ECSM 2021 Pre-conference Workshop

8th European Conference on Social Media
UCLan Cyprus, Larnaca, Cyprus

Wednesday 30th June 2021 14:00 – 15:30

Collaborative Learning Objective Design for Blended Environments
Led by: Moritz Philip Recke and Stefano Perna, University of Naples Federico II, Italy

The presenters will introduce a Learning Objective Design Board as a practical tool to make the process of defining Learning Objectives and Assessment Strategies for any type of educational experience easier, more creative, collaborative and even playful.

The board is based on the well established Bloom's Taxonomy and provides an interactive approach to curriculum design to ensure conceptual and procedural consistency. The Learning Objective Design Board is aimed at educators, instructional designers or anyone tasked with creating educational content, ranging from classes, workshops, seminars or video tutorials to entire courses in school or university.

After brief introduction of the theory behind the approach, the participant will be divided in small groups and invited to collaboratively design exemplary learning objective and assessment strategies for an educational course of their choosing by using the different canvases provided in the Learning Objective Design Board.

All the groups will rejoin afterwards to share and reflect upon results. An interactive discussion will be moderated by the presenters to collect feedback, reflections and actions points to develop this approach further and understand if and how it could be adopted by participant in their practice.

Moritz Philip Recke studied Media Technology and Next Media at Hamburg University of Applied Sciences, conducted entrepreneurship policy research at UNSW Business School in Sydney and focused on entrepreneurial ecosystems, public policy discourse and sociotechnical imaginaries for his PhD. He is a faculty member of the Apple Developer Academy at University of Naples Federico II.

Stefano Perna has a PhD in Information and Communication Design, conducted research at intersections of design, new media and humanities at University of Salerno, taught New Technologies for Art at the Academy of Fine Arts of Naples. He is a faculty member of the Apple Developer Academy at University of Naples Federico II.

The cost of attending the workshop in Larnaca is **£50**. Should the workshop change to run as a virtual event the cost will be **£25**. For further details, please contact: annette@academic-conferences.org

See more about ECSM 2021 at: http://www.academic-conferences.org/conferences/ecsm/

PLEASE NOTE PARTICIPANTS WILL NEED TO USE A LAPTOP OR TABLET AT THIS WORKSHOP