



IDN535: New Directions in Digital Environments for Learning

Spring 2020: January 20 – May 3

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Course Description

Credits: 3

As new digital resources are developed, instructional designers need to be able to understand and evaluate their practicality and value for educational use. This course allows students to explore new and changing technologies, applications and approaches. By definition, topics in this course change each time it is offered, but may include such areas as augmented reality, handheld devices and the maker movement.

Course Objective

The primary goal of this course is to educate instructional designers on recent technology trends and provide them with knowledge on how certain technologies can enhance or deter learning. Students completing this course will analyze and critique current popular technologies and present their own ideas and concepts for implementation of these technologies for classroom and training environments. Some of the technologies we view in this course might fit well into education and some might not. It's up to you to research each topic and provide reasoning behind why it will or will not work.

Success in this course will be the result of caring about the quality of the work you submit. You should demonstrate attention to detail when engaging in discussions as well as in the creation of your final presentation.

Some questions to consider might be:

- How would the technology you are researching and testing fit into a learning environment?
- To which subjects or disciplines would it best apply?
- Where could it fail and possibly distract your learners?

Remember, technology should be used in order to enhance a learning activity. It shouldn't be used to make it look flashy, but rather should have a distinct purpose.

The above mentioned ideas are all issues you will face once you land your instructional design position. This course will start to make you aware of current trends in technology and where to look for information about the future of education.

Required Textbooks

There is no required textbook for this class. Readings and viewings of lectures, as well as other resources, will be posted to Blackboard.

Required Software

You must have a computer with an Internet connection. All readings, assignments and activities will be listed in our Blackboard course. You will need access to Microsoft Word, as well as presentation software such as PowerPoint, Prezi, or Keynote for submission of assignments.

Recommended Hardware

In this course you will explore Google Cardboard, which can convert any smartphone into a Virtual Reality device. To enable you to have a hands-on learning experience with this technology, we encourage you to order [Google Cardboard](#) that is compatible with your smartphone. Note this is not a requirement, but a recommendation.

Course Methodology

Every 2 weeks during the semester students will be given access to a learning module that will have bi-weekly activities including an assignment. Instructions for the module activities will be included on Blackboard.

Periodically during the course, students may be asked to submit a self-assessment of their performance.

Learning Strategies

Assignments

I expect more from your assignments as the semester unfolds. Each assignment will build your skills in evaluating technology. You will receive feedback from your peers and myself throughout the semester. Your final presentation will, hopefully, incorporate all of the skills learned during the semester.

Syllabus

Please note that the syllabus for this class is subject to change. I will let you know (via Blackboard announcement) if a newer version is available.

Announcements

Please check your QU email and Blackboard regularly for announcements, such as a new version of the syllabus

Participation Guidelines

Instructor Response Time

I strive to respond to all email correspondence within 24 hours of receipt, from Monday – Friday. I will be offline Saturdays, and with limited access on Sundays.

Please utilize the “Questions About the Course” discussion forum located in the “Discussions” section of the course. A question that you have may also be shared by several of your colleagues (or may have already been answered)!

Assignments will be graded within five days of submission. Assignments that are submitted late may be delayed in grading. Assignment grades and instructor feedback will be posted to the Grade Center in Blackboard. You can access your grades by clicking the ‘Grades’ button on our course menu.

Attendance

This is an online course and your attendance is based on submitting your assignments as well as participating in the weekly discussions.

Participation

Your opinions, constructive criticism and warranted praise are all required as we view each other's work and assess our progress. Don't be shy about offering your thoughts. I expect you to help each other by discussing the work we see, and sharing your own experiences.

Academic Policies

Academic Integrity

The faculty of the Instructional Design program fully endorse the University Academic Integrity Policy and believe that integrity is a crucial part of the academic experience. It is essential for all students to become familiar with the policy and with the procedures for academic dishonesty. Students should read the entire policy on the [University website](#) or watch the [academic integrity videos](#).

By taking this course and by attending Quinnipiac University, faculty expect that you will:

1. Be honest in all conversations and discussions.
2. Treat faculty and fellow students with respect.
3. Always complete your own work in this course.
4. Never plagiarize

Failure to comply with any of the above could lead to an “F” in the course and even expulsion from the University.

Netiquette

In the online classroom, students will communicate in a manner that is both academic and respectful of others. Students will refrain from using inappropriate language and disrespectful tones when communicating with other students and the professor. Students will observe common rules of grammar and punctuation, communicate in a clear and succinct manner, and maintain the level of academic integrity expected in a traditional face-to-face course. Please also read the Netiquette document posted in the ‘Syllabus & Course Documents’ section of the course.

Disabilities

[Quinnipiac University Disabilities Policy](#)

Accessibility

In this course we spend a good deal of time reading documents, listening to audio files and viewing video examples. Please let me know if you require assistance in listening/viewing these materials. I can work with the QU Online Support Team to have the audio/video transcribed or created with captions.

The support team as well as the Learning Center will also be happy to assist in providing recommendations for screen readers. Please do not hesitate to contact me as I will be glad to help any way I can.

Deadlines

Deadlines are consistent throughout the course. You will engage in discussions on a weekly basis. You will have an initial post to a discussion prompt due on Thursdays. You will then be expected to respond to the posts of your colleagues by that Sunday.

You will have an assignment due each module – remember each module lasts two weeks. So the assignment will be due on the second Sunday of that module. Assignments should be submitted by midnight – but let's be honest, I'm not up at midnight to check. Have it in by the following morning when I get into work, and you will be in good shape.

Specific due dates are listed in our learning module in Blackboard.

If you anticipate being late with an assignment, please contact me over email. Once you fall behind in an online course, it can be difficult to catch up. That being said, I understand life happens. Just make sure to communicate with me. Excessively or unexcused late submissions may result in a reduction in points.

Grading

Assignments will be graded using QU's standard grading policy. You will receive a letter grade for each assignment based out of a 100 point scale.

A	(100 - 93)
A-	(92 - 90)
B+	(89 - 87)
B	(86 - 83)
B-	(82 - 80)
C+	(79 - 77)
C	(76 - 73)
C-	(72 - 70)
D	(69 - 60)
F	(60 - 0)

Graded Activities

DISCUSSION POSTS		
One each week, 14 total 20 points each		280
ASSIGNMENTS		
M1	Assignment 1	100
M2	Assignment 2	100
M3	Assignment 3	100
M4	Assignment 4	100
M5	Assignment 5	100
M6	Assignment 6	100
M7	Final Presentation	120
	TOTAL POINTS	1000