

Study program: Subject Teaching			
Type and level of studies: Master studies			
Course unit: Educational Technology			
Teacher in charge: Veljko Aleksić			
Language of instruction: English			
ECTS: 6			
Prerequisites: -			
Semester: Winter			
Course unit objective Introduction to the theories and practice of multimedia systems application and ICT in education. Understanding the methods and principles of the modern educational technologies and software used in classes and creating lessons through a variety of techniques and tools. Training for encouraging the educational process actors in the application of educational technology.			
Learning outcomes of Course unit Upon the successful completion of the course, students will be able to: Effectively use multimedia technology, educational software and hypermedia systems that were presented; Understand the principles of operation and characteristics of modern ICT and educational software, and to be able to critically analyze and choose it for use in certain areas; Create multimedia and/or hypermedia lessons.			
Course unit contents <i>Theoretical classes</i> History of educational technology and examples. Modern trends in ICT development and its impact on educational process. Principles and characteristics of educational technologies. Modern concepts of organizing teaching activities. Basic principles of operation and implementation of teaching using ICT. Principles of creating and implementing educational software. Using Internet and Internet services as educational medium. Gathering information, e-libraries, e-journals, public databases. Ethical aspects of the use of ICT in teaching. <i>Practical classes</i> Detailed overview of possibilities, training and usage of available educational technology. Using educational software to create e-lessons. Presenting tools for using Internet as educational medium and creating e-courses. Implementation and training for collaborative teaching. Discussion and presentation of papers on the contents of lectures, preparation and presentation of teaching materials.			
Literature [1] Barkley, F. (2010), Student Engagement Techniques: A Handbook for College Faculty. San Francisco: Jossey-Bass [2] McGonigal, J. (2011), Reality is Broken: Why Games Make Us BETter and How They Can Change the World. New York: Penguin Press [3] Clark, R., Mayer, R. (2008), E-learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning. San Francisco: Pfeiffer [4] MacDonald, J., Crenor, L. (2010), Learning with Online and Mobile Technologies: A Student Survival Guide. Burlington: Gower			
Number of active teaching hours			Other classes
Lectures: 2	Practice: 2	Other forms of classes: Independent work:	
Teaching methods On-line lectures; Case studies, discussions via forums and wikis; Practical work in hypermedia laboratory.			
Examination methods (maximum 100 points)			
Exam prerequisites	No. of points:	Final exam	No. of points:
Student's activity during lectures	10	oral examination	30
Practical classes/tests	20	written examination	
Seminars/homework	20		
Project	20		
Grading system			
Grade	No. of points	Description	
10	91-100	Excellent	
9	81-90	Exceptionally good	
8	71-80	Very good	
7	61-70	Good	
6	51-60	Passing	
5	less than 51	Failing	