



Module Specification

Exploring Digital Learning

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Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	3
Part 4: Assessment.....	4
Part 5: Contributes towards	4

Part 1: Information

Module title: Exploring Digital Learning

Module code: UTTNB7-30-1

Level: Level 4

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Education and Childhood

Partner institutions: None

Delivery locations: Not in use for Modules

Field: Primary, Early Childhood and Education Studies

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: During this module students will experience a range of technologies from both theoretical and practical angles. As such students will benefit

from a range of technical skills in workshops, in addition to unpacking case studies of 'real' education-tech solutions.

Outline syllabus: Areas students will gain experience and knowledge of may include:

Mobile Learning

Apps and devices

Gamification

Virtual Reality

Augmented reality

Developing learning dispositions and behaviours

How & why people engage with different technologies

Part 3: Teaching and learning methods

Teaching and learning methods: This module will include a range of sandpit sessions in which students develop skills and understanding of digital tools for learning. Connection with other modules in the year will also be evident. Spaces in which to explore how digital learning tools are used and how these might impact on education landscapes, teaching and learning will be explored.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Explore theories, rationales, applications and experiences of digital education

MO2 Identify a range of learning opportunities which might be adapted to the specific needs of learners.

MO3 Identify a range of technologies and their application to a variety of settings

MO4 Consider users and audiences in the development of learning design.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/) via the following link <https://uwe.rl.talis.com/>

Part 4: Assessment

Assessment strategy: The assessment will comprise formative tasks and a final portfolio submission that represents the summative task. The formative tasks will be individual and team-based and will be based on their explorations, experiences and analyses of their digital learning engagements on the module.

Assessment components:

Portfolio (First Sit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Education [Frenchay] BA (Hons) 2023-24

Education (Digital Learning) [Frenchay] BA (Hons) 2023-24

Education (Special Needs) [Frenchay] BA (Hons) 2023-24

Education (Special Needs) {Foundation} [Frenchay] BA (Hons) 2022-23

Education (Digital Learning) {Foundation} [Frenchay] BA (Hons) 2022-23

Education {Foundation} [Frenchay] BA (Hons) 2022-23