A short introduction to e-learning courses made in Novi Sad

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Agenda

- What we can expect from the e-courses that we are about to see?
- Why we offer them to this project?
Student projects

- Since 2002, we have student projects as the official courses in curriculum.
- Student projects are
  - Devoted to topics that are not otherwise covered in other courses
  - Organized around one theme/goal
  - Can be offered just once and never again
  - Usually involve research activities

Student project on e-learning

- This year we offered a student project on web-based/e-/distance learning.
- Because: interesting, worth-while, useful, promising, ‘buzz-word’, modern, posh, …
- However, not easy to introduce in one semester – can involve too many concepts and preKnowledge
We did not want…

- … to deal too much with theory (boring, too abstract, too much principles, emerging standards, various definitions, “dos” and “don’ts”, “shoulds” and “shouldn’ts”
- … to involve research (not enough pre-knowledge or not enough time to introduce it)
  → now, after this project, we can introduce more elaborate project for those that attended this one
- … to involve too much teaching methods and didactics (the same reasons as above)

We wanted …

- … to enable students a practical, first hand experience with a fairly-elaborate and free software tool.
- With a minimal theoretical background (3 x 2 hours) and practical work, we hoped that students will be able to appreciate this field, recognize basic development directions and problems, and gain first-hand experience (→ we will have the best of two worlds).
Learning outcome

It is expected that the student at the end of the project will be able:

to develop and publish an e-learning course containing some didactic principles based on existing teaching materials in at least one existing software tool, as well as to demonstrate an understanding of the importance and problems of e-learning as a field.

Implementation

- 3 students from IV year (2 chose to take topics from SE)
- 5 students from III year (took other, mostly introductory, topics)
- Teaching methods, didactics:
  - make sure that the user read the material before continues,
  - provide a final test,
  - add pictures, discuss animations
- Students finished their work within two months, using publicly available tool: Moodle
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Our project deals with e-/distance learning since the second workshop, mostly discussing (principles, possible frameworks, emerging standards, prototypes, …) and not doing

Since we did something, we thought that it might be useful to show it, at least as an example used in further discussion 😊