Co-funded by the
Erasmus+ Programme
of the European Union

Teacher Training (TT) Course Syllabus

Institution Name	Georgian Technical University (GTU)
TT Course Title	Active learning and ICT-enhanced teaching: M-learning and gamification
Instructor(s) Name(s) Faculty and Department Position Email address Phone number	Nikoloz Abzianidze Faculty of Energy and Telecommunications The Department ofTelecommunications Assoc. Professor n.abzianidze@gtu.ge 599 98 49 48
Meeting Dates & Times Place/Room(s)	4 March – 8 March, 2019 / 11:00-13:00 GTU Building VIII, Floor 6, auditorium 609, M. Kostavast75, Tbilisi, Georgia
Workload	10 hours presented in 2 hours per day X 5 days of classroom work and 20 hours of individual work (1 ECTS Credit)
Course Purpose	The purpose of this teacher training (TT) course is to provide teachers with a specific experience in active learning anddesigning **gamified class activities**. Additionally, they will improve teaching skills using **mobile devices** in class and outside class to **activate students learning.**
Learning Outcomes (LOs):	Upon successful completion of this course, the trainees will be able: • to discuss how **active learning** can support students' learning • to plan a **gamified learning experience** • to understand the use of **mobile devices** and their potential and limitations • to design tasks with different **apps for active learning** • to present information in a **PechaKucha** format
Course methodology/Instructional Strategies	It will be a discussion basedcourse including lectures and seminars, as well as individual and small group work. The course will be very practical in nature putting participants in the role of learners so later they can reflect on the teaching procedures. During the training, participants will design an individual teaching intervention based on m-learning and/or gamification in collaboration

	with their peers.
	The training approach of the course consists of:
	• Lectures – instruction and theory on the subject matter
	• Individual and small group exercises – adapting theory
	• Case studies – use of scenarios to exercise problem solving
	• Questions and answers – updating skills and knowledge
	• Handouts – to accompany learning sessions
	• Resources in the form of support documentation will be sent in an electronic format
Recommended Texts & Materials	https://ec.europa.eu/jrc/en/digcompedu https://www.toptools4learning.com/home/ http://www.crlt.umich.edu/sites/default/files/resource_files/Active%20Learning%20Continuum.pdf https://www.gamified.uk/2017/04/06/revised-gamification-design-framework/ https://www.pechakucha.org/ https://library.educause.edu/resources/2018/8/2018-nmc-horizon-report
Basic Technical/Media Requirements	Laptop, smartphones, internet connection
Quality Assurance (QA)	Online feedback survey of trainees and a brief QA report

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 25 Feb 2019 10:00-12:00	• Setting course goals and LOs • Discussing digital competence for educators • Introduction to the course • Introducing tools for learning	• Lecture videos • Small group discussion • Individual discussions • Questions • Reflection • Workshop in an Active Learning	• Individual assignment #1 on formulating LOs
Day-2 26 Feb 2019 10:00-12:00	• Discussing innovative teaching strategy called *gamification* • Basic concepts and elements of gamification • Documents from the escape room • Introducing gamifying resources and tools • Badges for Moodle	• Lecture videos • Small group discussion • Individual discussions • Questions • Reflection • Brainstorming • Problem-solving practical activities	• Individual assignment #2 on formulating LOs

Day-3 27 Feb 2019 10:00-12:00	• Discussing mobile learning • Revising different apps for different learning purposes • Discussing the potential for using apps inside and outside classes • Planning an instructional design taking into account m-learning	• Lecture videos • Small group discussion • Individual discussions • Questions • Reflection • Keeping on working with mobile apps in a productive way	• Individual assignment #3 on formulating LOs
Day-4 28 Feb 2019 10:00-12:00	• Discussing different resources and tools for gamified learning experiences • Planning a gamified teaching intervention	• Lecture videos • Small group discussion • Individual discussions • Questions • Reflection • Working on practical tasks	• Individual assignment #4 on formulating LOs
Day-5 1 Mar 2019 10:00-12:00	• Revising gamification and mobile learning approach • PechaKucha presentations • Evaluation of the course	• Small group discussion • Individual discussions • Questions • Reflection • Presentations	• Individual assignment #5 on formulating LOs