Project Description

To **design**, **build** and **test** a **learning environment** and **analyze** usage data.
It would be cool to develop a learning environment in which learners can do this and then that will happen.
Pre-Requisites

Objectives

± 40 minutes
1. Introduction (1/4 page)
   - General topic
   - Target audience (to whom, which pre-requisites)

2. Pedagogical Goals (1/2 page)
   - Describe concretely what learners will be able to do at the end
   - Use a taxonomy (see chapter 1) to diversify the set of goals.
1. Introduction (1/4 page)
   • General topic
   • Target audience (to whom, which pre-requisites

2. Pedagogical Goals (1/2 page)
   • Describe concretely what learners will be able to do at the end
   • Use a taxonomy (see chapter 1) to diversify the set of goals.

3. Content Analysis (1 page)
1. **Introduction (1/4 page)**
   - General topic
   - Target audience (to whom, which pre-requisites)

2. **Pedagogical Goals (1/2 page)**
   - Describe concretely what learners will be able to do at the end
   - Use a taxonomy (see chapter 1) to diversify the set of goals.

3. **Content Analysis (1 page)**

4. **Activities (1-2 pages)**
   - Describe the key learning activities with the concepts presented in the course
   - Justify your design with the learning theories presented in the course
   - Include at least one TEAM activity
1. Introduction (1/4 page)
   - General topic
   - Target audience (to whom, which pre-requisites

2. Pedagogical Goals (1/2 page)
   - Describe concretely what learners will be able to do at the end
   - Use a taxonomy (see chapter 1) to diversify the set of goals.

3. Content Analysis (1 page)

4. Activities (1-2 pages)
   - Describe the key learning activities with the concepts presented in the course
   - Justify your design with the learning theories presented in the course

5. Orchestration graph (1 page)
   - Present the graph with some explanation

⇒ CHAPTER 3
To design, **build** and test a learning environment and analyze usage data.

FROG (next week)
1. Introduction (1/4 page)
2. Pedagogical Goals (1/2 page)
3. Content Analysis (1 page)
4. Activities (1-2 pages)
5. Orchestration graph (1 page)

6. Experiment (1 page)
   • Question
   • Variables
   • Brief report

7. Data Analyses (4-6 pages)

8. Conclusions (1/2 page)

(Set of 10 students, a laptop each, a room) X 2
1. Introduction (1/4 page)
2. Pedagogical Goals (1/2 page)
3. Content Analysis (1 page)
4. Activities (1-2 pages)
5. Orchestration graph (1 page)
6. Experiment (1 page)
7. Data Analyses (4-6 pages)
8. Conclusions (1/2 page)

 ±10 pages

Milestone 1: 24/10
Milestone 2: 21/11
Report: 10/01
1. Introduction (1/4 page)
2. Pedagogical Goals (1/2 page)
3. Content Analysis (1 page)
4. Activities (1-2 pages)
5. Orchestration graph (1 page)
6. Experiment (1 page)
7. Data Analyses (4-6 pages)
8. Conclusions (1/2 page)

±10 pages
Who comes today at 15:00?

Who comes today at 16:00?
Today 11:15
Minecraft for Ed
@Swiss EdTech Collider