FACULTY OF EDUCATION

Online Learning and Teaching Graduate Diploma

OLTD 508: Mobile Technologies and Game Based Learning
(3 Credits)

Course Syllabus:

Instructor: Greg Lewis, B. Ed. and Masters in Educational Technology

Email: oltdgreglewis@gmail.com (response time varies but I try to respond that day) In an **emergency**, you could contact me at glewis@sd69.bc.ca

Virtual Office Hours:

Email – always and anytime

Collaborate via appointment or scheduled class session

Skype via appointment – greglewis45

Course dates: March 4th (Friday) to April 15th (Friday)

Course Description:

Students will examine the underlying concepts driving the adoption of mobile and gaming technologies in education. This course will offer opportunities to examine potential devices/apps/games, issues (e.g., supporting infrastructure, management, digital divide), resource selection, integration in curriculum, and potential venues for creating mobile and/or gaming content for educational use.

Pre-Requisite: Successful completion of OLTD 509

Learning Outcomes for OLTD 508:

Through course activities, online discussions, readings and research it is expected that students may engage in the following outcomes via a combination of instructor directed/inquiry based curriculum:

☐   Be familiar with common terms, definitions and elements related to mobile learning and gaming environments.
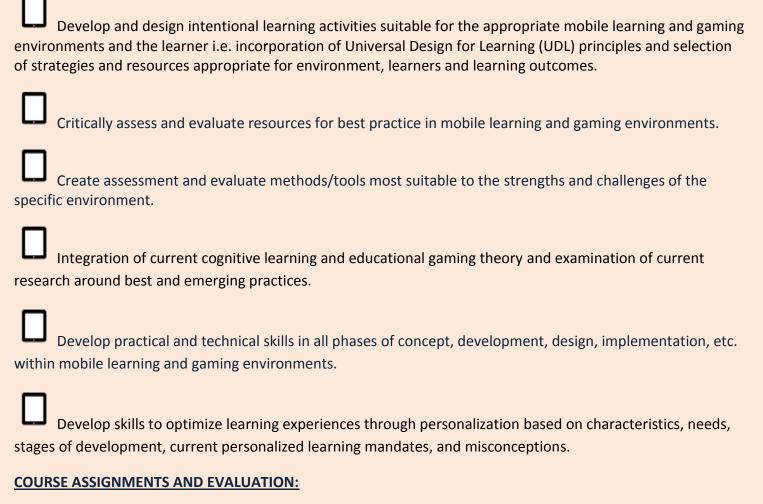
☐   Demonstrate basic competency with design and implementation within a variety of mobile learning and gaming environments.

☐   Plan learning opportunities most suitable to the strengths and challenges of a variety of mobile learning and gaming environments.

☐ Develop and design intentional learning activities suitable for the appropriate mobile learning and gaming environments and the learner i.e. incorporation of Universal Design for Learning (UDL) principles and selection of strategies and resources appropriate for environment, learners and learning outcomes.

☐ Critically assess and evaluate resources for best practice in mobile learning and gaming environments.

☐ Create assessment and evaluate methods/tools most suitable to the strengths and challenges of the specific environment.

☐ Integration of current cognitive learning and educational gaming theory and examination of current research around best and emerging practices.

☐ Develop practical and technical skills in all phases of concept, development, design, implementation, etc. within mobile learning and gaming environments.

☐ Develop skills to optimize learning experiences through personalization based on characteristics, needs, stages of development, current personalized learning mandates, and misconceptions.

COURSE ASSIGNMENTS AND EVALUATION:

Assignments offer flexibility in terms of whether they are completed individually or in pairs/groups. This includes the final or major project. Students are encouraged to consult and critique their peers and to "compare notes" while creating learning objects and artifacts. We will be using a Google+ community to post resources and reflections which will garner students "XP points".

EVALUATION: Student assignments will be graded by your instructor and evaluation criteria/rubrics for each assignment will be provided on the course website.

***NOTE: Student assignments are to be submitted via the D2L course site. This allows for feedback via the audio tool. Assignments may not be handed in via email – dates will be left "open" allowing for all assignments to be submitted this way regardless of when they are actually tendered.**

OLTD 508 – Mobile Technologies and Game Based Learning

Instructor – Greg Lewis

Faculty of Education – Vancouver Island University

Order of Assignments	**Learning Outcomes**	**Value of Assignment as a %**
Assignment #1 – Week 1 – Mobile Technologies – 30 Marks Creation of an infographic dealing with an issue/challenge in the world of mobile technologies. In addition, the application of the "4Cs" in order to augment or extend formal knowledge either inside or outside of the classroom/workplace. Individual/Pairs/Group Assignment for both Part A and Part B **Due Date: March 13, 2016 - 2330**	1,5	10%
Assignment #2 – Week 2 – Game Based Learning – 30 Marks Examination of Gee's principles of Learning in relation to games and the assessment/review of a desktop or mobile based game to be used in the classroom/workplace. Individual – Part A Individual/Pairs/Group Assignment – Part B **Due Date: March 25, 2016 - 2330**	4,5,6	10%
500 XP to Level Up! (ongoing) Based on the concept of gamification, students may post, tweet, and facilitate others' learning in order to gain XP or points to our Google Plus community. Individual Assignment **Due Date: April 15, 2016 - 2330**	1,2,4,7,8,9	20%
Reflective Statements and eP artifacts – 25 Marks each Students will select two of the assignments as eP evidences and complete two reflective statements based on the rubric found on the course site Individual Assignment **Due Date: April 15, 2016 – 2330**		20%
Assignment #3 **Major Project (eP artifact) – Inquiry based exploratory – 100 Marks** Students will formulate a "guiding question" that will facilitate the exploration of a topic found within the brackets of the Learning Outcomes for Mobile Technologies and Game Based Learning. Self-directed research will be employed in order to investigate and discover answers to the question posed. Individual/Pairs/Group Assignment **Due Date: April 15, 2016 - 2330**	1 - 9	40%
	Total:	**/100**

OLTD 508 – Mobile Technologies and Game Based Learning

Instructor – Greg Lewis

Faculty of Education – Vancouver Island University

Final Evaluation:
Students receive an overall percentage for their final grade in OLTD *508.*

Late Policy:
The instructors' late policy is as follows: You are given assignment due dates on the first day of classes and **late assignments will be calculated at -10%/day after the due date**; however, it is acknowledged that circumstances beyond your control may occur (e.g., death in the family; unexpected illness etc.) and arrangements for accepting late assignments may be made on a contractual agreement between instructor and learner ***prior to the due date.***

Plagiarism:
Any material which is not the original work of the learner should be clearly acknowledged as the work of someone else and cited accordingly; any violation of this strict policy of referencing will be considered plagiarism and will result in disciplinary action in accordance with the **Vancouver Island University's Policies for Academic Integrity**. Please review these policies and procedures.

Quotes, images, photos, music etc. must be sourced. Creative Commons materials must include the CC logo and state that your source is used with attribution.

Please consult your instructor at any time regarding issues of plagiarism and professional scholarly conduct.

ADDITIONAL INFORMATION

- The clarity, presentation, and content of any work submitted for evaluation will influence the evaluation of that work.

- All work submitted for evaluation must follow the relevant conventions for communication (e.g. correct spelling and grammar) before it will be evaluated.

- All text in work submitted for evaluation must be word-processed and be clearly legible.

- Work submitted for evaluation after the due date may not be considered in the summative evaluation for this course. The Faculty expects assignments to be submitted on time. Students who are unable to meet a deadline are expected to discuss the matter with their instructor prior to the due date. Whether or not an extension of time is granted is within the discretion of the instructor and conditional upon the student providing a reasonable explanation. Students who fail to meet deadlines for required assignments, may be penalized in accordance with the grading and penalty assessment policy set by the particular instructor

OLTD 508 – Mobile Technologies and Game Based Learning

Instructor – Greg Lewis

Faculty of Education – Vancouver Island University

- Attendance and participation and **all assignments** must be "passed" in order to successfully complete this course. It is necessary to demonstrate at least minimum competence in all areas being assessed in each assignment.

- Wherever possible, formative evaluation in the form of anecdotal audio feedback will be provided on marked assignments.

- Any material that you have adapted and adopted from other sources for assignments that you have not created, must be properly credited; otherwise it will be considered plagiarized. For example, if you use other students' work as part of your assignment, they must be given credit with specific written reference to their work. When you use any material authored by any other individual, you must identify the source. Please refer to the APA citation guidelines.

- A student who misses a significant portion of class time (as determined by the instructor) will be required to withdraw from the course. Unprofessional behaviour could also result in withdrawal from the course.