COURSE OUTLINE

1. OVERVIEW

FACULTY	FACULTY OF HUMANITIES AND SOCIAL SCIENCES
SECTION	DEPARTMENT OF PRIMARY EDUCATION
LEVEL OF STUDY	UNDERGRADUATE

COURSE TITLE			
Skills for Digital Material Development			
COURSE CODE	HY0103	**SEMESTER**	3, 5
HOURS per WEEK	3	**ECTS**	4
COURSE CATEGORY	Elective	**COURSE TYPE**	Skills development, General Background
LANGUAGE OF INSTRUCTION AND EXAMINATIONS	Modern Greek	**PREREQUISITES**	
OFFERED TO ERASMUS	NO	**ECLASS PAGE**	https://eclass.uth.gr/courses/PRE_U_305/

2. LEARNING OUTCOMES

Learning Outcomes
Upon successful completion of the course, students are expected to:

Recognize the fundamental terms of the Multimedia Learning Theory, ARCS, and ICAP models.

Apply these models to evaluate and design digital materials that can serve as a starting point for creating educational content.

Compare and contrast ways that the software affects New Media.

Identify the basic functions of a video creation program and use it to create and edit videos.

Identify the basic functions of an image creation program and use it to create and edit images.

Identify the basic functions of a sound creation program and use it to create and edit audio.

Identify the basic functions of an animation creation program and use it to create and edit animations.

Identify the basic functions of a comic creation program and use it to create and edit comics.

Critically approach the AI developments of image, video, audio, and avatar-animation creation tools

General Competencies

Data and information search, analysis and synthesis, using IT as needed

Decision-making

Teamwork

Project design and management

Respect for diversity and multiculturalism

Demonstration of social, professional and moral responsibility and sensitivity to gender issues

Critical and self-critical thinking

Advancement of free, creative and inductive thinking

3. CONTENT

Multimedia Learning Theory

Motivation and Cognitive Engagement

The New Media

Presentation of Selected Examples and Counter-examples of well-constructed Digital Material

Basic Functions of Image Creation and Image Editing Environments

Basic Functions of Sound Creation and Sound Editing Environments

Basic Functions of Video Creation and Video Editing Environments

Basic Functions of Animation Creation and Animation Editing Environments

Basic Functions of Cartoon Creation and Cartoon Editing Environments

4. TEACHING AND LEARNING METHODS - ASSESSMENT

TEACHING MODE	In person
USE OF ICT	Teaching and learning: Use of specialized multimedia software, Google Drive - docs for creating a work progress journal. Laboratory Training: Use of computers in class for completing the tasks. Use of computers and digital recording media for the final project. Communication: e-mail, eClass, MS-teams.

COMPULSORY ATTENDANCE	NO	MAXIMUM NUMBER OF ABSENCES:	

TEACHING ORGANIZATION	Activity	Semester Workload (hours)
	Lectures	39
	Implementation of a study (project)	45
	Study	15
	Examination	1
	Feedback meeting with the instructor	2
	Course total	*102*

EVALUATION	Type	Format	Weighting
	Final written exam		10%
	Written assignment / report / performance / portfolio		60%
	Laboratory Participation		30%

Description of other evaluation method / Evaluation criteria:
Course evaluation will be conducted as follows: Up to 30% of the grade will be based on workshop participation, 60% on the final group project and progress journal, and 10% on a final exam. Students will receive a one-point bonus for participating in a MOOC on New Media, if they have passed the final exam .

5. RECOMMENDED BIBLIOGRAPHY

Core textbooks (available through the *Eudoxus* service)

Manovich Lev (2023). Το λογισμικό αναλαμβάνει τον έλεγχο. Εκδόσεις Γ. ΔΑΡΔΑΝΟΣ - Κ. ΔΑΡΔΑΝΟΣ κ ΣΙΑ Κωδικός Βιβλίου στον Εύδοξο: 122075370. ISBN: 9789600123791

Yue-Ling Wong (2018). Χρήση και Προγραμματισμός Πολυμέσων, 3η έκδοση. Εκδόσεις Χ. ΓΚΙΟΥΡΔΑ & ΣΙΑ ΕΕ. Κωδικός Βιβλίου στον Εύδοξο: 77107230. ISBN: 9789605127039

Tay Vaughan (2012). Πολυμέσα Αναλυτικός Οδηγός, 8η έκδοση. Εκδόσεις Χ. ΓΚΙΟΥΡΔΑ & ΣΙΑ ΕΕ. Κωδικός Βιβλίου στον Εύδοξο: 22728229. ISBN: 9789605126339

Other books / Notes

Σοφός, Α., & Γιασιράνης, Σ. (2022). Η ταινία και το βίντεο στην εκπαίδευση [Μεταπτυχιακό εγχειρίδιο]. Κάλλιπος, Ανοικτές Ακαδημαϊκές Εκδόσεις. http://dx.doi.org/10.57713/kallipos-58Βιβλίο 2

Scientific journals

Scientific articles

Other