

EDUC90588 Learning with Interactive Devices

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 24 hours Total Time Commitment: 125 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	Attendance at all classes (tutorial/seminars/practical classes/lectures/labs) is obligatory. Failure to attend 80% of classes will normally result in failure in the subject.
Coordinator:	Dr Anthony Jones
Contact:	Education Student Centre
Subject Overview:	This subject will explore the educational possibilities and the philosophy of the use of a range of physical devices which can be used in a classroom under control of a computer. Examples include Turtles, Lego Logo and Mindstorms, PicoCrickets, interactive whiteboards, remote data collection and analysis, Wii and its various peripherals, and remote control of apparatus, both virtual and physical, via the Web. Issues addressed will include the educational strategies of providing ready-built models and concentrating on control, engineering and educational factors involved in building models and two different approaches to control: graphical and textual. While hands-on experience and experimentation will be included, the emphasis will be on appropriate educational levels and the educational objectives of the use of this type of equipment, particularly for developing teamwork and catering a wide range of student interests, abilities and learning styles.
Objectives:	<ul style="list-style-type: none"> # To explore a range of interactive, physical devices suitable for the classroom, that can be manipulated and/or controlled from a computer. # To investigate two different strategies for using them in a classroom. 1. Using ready-made models. 2. Including the construction of the model itself in the process. # To investigate various control methods and strategies. # To explore, test and theorise on the educational possibilities and academic place of these technologies.
Assessment:	Journal: Maintenance of a Workshop Journal chronicling the experimental context, hardware and software; the student's personal learning experience; educational implications and basis in educational theory; and wider educational exploitation (3,000 words; 60%. Due week 8.) Essay: A negotiated essay on one educational aspect of interactive computer controlled devices (2,000 words; 40%. Due week 10.)
Prescribed Texts:	Readings as provided
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<ul style="list-style-type: none"> # Cooperation and problem solving in a multi-skilled team. # Creative thinking in an experimental environment. # Evaluation and synthesis of relevant research literature.

Related Course(s):	Master of Education (Stream 100B)Coursework Master of Education (Stream 150) Postgraduate Certificate in Computer Education
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