

Technology Enhanced Learning

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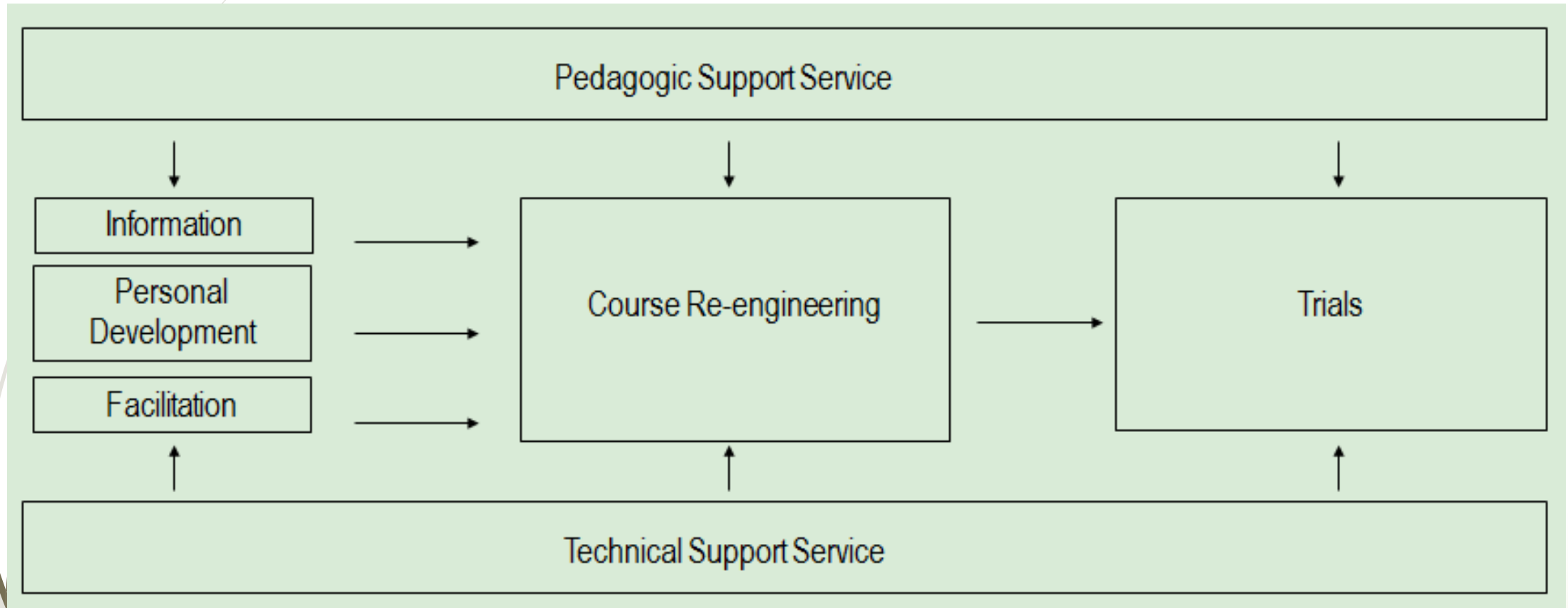
Objectives

- Integrate information and communication technologies in the activity of Learning.
- Improve and develop the learning process.
- Adopt e-Learning platforms with functionalities for: managing the learning process, integrate contents and activities, implement evaluation procedures, support synchronous and asynchronous communications in the course context,...

Objectives

- Promote the design and implementation of learning activities mediated and supported by technologies to facilitate collaborative approaches, communication in the learning group, allow new ways of evaluation, reinforce the learning context, contribute to a more active and participated learning process, and to the development of specialised communities of learning and practice.

e-learning Initiative



e-Learning Platforms

- Distributed Learning Platforms (DLP), LMS, PLS, IDLE, CSS, DLS or e-Learning platforms (WebCT, BlackBoard, Moodle, Teletop, TWT, ...)
- General application systems, integrating multiple functionalities
- Internet/www based with synchronous and asynchronous components
- Highly configured and adapted by end-users to specific applications
- Allowing the building of environments to support learning activities
- Information Systems, non-transationals, specially supporting communication, co-ordination and collaborative processes

e-Learning Platforms

Functionalities

- ▶ Context: supporting collaborative learning activities (forums, chat, mailing lists, publication, groupware, ...)
- ▶ Contents: access and exploitation of different resources (multimedia, text, hypertext, ...)
- ▶ "Experimentation": exploitation of virtual laboratories, simulators of experiences and equipments, remote use of laboratories, ...
- ▶ Evaluation: use of tools for multiple answer quests, publication of portfolios, presentations of projects, ...
- ▶ Organisation and management: course curricula, informations, summaries, ...

Learning Activities

- Project based (Individual, Group)
- Structured Inquiry (Webquest, ..)
- Case Studies
- Simulations (Didactic games, Role playing, ...)
- Problem Solving
- Debates and Discussions
- Articles (Resumees, ...)
- Brainstorming
- Portofolios
- ...

Orientations: *learning process*

- Learner centred
- Collaborative
- In Context
- Authentic, Enriched, ...
- Active
- Focused on Problem Solving
- Interactive
- Promoting Communities of Interest/Learning/Practice



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