

OLTD 508 - Learning Outcomes

Through course activities, online discussions, readings and research it is expected that students will do the following:

- Be familiar with common terms, definitions and elements related to mobile learning and gaming environments.
- Demonstrate basic competency with design and implementation within a variety of mobile learning and gaming environments.
- Plan learning opportunities most suitable to the strengths and challenges of a variety of mobile learning and gaming environments.
- Develop and design intentional learning activities suitable for the appropriate mobile learning and gaming environments and the learner i.e. incorporation of Universal Design for Learning (UDL) principles and selection of strategies and resources appropriate for environment, learners and learning outcomes.
- Critically assess and evaluate resources for best practice in mobile learning and gaming environments.
- Create assessment and evaluate methods/tools most suitable to the strengths and challenges of the specific environment.
- Integration of current cognitive learning and educational gaming theory and examination of current research around best and emerging practices.
- Develop practical and technical skills in all phases of concept, development, design, implementation, etc. within mobile learning and gaming environments.
- Develop skills to optimize learning experiences through personalization based on characteristics, needs, stages of development, current personalized learning mandates, and misconceptions