Teacher Training (TT) Course Syllabus

Institution Name	Vanadzor State University (YSU)
TT Course Title	"Active learning & ICT enhanced teaching: M-learning & gamification
Instructor(s) Name(s) **Faculty and Department Position** **Email address** **Phone number**	Mariya Brutyan Faculty of History and Geography, Department of "History" Associate Professor mariabrutyan2013@yandex.com (+374 91) 728-387
Meeting Dates & Times **Place/Room(s)**	1-7 March, 2019 / 15:00-17:00 2nd Building/Room 3
Workload	10 hours of classroom work are conducted in 5 days (2 hours a day) and 20 more hours are set for individual work (1 ECTS Credit)
Course Purpose	The purpose of the course is to give learners knowledge about mobile learning and educational gamification through the Moodle system. Participants will be able - to discuss how active learning can support students' academic performace - to plan a gamified learning experience - to understand the use of mobile devices: their potency and restrictions - to design tasks with different apps aimed at active learning - to present information in a PechaKucha format
Learning Outcomes	At the end of the course, the learner will be able to • Evaluate the potency of mobile communication in the

(LOs):	distance learning system • Understand the positive and negative aspects of mobile learning • Get acquainted with Sli.do, Poll, Mentimenter, Canva, QR codes, Spark video and other tools • Develop an effective mobile learning strategy • Select the appropriate mobile learning technologies in the context of separate mobile learning contexts • Plan the resources for gamification • Plan the curriculum taking into account what has been learned within the course
Course methodology/Instructional Strategies	Topic 1. Active learning. Lecture with presentation and video programs. What is an active learning? The purpose of active learning. Disadvantages and advantages of active learning. Active learning methods. **Practical Part**, Active Learning Tools, Sli.do, Poll, Mentimenter, Canva **Group work**. Usage of active learning tools **Topic 2**.Mobile Training: Discuss what mobile learning is, discuss the advantages and disadvantages of mobile learning. **Practical Part** QR Codes, Spark Video, Badges. **Assignment:** Practice Mobile Learning **Topic 3.** Gamification: Discuss what the Gamification is, present Gamification in education. With the help of a round table, highlight the differences between Gamification and serious games. **Practical Part** Gamification Tools, Socrative, Kahoot, Quizizz Topic 4. Elements and strategy of the Gamification. Discuss how to organize similar lessons. Discuss Gamification in the MOODLE system **Practice:** Try to organize your own training Gamification strategy Topic 5. Gamification Introduce your own training strategy in PechaKucha format
Recommended Texts & Materials	1. Lectures/Teaching materials prepared in Armenian 2. Powerpoint Presentations in Armenian 3. What active learning is - https://campusobert2.ub.edu/mod/page/view.php?id=62125 4. Why to use active learning https://www.youtube.com/watch?

v=8oKwb8y6RQQ#action=share

5. Active learning. Vanderbilt University Center for Teaching - Brame, C. (2016)URL https://cft.vanderbilt.edu//cft/guides-sub-pages/active-learning/

6. Active Learning TechniquesURL http://www.crlt.umich.edu/sites/default/files/resource_files/Active%20Learning%20Continuum.pdf

7. Gamification - The interaction Design FoundationURL https://www.interaction-design.org/literature/topics/gamification

8. The elements of gamificationFile https://campusobert2.ub.edu/pluginfile.php/151855/mod_resource/content/1/ElementosofGamification_eng.pdf

9. Motivation - Flow TheoryFile https://campusobert2.ub.edu/pluginfile.php/152036/mod_resource/content/1/FlowTheory_eng.pdf

10. Type of playersFile https://campusobert2.ub.edu/pluginfile.php/152017/mod_resource/content/1/typesofplayers_eng.pdf

11. Bottle Bank ArcadeURL https://www.youtube.com/watch?v=zSiHjMU-MUo&feature=youtu.be

12. Puzzle it!URL https://www.youtube.com/watch?v=JOHVVwqjeFo&feature=youtu.be

13.   The Speed Camera LotteryURL https://www.youtube.com/watch?v=iynzHWwJXaA&feature=youtu.be

14. James Bond skyfall 007 & Coca-Cola zeroURL https://www.youtube.com/watch?v=bbqTOdGU_NA&feature=youtu.be

15. Escape Room - Debriefing SessionFile https://campusobert2.ub.edu/pluginfile.php/152109/mod_resource/content/1/escaperoom_debriefing.pdf

16. M-learning

17. M-learning: active learning in practiceFile

	https://campusobert2.ub.edu/pluginfile.php/152424/mod_resource/content/1/mlearning_TOT18a.pdf 18. How to use Adobe Spark VideoURL https://spark.adobe.com/page/JJcZ3JQWIJPlc/ 19. Adobe Spark - A Guide for EducatorsFile https://campusobert2.ub.edu/pluginfile.php/151857/mod_resource/content/1/Adobe%20Spark%20Edu%20Guide.pdf 20. UNESCO Policy Guidelines for Mobile LearningFile-https://campusobert2.ub.edu/pluginfile.php/152117/mod_resource/content/2/219641e.pdf 21. Mobile learning - UNESCOURL-https://en.unesco.org/themes/ict-education/mobile-learning 22. International Journal of Interactive Mobile Technologies (iJIM)URL-http://www.online-journals.org/index.php/i-jim 23. Mobile Learning and Higher Education 1st EditionURL-https://www.amazon.com/Mobile-Learning-Higher-Education-Crompton/dp/1138238775/ref=mt_paperback?_encoding=UTF8&me=&qid=1544187825
Basic Technical/Media Requirements	• Providing participants with computers and the Internet • Availability of smartphones • Wi-Fi • Blackboard • Interactive blackboard, projector
Quality Assurance (QA)	Feedback survey of trainees and a brief QA report (in PechaKucha).

Course Overview/Outline

Training Days	Key Topics	Learning Activities	Assignments
Day-1 1 March 2019 15:00-17:00 II B 3	• Active learning. Active learning methods. Active Learning Tools, Sli.do, Poll, Mentimenter, Canva	• Lecture • Videos • Small group work	• Individual assignment #1 on formulating LOs
Day-2 4 March 2019 15:00-17:00 II B 3	• Mobile learning. Advantages and disadvantages of mobile learning. QR codes, Spark video, Badges	• Lecture • A roundtable • Debate • Team work	• Use Spark video
Day-3 5 March	• Gamifcation. Gamification in	• Lecture, videos	• Try to apply Socrative,

2019 15:00- 17:00 II B 3	education. Tools- Socrative, Kahoot, Quizizz	• Team work • Games	Kahoot, Quizizz
Day-4 6 March 2019 15:00- 17:00 II B 3	• Gamification -elements and strategy. How to organize similar lessons?	• PPT presentation • Discussion •Groop work	Organize your own training Gamification strategy
Day-5 7 March 2019 15:00- 17:00 II B 3	• Presentation of participants' knowledge • Course Evaluation:	• PPT presentation	• Provide knowledge on the example of your own course