

# Diploma – Designing Adult Learning for the Digital Age

## Course Descriptions

### **EDUC4703U – Problem and Inquiry-Based Learning**

This course introduces an approach to teaching that focuses on the value of learning from real and meaningful activities. Students will learn to find and structure activities around the kind of ill-defined problems that face professionals in their work and they will learn to use these activities as the basis for promoting self-directed inquiry.

### **AEDT1120U - Foundations of Digital Teaching and Learning Technologies**

The purpose of this course is to introduce the technologies that underlie digital teaching and learning. Students will examine the history of computing, the technological underpinnings of digital technologies (e.g., binary numbers, ASCII codes), programming concepts, early uses of computing in support of learning, and computer-assisted instruction. Potential topics include, but are not limited to, the impact of major technological developments on digital learning technologies (e.g., transistors and miniaturization, CRT displays, pointing devices, external

### **AEDT3140U - Creating Digital Tools**

The purpose of this course is to examine the possible combinations of multimedia tools and their delivery via the Internet as they have created a completely new environment for 21st-century education. Students will create digital content using a wide variety of development environments ranging from simple documents to sophisticated authoring tools. Topics will include, but are not limited to, digital tools for learning, e-books, digital photography, and digital video, digital voice and music in the context of an increasingly wide variety of delivery devices, memory devices, and high-speed communications).

### **AEDT1110U - Foundations of Adult Learning**

The purpose of this course is to introduce the social, psychological and philosophical foundations of adult learning and adult education. Students will examine: The role adult education plays in society. The ways in which an adult's learning differs from a child's learning. The approaches to teaching that best meet the needs of adult learners. Potential topics include, but are not limited to characteristics of different types of adult learning, delivery systems for adult education (formal schooling, public and private colleges, employer training divisions, professional organizations).

### **AEDT4120U - Serious Gaming and Simulations**

The purpose of this course is to examine the history and current status of educational games and their use in learning. Students will analyze a variety of different game types including classroom games, computer games and simulations, and online games and identify the principles of game design and animation. Topics will include, but are not limited to, research dealing with the effects of the use of games and simulations in the context of learning for all ages.

### **AEDT4110U - Assessment for Learning**

The purpose of this course is to examine principles and practices of educational assessment as they apply to education in the context of digital technologies. Students will set, build and analyze assessment tools appropriate to specific adult education learning goals and teaching strategies. Topics will include, but are not limited to, traditional assessment concepts and procedures (reliability, validity, test design), contemporary practices (classroom observation, rubrics, authentic assessment, portfolio assessment, performance assessment), and the ways in which digital technologies can improve assessment practices (computer adaptive testing, electronic portfolios, computer mark books, and data collection and analysis).