

Graduate Certificate in Learning Design

Draft Visualisations

Course Description

Learning designers are in demand across Australia in industries like education (primary, secondary and tertiary), finance, charities, non-government organisations and many more. In addition, many start-ups and entrepreneurs are interested in the opportunities afforded by learning design.

This course equips students with the skills, knowledge and experience to begin work as a learning designer in any of the above fields. Students will consider the theories underpinning learning design and learning science. They will examine the characteristics of appropriate learning design as well as considering issues related to the field of learning design, including accessibility, privacy and ethical concerns. Students will also examine predicted trends in the field, as well as assessing the role of data analytics and the importance of assessment and feedback within learning environments.

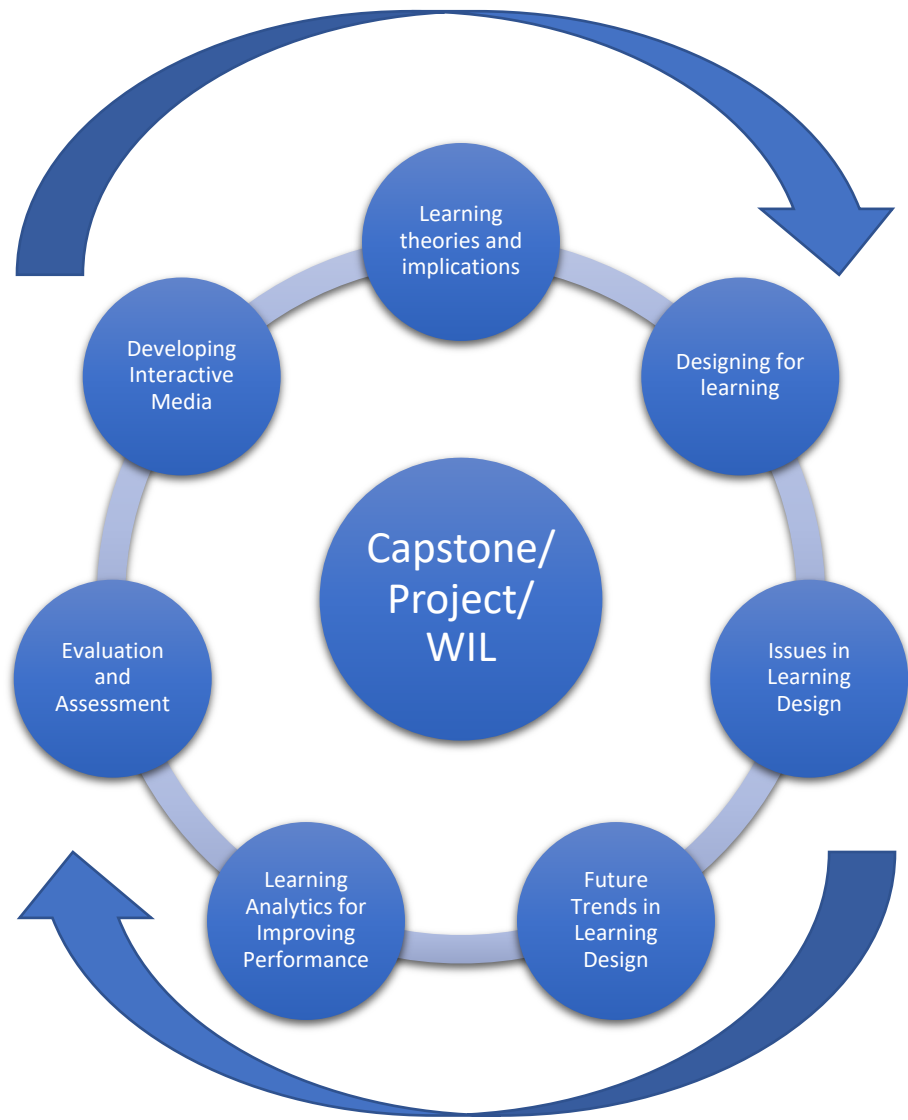
As part of this course, students will develop a portfolio of Learning Design materials that will demonstrate their skills to prospective employers.

