EDUC 358 - 3
Foundations of Educational Technology

E01.00

PREREQUISITE
EDUC 260

DESCRIPTION

Educational practices have always relied upon "tools of intellect" specific to the cultures and times around them, and these tools both enable and constrain how learning is accomplished. In this course students will learn to ask and answer informed questions about where current technologies for learning have come from, the influences they are having (and not having) on educational practice, and the various directions in which research, development, and teaching practice around learning technologies could be headed. Through extensive readings and project work, students will become familiar with several major traditions of research and development in educational technology, including the arguments and assumptions they make about what constitutes a valuable educational outcome. Traditions to be explored include intelligent tutoring systems, simulations and games, constructionist environments, and computer-supported collaborative learning environments. These traditions of research will be analyzed and understood as cultural tools that are both shaped by and in turn shape teaching and learning in K-12 schools.

ORGANIZATION

Weekly face-to-face seminars and workshops, supplemented with on-line activities when appropriate.

REQUIREMENTS

Contributions to in-class and on-line discussions; project submissions and presentations.

REQUIRED READINGS

Campbell-Kelly, M. and Aspray, W. (1996). Computer: A History of the Information Machine. Basic Books. ISBN 0-465-02990-6.

EDUC 358 Custom Courseware package.

— CANCELLED —