

EDIT 4160 Syllabus

[Home](#)[Syllabus](#)[Projects](#)

Contact Information:

Gretchen Thomas
603C Aderhold Hall
gbthomas@uga.edu
706-542-5488

Craig Shepherd
craigsh@uga.edu

Office Hours: by appointment

Goals of Course: This course has two main goals: 1) to master a collection of tools, most of which are computer-based, in the design and development of learning environments; and 2) to read and reflect about the nature of design.

Course Description: Students learn a variety of tools appropriate for computer-based development. These include graphics, media, and software development tools. Students are required to write a contract for the specific tools to be learned. Non-traditional format: Students work independently learning computer-based tools. This class uses a mix of structured learning experiences and independent learning experiences at the discretion of the student. Ultimate performance in the class will be evaluated using a rubric that focuses on the major application project that students in EDIT 4160 will be doing independently.

Course Format: Students will learn a set of tools and then design and develop a project(s) that demonstrates their competency with these tools by the end of the semester. Students will submit independent learning contracts to guide their project work throughout the semester.

This course will follow the project-based approach to learning tools. In other words, the goal is to master a variety of tools in the context of completing a project. However, students are not expected to develop instructional projects. Students may design one or more projects that satisfy their own interests. This allows students to design projects that are personally engaging or valuable.

An additional goal of this course is to begin to understand the concept of design - instructional and otherwise. Students are expected to complete several readings related to design. Among the most important set of readings relate to "learning by designing", a point of view known as constructionism. As the name implies, this perspective holds that learning is best achieved through the construction or building of an artifact that can be shared and critiqued publicly.

Prerequisite Skills:

All students are expected/required to have mastered the following computer-based tools before taking this course:

Word Processing

Spreadsheets

Desktop presentation applications

Web browsers

Overview of Course Requirements (see Projects page for detailed information):

1. Completion of projects as agreed upon in individual learning contracts
2. Completion of peer reviews of classmates' project work.

Course Format:

This course will rely on the following learning activities/teaching methods:

1. Independent learning activities based on instructional materials identified in learning contracts
2. Optional attendance in hands-on workshops through the graduate Studio courses (Thursday evenings in Aderhold
3. Optional meetings with course instructors for individualized assistance
4. Project-based learning
5. Peer tutoring, collaborative learning, and peer reviews
6. Reading and online discussions

Attendance Policy

Attendance is expected at all scheduled class meetings.

Grading:

Throughout the semester, we will discuss your progress in the class. This may be accomplished via email, office appointments, etc. You are welcome to turn in assignments ahead of time for formative feedback. All assignments are considered on time if they are submitted by the due date established on each individual learning contract. You will have the opportunity to revise assignments and resubmit them within a week after receiving the initial grade/feedback - if an assignment was turned in on time.

Please note that this is a 4000 level course and assignments will be graded more stringently than assignments completed during a 2000 level course such as EDIT 2000 or EDIT 2010.

Your final grade will be determined according to the following scale:

A: 92-100

A-:90-91

B+:87-89

B: 83-86

B-:80-82

C+:77-79

C: 73-76

C-:70-72

D:60-69

F: 59 or lower

Course schedule:

To be discussed during the 2nd week of the course.

Academic Honesty Policy:

All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic careers. The penalties for academic dishonesty are severe and ignorance is not an acceptable defense. The version of "A Culture of Honesty: Politics and Procedures" detailing UGA's policies on this matter can be found at:

<http://www.uga.edu/~vpaa>

Accomodations:

If you have a disability and would like to request accommodations, please discuss this with the instructor immediate individuals receiving accommodations in the classroom must be registered with Disability Services. Please visit their websit at <http://www.dissvcs.uga.edu> for further information.

The course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary.