

Train For Trainers

“MOOCS: METHODOLOGIES IN DISTANCE AND BLENDED LEARNING”

COURSE GOALS

The course aims to equip participants with the needed knowledge, skills and competencies on pedagogical models, methodologies and practical tools for designing, developing and running a MOOC course.

TARGET GROUP

The course is targeted to teachers, VET trainers, higher education lectures.

COURSE METHODOLOGY

The course methodology is based on the main principles of a MOOC course. It is free and open to a large number of learners.

The train for trainers course is blended course which includes on line educational resources, a project work and a face to face seminar that will be held in Barcelona the 2nd of June 2017.

Interested participants could attend both the on line and the face to face part, as well as just one of them.

COURSE KNOWLEDGE, SKILLS AND COMPETENCES

KNOWLEDGE:

- Understanding of MOOCS main characteristics and main instructional design models, different kind of MOOCS, process for a MOOC course developing and setting up;
- Being familiar with MOOC Building Platforms and LMS, MOOCS possible activities and e-Learning Solutions (Readings and Resources, Video content, Video lessons, green screens, simulations, gamifications, Lecture /software capture, Blogs, You Tube Video, Skype, Flipped Classroom);
- Understanding on how to use Social Networks in MOOCs courses;
- Being familiar with practical suggestions and tips on MOOCs overall implementation/delivery;
- Understanding motivations of students dropout and e-learning models for evaluating student engagement.

SKILLS:

- Designing and planning a MOOC course and a specific lesson using the different MOOCs models;

- Being able how to develop and plan a MOOC course;
- Choosing the suitable e-platform and LMS and e-learning solutions according to the specific course characteristic and target group;
- Developing different course activities and tasks, also by using Social Networks as supporting eLearning tools for a MOOC course;
- Developing evaluation tests /assessment tools;
- Applying suitable suggestions to increase MOOC course success.

COMPETENCES:

- Involving your students in the MOOC creation to promote their motivation;
- Understanding obstacles in MOOS application and finding the way to tackle them;
- Provisioning of active support that encourages students involvement;
- Making a positive impact on students.

ON LINE EDUCATIONAL RESOURCES

The course is divided in the following three Units:

- 1) HOW TO DESIGN A MOOC COURSE
- 2) HOW TO DEVELOP A MOOC COURSE
- 3) HOW TO IMPLEMENT A MOOC COURSE

The course contents on line available includes the following educational resources for each one of the three units:

- **PRESENTATION SLIDES:** “Introductive aspects and main concepts on MOOCs designing”; “Introductive aspects and main concepts on MOOCs developing”; Introductive aspects and main concepts on MOOCs practical delivering and evaluation.
- **VIDEOS:** selected videos as video lesson explaining theoretical concepts on MOOC designing, developing and running.
- **GUIDELINES/LECTURE NOTES:** guidelines developed in the frameworks of the EPBE project:
 - Handbook for teachers/trainers includes the methodological, didactical and pedagogical options that can be used in creating MOOCs
 - Quality Guidelines for Personal Brand Production and Job Hunting 2.0. Use for Educational Institutions
- **BIBLIOGRAPHY:** selection of international scientific articles;
- **PRACTICAL WORK / CASE STUDIES:** participant who couldn't attend the face to face part of the course in Barcelona are required to design a MOOC, a higher education subject or a VET subject (define learning outcomes and syllabus design).

PROJECT WORK

Participants (in particular, who couldn't attend the face to face part of the course in Barcelona, the 2nd of June 2017) are required to design a MOOC, a higher education subject or a VET subject (define learning outcomes and syllabus design).

FACE TO FACE SEMINAR: "TRANSMEDIA FOR MOOC"

The face to face seminar aims to teach participants the theories and methodologies of transmedia storytelling, the basic techniques for the production of educational multimedia contents and the skills to apply gamification strategies and transmedia design to Massive Open Online Courses. During the workshop participants will work on the gamification strategies and collaborative storytelling approaches to improve the engagement of students in a MOOC.

The workshop is divided into four sessions:

First Session

The first session goes deep into the strategies and techniques of transmedia and gamification: methodologies and tools for the complementary and coordinated use of multiple media (video, social networks, pictures) to support a single communication project (lessons of a MOOC).

Students will be provided with a basic development kit including template, charts and diagrams used by transmedia producer to develop their projects.

Second Session

The second session is aimed at analyzing transmedia projects which represent best practices and good examples in adopting playful strategies, participatory and collaborative storytelling to enhance the teaching and learning of specific subjects.

Third Session

The third session consists of a small production workshop. Students will be provided with basic skills needed to manage a transmedia project in a MOOC course. How to shoot and edit a short video, how to put it online, how to manage a page on a social network, how to create a gallery and share it on social media.

Fourth Session

In the final session, students, working in small groups, will design and develop a small transmedia content (a short course to explain a simple concept that makes use of 3 different media -e.g. a Facebook page, a video on Youtube and a Pinterest / Instagram gallery)- used in a complementary manner and engaging students through the collaborative solution of tests and games. Finally the groups will present and discuss their outputs with the class.