## **Workshop on technologies for teaching**

## Prof. Serena Triacca

***WORKSHOP AIMS AND INTENDED LEARNING OUTCOMES***

The workshop aims to promote a conscious and critical approach to digital media as a communication environment and as an educational mediator, both in a professional context and as a characterising element of the course of study undertaken.

The workshop - based on an experiential approach and aimed at constantly stimulating reflexivity - intends to bring students closer to the themes of e-learning, blended learning, synchronous and asynchronous computer-mediated communication (CMC). Space will also be given to experimentation with applications to produce digital content for training purposes. The workshop itself - the design of the online environment, the management methods, the tools adopted, the proposed activities - will be the subject of explicit reflection.

The intended learning outcomes regarding the *ability to apply knowledge and understanding* are:

* ability to properly use digital platforms to communicate, collaborate and create;
* ability to design blended training courses and digital materials, to didactically enhance environments and tools, taking into account the constraints of the context and the training needs of the identified target.

***DESCRIPTION OF THE ACTIVITIES***

The workshop is created in blended mode and includes five classroom meetings and two group *e-tivities* that will be started in the classroom and will continue between one meeting and the next. Meetings and activities will focus on:

* the value of *netiquette*;
* the specificities of synchronous and asynchronous CMC;
* the design of blended training courses;
* the design and installation of online learning environments;
* the creation of prototypes of teaching materials.

The last meeting will be dedicated to the showdown of group works, peer evaluation and debriefing.

***TEACHING METHOD***

The workshop favours active and experiential learning: it aims to encourage participants in collaborative production activities, accompanied by individual reflection and debriefing led by the lecturer.

The Blackboard platform will include information, FAQs, teaching materials and reading list resources for personal study; it will also be configured as a favorable space for discussion on the issues dealt with and the performance of activities.

Students are invited to promptly register for the course on Blackboard (https://ilab.unicatt.it/ilab-ilab-ificazione-corsi) and to constantly monitor their iCatt email account.

***ASSESSMENT METHOD AND CRITERIA***

The workshop is characterised by a blended system and has a duration of 25 hours, 15 of which in the classroom, scheduled in 5 modules of 3 hours each, and 10 hours of online work to be carried out between one meeting and the next.

The workshop can be validated upon verification of the student's attendance at classroom activities (75%) and the performance of the *e-tivities* (delivery of the two planned *e-tivities*).

***NOTES AND PREREQUISITES***

Further information can be found on the lecturer's webpage at http://docenti.unicatt.it/web/searchByName.do?language=ENG or on the Faculty notice board.