

## Kursuseprogramm

IFI7144	New Interactive Environments		
<i>Study load:</i> 5 ECTS	<i>Load of contact hours:</i> 15 h (via Skype)	<i>Study semester:</i> Autumn	Pass/fail assessment
<i>Objectives:</i>	<p>The purpose of the course is to provide participants the opportunity to develop:</p> <ul style="list-style-type: none"> <li>▪ dispositions (conceptual knowledge, procedural skills, orientations) for analysing new interactive environments;</li> <li>▪ dispositions (conceptual knowledge, procedural skills, orientations) for representing (visually, textually, etc.) new interactive environments;</li> <li>▪ dispositions (conceptual knowledge, procedural skills, orientations) for redesigning and re-instrumentalising interactive environments as human activity systems with digital technology and new media for one's own purposes;</li> <li>▪ dispositions (conceptual knowledge, procedural skills, orientations) for working in international groups mediated by digital technology.</li> </ul>		
<i>Course outline:</i>	<p>The course focuses on the (re-)design of new interactive environments for collaborative work and study. Particular attention is paid to the analysis, representation, and (re-) instrumentalisation of human activities and activity systems with digital technology. The course facilitator and participants will analyse a series of theories, concepts and ideas and evaluate it against their own experience with the intent of developing a comprehensive understanding of new interactive environments and some of the related concepts. The purpose of this course is to ponder about what constitutes 'an interactive environment', and to explore the ways in which 'interactive environments' are used for communication, consumption, control and study. During the course the participants are going to reconstruct the picture of interactive environments in the midst of the continuous digital development and create one's own interactions.</p> <p>The course is a full-time online course and is roughly divided into three parts:</p> <ul style="list-style-type: none"> <li>▪ Exploration – analysis of human activities, its systems and interactions</li> <li>▪ Elaboration – representation of human activities, its systems and interactions</li> <li>▪ Creation &amp; Integration - (re-)instrumentalisation of human activities, activity systems and interactions with a set of digital technology and new media.</li> </ul> <p>The course is divided into 12 weeks and the minimum workload for every week is around 11 hours. 7 weeks out of 12 is dedicated to individual tasks in which basic theoretical knowledge and skills about interactive environments</p>		

	will be acquired. Individual work consists of independent study of reading material and externalisation of ideas and questions regarding weekly topics in personal weblogs. 5 weeks out of 12 is planned for an international group work, in which students from Finland (experts in pedagogical models), Norway (experts in technology) and Estonia (experts in interactivity) work in groups on an educational problem. The outcome of the group work is an electronic book chapter, in which a solution to an educational problem is outlined.
<i>Learning Outcomes:</i>	<p>Upon completion of the course, the participants will have knowledge, understanding and skills in the following areas:</p> <p>Knowledge and understanding</p> <ul style="list-style-type: none"> <li>▪ demonstrate an understanding of key concepts, theories and themes within the field of interactivity and interactive environments;</li> <li>▪ demonstrate an understanding of the ways in which the interactions and meanings of different digital technology are produced;</li> <li>▪ demonstrate an understanding of how digital technology can reflect and shape personal and social identities;</li> <li>▪ demonstrate an overview of contemporary digital instrumentation options for communication, collaboration and study</li> </ul> <p>Disciplinary skills</p> <ul style="list-style-type: none"> <li>▪ apply key concepts, theories and ideas to specific digital technology, processes and products;</li> <li>▪ assess the merits and challenges of different frameworks for analysing interactive environments;</li> <li>▪ reflect critically on the impact of contemporary digital technology on their own ideas, beliefs and values;</li> </ul> <p>Transferable skills</p> <ul style="list-style-type: none"> <li>▪ learn both independently and in groups;</li> <li>▪ present ideas to different audiences using appropriate technology and media;</li> <li>▪ use technology to mediate communication and study;</li> <li>▪ use English as a foreign language to express ideas and thoughts</li> </ul>
<i>Assessment Methods:</i>	Pass/fail assessment based on the tasks performed during the course.
<i>Teacher(s):</i>	Researcher Dr. Terje Väljataga
<i>Subject name in Estonia:</i>	Uued interaktiivsed keskkonnad
<i>Prerequisite subject(s)</i>	-
<i>Compulsory Literature:</i>	To be discussed with the facilitator depending on the participants specific interests
<i>Replacement Literature:</i>	To be discussed with the facilitator depending on the participants specific

	interests
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Õppetöös osalemise ja eksamile/arvestusele pääsemise nõuded	<p>To pass the course individual and group tasks should be completed latest by a given deadline. The tasks carry 10 points. If a task is fulfilled in an “adequate” form before the deadline then all 10 points will be received. Every 24 hours passed the deadline 2 points are deducted. Five days passed the deadline means 0 points.</p> <p>The task is considered to be “adequate”, if the weblog post consists of analytical, reflective components, answers the questions given in a task and demonstrates synthesis of own ideas and aspects from literature. The task is completed if one is not ashamed of what he/she publishes. However, whenever the facilitator considers the quality of the task not acceptable, the participants will be notified.</p>
Iseseisva töö nõuded	Independent work consists of literature study and reflective/analytical posts about a weekly topic in personal weblogs.
Eksami hindamiskriteeriumid või arvestuse sooritamiseks vajalik miinimumtase	<p>Pass/fail assessment</p> <p>As the course ends with a pass/fail assessment there will be no formal examination. A final decision on whether the course is passed or failed will be based on the points collected during the course. The “pass” criteria for the course is 70% of all the points one can receive until the end of the course (for example, if 10 tasks = 100 points then 70 points = pass).</p>
Informatsioon kursuse sisu kohta, kursuse jaotumine teemade kaupa sh kontakttundide ajad	<p>The topics of the course are the following:</p> <p>week 1 (3.09-9.09) – Introduction to the course</p> <p>week 2 (10.09-16.09) - Me and digital technology, self-observation</p> <p>week 3 (17.09-23.09) - Frameworks for analysing interactive environments</p> <p>week 4 (24.09-30.09) - From interaction to interactivity, operationalising interactivity</p> <p>week 5 (1.10-7.10) - Mass media versus personal media, conceptualising personal media</p> <p>week 6 (8.10-14.10) – Media theory and interactive environments</p> <p>week 7 (15.10-21.10) – International group work: getting started</p> <p>week 8 (22.10-28.10) – International group work: working on a chosen educational problem</p> <p>week 9 (29.10-4.11) – International group work: working on a chosen</p>

	<p>educational problem</p> <p>week 10 (5.11-11.11) – International group work: working on a chosen educational problem</p> <p>week 11 (12.11-18.11) – International group work: presentations</p> <p>week 12 (19.11-25.11) - Conclusions and final reflection</p> <p>The need for synchronous online meetings (via Skype, Flashmeeting, PiratPad, BigBlueButton, etc.) will be organized and agreed with the course participants during the course.</p>

Õppeainet kureeriv üksus:	Informaatika instituut
Kursuseprogrammi koostaja	Terje Väljataga
Allkiri:	
Kuupäev:	15.08.2012

Kursuseprogramm registreeritud akadeemilises üksuses

Kuupäev	
Õppeassistendi nimi	
Allkiri	