



Module Specification

Digital Learning Design

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Part 1: Information

Module title: Digital Learning Design

Module code: UTTGVG-30-2

Level: Level 5

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: Meeting Diverse Needs 2023-24

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: This module will introduce a range of techniques, from theoretical contexts of designing learning experiences to the 'doing' and production of digital learning solutions.

Outline syllabus: The module will involve developing knowledge and skillsets into areas such as:

Pedagogy, learning needs, problems solving

Multi and digital literacies

Meeting diverse needs

Exploring current solutions

Designing technological solutions

Mediated learning tools

Part 3: Teaching and learning methods

Teaching and learning methods: There will be sessions that intensively explore these themes and associated practical, hands-on, sessions. Students will have the chance to visit contexts that are employing digital learning tools and will also benefit from visiting speakers. Seminars and readings will support students in making links between theories and practices. Students will be encouraged to use/test/play with various technologies. They will be supported by both academic and technical staff to help ensure that learning new digital media tools will be integrated to the pedagogical approach of this module.

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

MO1 Identify the learner needs and pedagogical considerations in a learning scenario.

MO2 Conceive learning technology solutions to real world challenges.

MO3 Evaluate approaches to contemporary educational technology design.

MO4 Devise, design, produce and evaluate a digital learning solution which meets a specific educational need/s.

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/index.html) via the following link <https://uwe.rl.talis.com/index.html>

Part 4: Assessment

Assessment strategy: The assessment will be based on students' digital learning designs created in response to a learning scenario. Assessment will be supported through self, peer and tutor feedback.

The final portfolio submission will include an evaluation of the scenario/brief, design process documentation, user guidance, and a critical evaluation of the final learning design with reference to the needs it was designed to meet.

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 (Digital Learning) [Frenchay] BA (Hons) 2022-23

Education [Frenchay] BA (Hons) 2022-23

Education {Foundation} [Sep][FT][Frenchay][4yrs] BA (Hons) 2021-22

Education (Digital Learning) {Foundation} [Sep][FT][Frenchay][4yrs] BA (Hons) 2021-22