

Course Unit	Management of Learning Platforms	Field of study	Computing from the User Point of View
Master in	Information and Communication Technologies- Education and Training	School	School of Education
Academic Year	2020/2021	Year of study	1
Type	Semestral	Semester	2
Level	2-1	ECTS credits	6.0
Code	1083-622-1201-00-20		
Workload (hours)	162	Contact hours	T - , TP 10 , PL 20 , TC - , S 6 , E 18 , OT - , O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s)

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Explore learning platforms, using and developing e-Learning courses and integrating related technologies as a trainer or course creator;
2. Promote a proactive approach to professional development supported by learning networks;
3. Evaluate comparatively different platforms for e-learning, in pedagogical, technological and organizational terms and in terms of production of knowledge and collaboration environment;
4. Know the server-side and client-side technology (server-side and client-side applications) that allow the installation, configuration and use of different platforms;
5. Install and manage platforms for distance learning;
6. Create, organize, structure and use e-Learning courses (e-courses);
7. To evaluate the functionality, usability, accessibility and quality of service platforms to contexts of learning / training arrangements;
8. To reflect on the scenarios and the uses of e-Learning technology, in particular, and of educational technology in general.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
To have basic skills in e-learning and virtual learning communities.

#### Course contents

1- Platforms and technologies for e-learning systems. 2- Installation and setting e-Learning Platforms. 3- Good practices in the development and operation of e-courses.

#### Course contents (extended version)

1. Platforms and technologies for e-Learning Systems:
  - The variety of platforms and technologies
  - Learning Objects and Metadata
  - ADL SCORM Model
  - Instructional Design and Learning Design
  - Other technologies related to e-Learning
2. Installation and configuration of e-Learning platforms:
  - Installation and configuration of Web Server
  - Installation and configuration Database Server
  - Installation and configuration of server-side scripting
  - Installation and configuration of open source platforms for e-Learning
  - Exploration and evaluation platforms for e-Learning: Perspective student, trainer and administrator
  - Exploration and evaluation of available e-learning online platforms (Google Classroom; Ms Teams)
  - Good practices in platform management and optimization
3. Good practices in the development and utilisation of e-courses:
  - Use of platforms tools and features
  - Mind maps and concept maps
  - Webquests, Web adventures, treasure hunts and digital tours
  - Digital portfolios, blogs and other Web 2. 0 technologies
  - Tools import/export SCORM / AICC
  - E-courses and contents Editors
  - Other technologies for creating objects and learning activities
  - MOOC, Flipping Classroom and similar alternatives
  - Design and development of an e-course and their e-Contents

#### Recommended reading

1. Elkins, D. & Pinder, D. (2015). "E-Learning Fundamentals: A Pratical Guide". Alexandria: ATD Press. ISBN: 978-1-562-86947-2.
2. Hubbard, R. (2013). "The Really Useful eLearning Instruction Manual: Your toolkit for putting elearning into practice". UK: John Wiley & Sons. ISBN: 978-1-118-37589-1
3. Santos, A., Moreira, L., & Peixinho, F. (2014). Projetos de e-learning: inovação, implementação e gestão. Lisboa: Lidel
4. Peres, P., Mesquita, A., & Pimenta, P. (2015). Guia Prático de e-Learning: Casos práticos nas organizações. Lisboa: Vida Económica.
5. Gonçalves, V. (2007). "A Web Semântica no Contexto Educativo" (Dissertação de Doutoramento). Porto: Faculdade de Engenharia da Universidade do Porto.

#### Teaching and learning methods

This unit focuses on the acquisition of skills in the installation and configuration of open source platforms for e-Learning as well as in content design or in interactive educational activities for online courses. Thus, the collaborative work and the sharing of experiences will be crucial to the success of learning.

#### Assessment methods

1. Continuous assessment - (Regular, Student Worker) (Final)
  - Practical Work - 50% (Individual work using technologies for e-Learning: creating e-courses)
  - Projects - 50% (Creating e-courses on an e-Learning platform installed, configured and optimized by the group)
2. Exam - (Regular, Student Worker) (Supplementary, Special)
  - Final Written Exam - 100% (Examination test)

**Language of instruction**

Portuguese, with additional English support for foreign students.

**Electronic validation**

Vítor Manuel Barrigão Gonçalves	João Sérgio Pina Carvalho Sousa	Manuel Florindo Alves Meirinhos	António Francisco Ribeiro Alves
01-10-2020	01-10-2020	01-10-2020	02-10-2020