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| **UNIVERSITY OF NIŠ** | | | | | | |
| **Course Unit Descriptor** | | **Faculty** | | | Faculty of Electronic Engineering | |
| **GENERAL INFORMATION** | | | | | | |
| Study program | | | | **Computing and Informatics** | | |
| Study Module (if applicable) | | | | Information Systems | | |
| Course title | | | | Advanced Learning Technologies | | |
| Level of study | | | | Bachelor  Master’s  Doctoral | | |
| Type of course | | | | Obligatory  Elective | | |
| Semester | | | | Autumn Spring | | |
| Year of study | | | | 1 | | |
| Number of ECTS allocated | | | | 4 | | |
| Name of lecturer/lecturers | | | | Milentijević Z. Ivan, Stanković M. Milena, Vojinović M. Oliver | | |
| Teaching mode | | | | Lectures Group tutorials  Individual tutorials  Laboratory work  Project work  Seminar  Distance learning  Blended learning  Other | | |
| **PURPOSE AND OVERVIEW (max. 5 sentences)** | | | | | | |
| *To enable students to: acquire knowledge about advanced approaches to learning and education, learn about the possibilities to apply information technologies in order to enhance learning, and learn pedagogical and cognitive effects of applied technology. After successfully passing the course the student will be able to analyze the specific educational objectives and the environment, and to design technology environment to support learning.* | | | | | | |
| **SYLLABUS (brief outline and summary of topics, max. 10 sentences)** | | | | | | |
| **Learning paradigms; instructivist and constructivist approach. Instructional design and use of technology resources in instructional design. Formal and non-formal learning environments – games, e-learning, computer supported collaborative learning, problem-based and project-based learning, learning through social interaction. Computerized testing – standardized, adaptive and informal testing. Standard formats for presentation of learning materials. Analysis of learning approaches, analysis of educational objectives, setting of educational environment and mapping to appropriate technology. Design and development of software resources to support learning.** | | | | | | |
| **LANGUAGE OF INSTRUCTION** | | | | | | |
| Serbian (complete course)  English (complete course)  Other \_\_\_\_\_\_\_\_\_\_\_\_\_ (complete course)  Serbian with English mentoring Serbian with other mentoring \_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | | | | |
| **ASSESSMENT METHODS AND CRITERIA** | | | | | | |
| **Pre exam duties** | **Points** | | **Final exam** | | | **points** |
| **Activity during lectures** | **10** | | **Written examination** | | |  |
| **Practical teaching** | **50** | | **Oral examination** | | | **40** |
| **Teaching colloquia** |  | | **OVERALL SUM** | | | **100** |
| **\*Final examination mark is formed in accordance with the Institutional documents** | | | | | | |