

EMDT 5010: Social Learning Spaces

Credits: 3

In this course students develop skills in accessing, analyzing, evaluating, and creating with a variety of emergent social technologies. Students expand their use of social media outlets to include innovative communication and collaborative strategies for today and tomorrow. This course also addresses how to leverage online spaces and new media tools to manage information and relationships. While social media tools are critical to the learning of today, students will also examine the foundation of social learning through communities of practice. Students begin to establish their professional network and create the framework for an educational portfolio using online tools. At the conclusion of this course, students will have an expanded awareness of social learning and the impact on teaching with the ability to identify and create appropriate approaches for specific scenarios.

Prerequisites: None

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Demonstrate an understanding of participatory communities of practice	Using current research, the learner can explain communities of practice and the benefits of social learning as well as how they apply in daily instruction.	Learner can explain communities of practice and the benefits of social learning as well as how they apply in daily instruction.	Learner can explain communities of practice and the benefits of social learning.	Learner does not demonstrate an understanding of communities of practice and the benefits of social learning or cannot apply those trends to daily instruction.	EMDT 6	Communication Competence
Engage in hands-on activities centered around social learning	Learner is an integral part of communities of practice within their course and larger professional networks through social media. Learner can explain with specific examples how they support the professional community in educational technology and what impact they have on other learners in the program.	Learner is a strong part of communities of practice within their course and in social media. Learner can explain with specific examples what impact they have on other learners in the program.	Learner participates at a basic level in communities of practice within their course and on social media. Learner can explain with specific examples what impact they have on other learners in the program.	Learner does not participate in communities of practice within their course or in a larger network through social media. Or, learner cannot provide specific examples of their collaboration and contributions.	EMDT 3	Communication Competence
Create educational content for multiple platforms	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.	Instructional media demonstrates creativity and critical thinking as well as an understanding of cognitive science. Products support student learning through thoughtful, incremental instruction.	Instructional media demonstrates a basic understanding of cognitive science or design principles. Products support student learning.	Instructional media lack application of cognitive science and design principles. Significant revision required to meet learning needs.	EMDT 1	Design Competence
Develop the framework for an educational portfolio.	Initial portfolio artifact demonstrates exceptional creativity and critical thinking. Design is visually interesting and builds engagement. Reflection demonstrates a strong understanding of EMDT standards.	Initial portfolio artifact demonstrates creativity and critical thinking. Design is visually interesting and reflection demonstrates an understanding of EMDT standards.	Initial portfolio artifact demonstrates a basic understanding of cognitive science or design principles.	Initial portfolio artifact lacks application of cognitive science and design principles. Significant revision required.	EMDT 1	Design Competence