DIGITAL TECHNOLOGIES FOR DISTANCE LANGUAGE LEARNING AND TEACHING

1	Course Title:	DIGITAL TECHNOLOGIES FOR DISTANCE LANGUAGE LEARNING AND TEACHING
2	Course Code:	ING6113
3	Type of Course:	Optional
4	Level of Course:	Third Cycle
5	Year of Study:	1
6	Semester:	1
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	0
11	Prerequisites:	
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Prof. Dr. LEVENT UZUN
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	
17	Website:	
18	Objective of the Course:	The aim of the course is to help foreign language teachers gain and develop knowledge and skills in the following subjects: 1. Technology Integration in Course Design and Assessment: This module will help students develop their knowledge and gain key skills in the context of integrating technology while preparing lessons. This module consists of two parts. The first stage is to grasp the role of technology in designing effective language learning lessons by understanding different course design approaches. The second stage aims to design online courses for distance (partial or total) education and observe the effects of these on learning processes. Students will develop practical approaches using different digital tools and programs and will examine general educational processes and their own practices by increasing their critical evaluation skills. 2. Game-Based Learning: Digital games have been in the interest of both researchers and teachers since the first educational-entertainment products were developed. In the last decade, not only the game market has developed, but also the theoretical infrastructure for educational use of video games has expanded. Thus, experiments and related studies have produced good practice examples and principles to be followed have been put forward. This module will introduce students to game-based learning and raise awareness of the adaptability and limits in foreign language education. Special focus will be on the following issues: - Educational potential of digital games - Inclusion of digital games in the language learning framework - The roles of the teacher, the student and the game Social content of video games and language learning

19	Contribution of the Course to Professional Development:	Students will have increased their knowledge and skills in the following areas: - Learning Technologies in the Digital Age - Internet Technologies in Second Language Teaching and Learning - Technology and Foreign Language Learning - Designing Online Learning Environments - Student Participation in Online Learning Environments - Digital Foreign Language Material Development Tools
20	Learning Outcomes:	

		1	To be informed about and actually be able to use Learning Technologies in the Digital Age
		2	Being able to learn about and actually apply Internet Technologies in Second Language Teaching and Learning
		3	To have theoretical and practical competence in Technology and Foreign Language Learning
		4	Being efficient and effective in Designing Online Learning Environments
		5	Being competent and effective in Student Engagement in Online Learning Environments
		6	To have knowledge about and actually use Digital Foreign Language Material Development Tools
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		10	

Activites	Number	Duration (hour)	Total Work Load (hour)
Weekly Theoretical Practice	14	2.00	28.00
Practicals/Labs	0	0.00	0.00
Self study and preperation	14	2.00	28.00
Homeworks	8	1.00	8.00
Projects	1	20.00	20.00
Field Studies	0	0.00	0.00
Midterm exams	0	0.00	0.00
Others	8	1.00	8.00
Final Exams	0	0.00	0.00
Total Work Load			92.00
Total work load/ 30 hr			3.07
ECTS Credit of the Course			3.00

12		
13		
14		

22	Textbooks, References and/or Other Materials:	
23	Assesment	

TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Midterm Exam	0	0.00
Quiz	0	0.00
Home work-project	8	100.00
Final Exam	0	0.00

Total	8	100.00
Contribution of Term (Year) Learning Activities to Success Grade	100.00	
Contribution of Final Exam to Success Grade	0.00	
Total	100.00	
Measurement and Evaluation Techniques Used in the Course	Formative evaluation/assessment	

24	ECTS / WORK LOAD TABLE

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS

	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0
ÖK2	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0
ÖK3	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0
ÖK4	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0
ÖK5	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0
ÖK6	3	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0

LO: Learning Objectives PQ: Program Qualifications				
Contribution Level:	1 very low	2 low	3 Medium	4 High	5 Very High