

## E-Learning Basics - Designing Digital Learning Scenarios at JLU

### Organizational details

Instructor: Sophia Hercher  
Date: 16<sup>th</sup> September – 2<sup>nd</sup> October 2020, Online Phase  
2<sup>nd</sup> October 2020, 09.00 am – 3.00 pm, Attendance Phase  
2<sup>nd</sup> – 7<sup>th</sup> October 2020, Online Phase  
7<sup>th</sup> October 2020, about 2.00 pm – 3.00 pm, Web Conference, Online Attendance Phase  
Max. Number of participants: 15

**Credit Points (CP): 16 CP (for GGL-Members only)**

**Working Units (AE): 16 AE (for HDM-Certificate)**

*Please make sure that you have your g/s-Kennung (g/s-Identification) and your Netzpasswort (Netpassword) on hand.*

### Objectives

You are teaching at university and you wonder which digital tools are at your disposal to enrich or facilitate your learners' learning process? In this workshop, you will gain a basic understanding of designing digital learning scenarios and you will find out which tools you can use to implement these in your own teaching concept

### Content

This workshop serves as an introduction into digital teaching formats like blended learning, flipped classroom or online-classes. To fully comprehend the scope of possibilities, you will at first reflect your own teaching in terms of learning objectives and activities. Having identified the main learning goals of your courses, you will then gather a basic understanding of the purposes of widely used digital tools and their didactic potential. Everyone will test and evaluate digital tools in small groups and create lesson units accordingly. In a virtual follow-up session, we will then examine the results of your group work and explore the didactic advantages of the tools in question.

## Methods

The workshop is designed to help you to create your own digital learning scenario using digital tools and to gain a basic understanding of digital learning concepts in general. You will work in small groups to ensure that the needs of as many individuals as possible are met. In a small introduction, basic steps of creating (digital) learning scenarios will be presented and tested. Before the digital tools are explored, you will gather an overview of which tools can normally be used for which learning scenario by reflecting your own course content and the learning activities of your target group. After having created a basic outline for your own course, you will choose a tool for further exploration. Each person will then create their own digital environment for their actual course and present their result to the group.

## Learning goals

By the end of this workshop, you will be able to:

- Gain a basic understanding of didactic design and the impact of digital technologies on teaching
- Gain a basic understanding of digital learning concepts in general
- Reflect learning activities of your own courses and methods for teaching accordingly
- Name and reflect learning objectives of your own teaching and
- Identify appropriate digital tools to achieve these learning objectives
- Know which tools are available on the learning management system ILIAS and freeware
- Test and evaluate certain digital tools in terms of their usability for your own teaching scenarios
- Create your own digital learning scenarios

## Schedule/ Overview

<b>Online learning for preparation (16<sup>th</sup> September – 2<sup>nd</sup> October 2020)</b>		
<b>Phase</b>	<b>Content</b>	<b>Media/Methods</b>
Preparation	Work through the WBT on law and e-learning  Write a short paper (one page) on your aims for this workshop.	WBT, introductory paper*

<b>Workshop attendance (2<sup>nd</sup> October 2020, 9.00 am – 3.00 pm)</b>		
Introduction	Steps to creating a digital learning scenario	Group Talk/Presentation
Task 1	Identify learning activities and objectives of your own course	Group Work/Stations on course design
Task 2	Explore digital tools and start creating your own digital learning environment	Pairs/Small Groups/digital tools

<b>Working Phase (2<sup>nd</sup> – 7<sup>th</sup> October 2020)</b>		
Task 3	Finish creating your own digital learning environment	Computer/Individual work

<b>Web conference (7<sup>th</sup> October 2020, about 2.00 pm – 3.00 pm)</b>		
Task 4	Present your learning scenario	Computer/Media for presentation
Consolidation	Evaluation of results – Peer-Feedback	Presentations, Discussion gallery walk or digital peer feedback

#### **Target group & prerequisites for attending**

The workshop is for (teaching) doctoral candidates, postdocs and teaching staff of all faculties

#### **Course language**

English

#### **Registration**

Registration latest by **3<sup>rd</sup> September 2020** via e-mail at [Lehre4.0@ggs.uni-giessen.de](mailto:Lehre4.0@ggs.uni-giessen.de).

*Registered participants receive more information about the online phase via email in advance.*

*\* You need about 180 minutes to complete the Web based Training (incl. videos) in the first online-phase plus the editing of the paper.*