critical thinking as well as an understanding of cognitive science. Products support student learning through thoughtful, incremental instruction as well as making use ubiquitous learning options..	Application of tools and technology for 24/7 learning demonstrates a basic understanding of cognitive science or design principles. Products support student learning and applies ubiquitous learning options at a basic level.	Application of tools and technology for 24/7 learning lacks application of cognitive science and design principles or does not utilize ubiquitous learning options. Significant revision required to meet learning needs.	EMDT 1	Design competence
Explore augmented reality, virtual reality, and mobile technology as a means of content delivery	Using current research, the learner can explain advanced elements of augmented reality, virtual reality, and mobile technology as a means of content delivery as well as how they apply in daily instruction.	The learner can explain elements of augmented reality, virtual reality, and mobile technology as a means of content delivery as well as how they apply in daily instruction.	The learner can explain basic elements of augmented reality, virtual reality, and mobile technology as a means of content delivery as well as how they apply in daily instruction.	Learner does not demonstrate an understanding of basic elements of augmented reality, virtual reality, and mobile technology as a means of content delivery or cannot apply those ideas to daily instruction.	EMDT 2	Cultural competence
Design engaging educational media for myriad learning styles and environments	Instructional media demonstrates exceptional creativity and critical thinking as well as an in-depth understanding of cognitive science. Products support student learning through thoughtful, incremental, and creative instruction. Design is visually interesting and builds engagement as well as making strong use ubiquitous learning options.	Instructional media demonstrates creativity and critical thinking as well as an understanding of cognitive science. Products support student learning through thoughtful, incremental instruction as well as making use ubiquitous learning options..	Instructional media demonstrates a basic understanding of cognitive science or design principles. Products support student learning and applies ubiquitous learning options at a basic level.	Instructional media lack application of cognitive science and design principles or does not utilize ubiquitous learning options. Significant revision required to meet learning needs.	EMDT 1	Design competence