Course Intended Learning Outcomes

Upon completion of this course, students will be able to:

- Demonstrate detailed and applied knowledge of a range of theoretical approaches to learning suitable for different contexts.
- Apply theories of learning design and learning science to develop a range of appropriate learning resources and strategies.
- Critically analyse and evaluate data and materials developed as part of learning design.
- Understand, explain and address ethical and legal issues related to learning design
- Work collaboratively with other learning designers, analysts and subject matter experts in order to develop learning designs and resources.

Grad Cert Learning Design



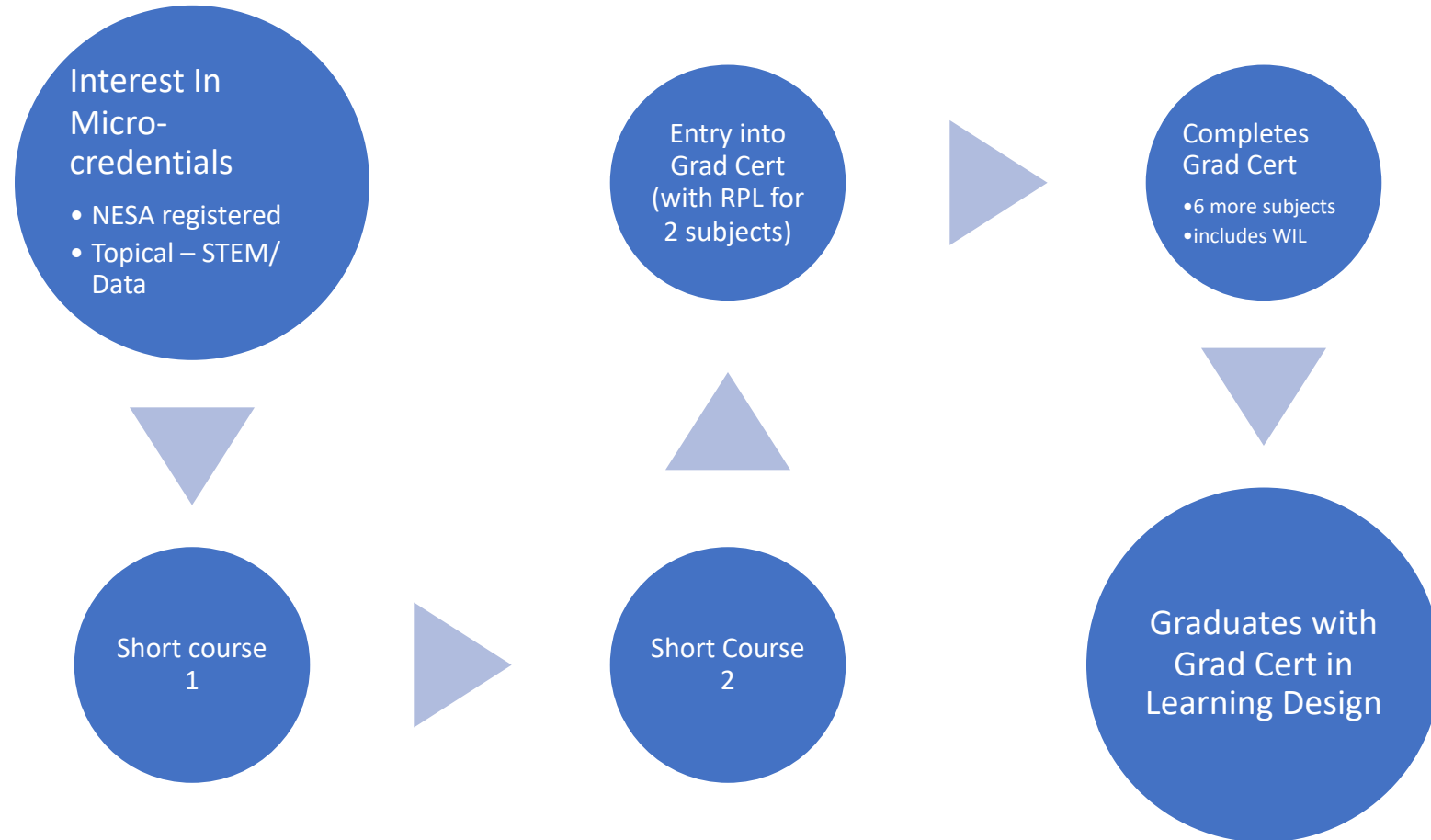
From UTS Open/
Short Courses

Subjects completed in any order,
before Capstone

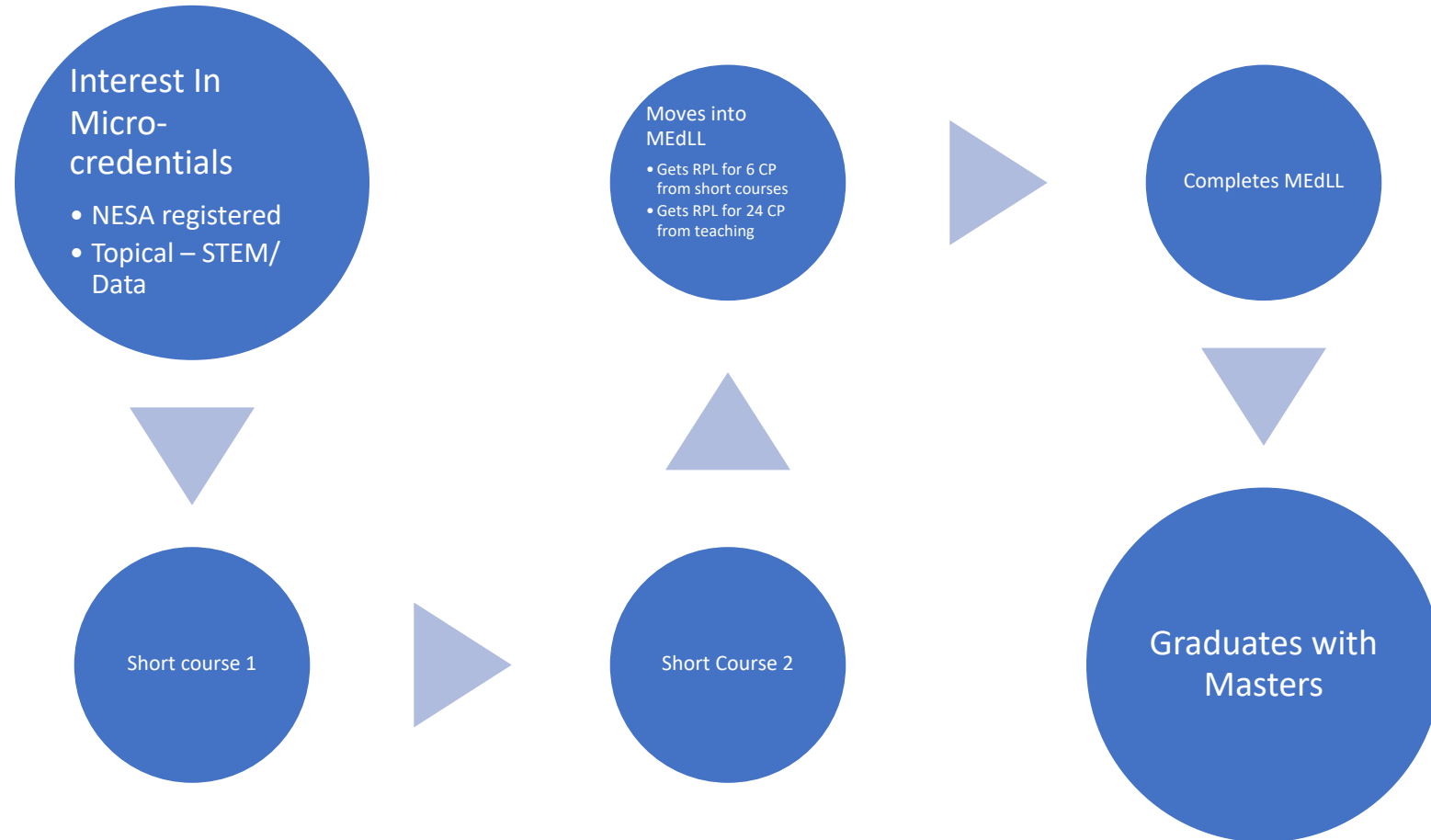


To:
Grad Dip Learning Design
MEdLL,
M Prof Prac,
M (FEIT)
PhD
Employment
etc

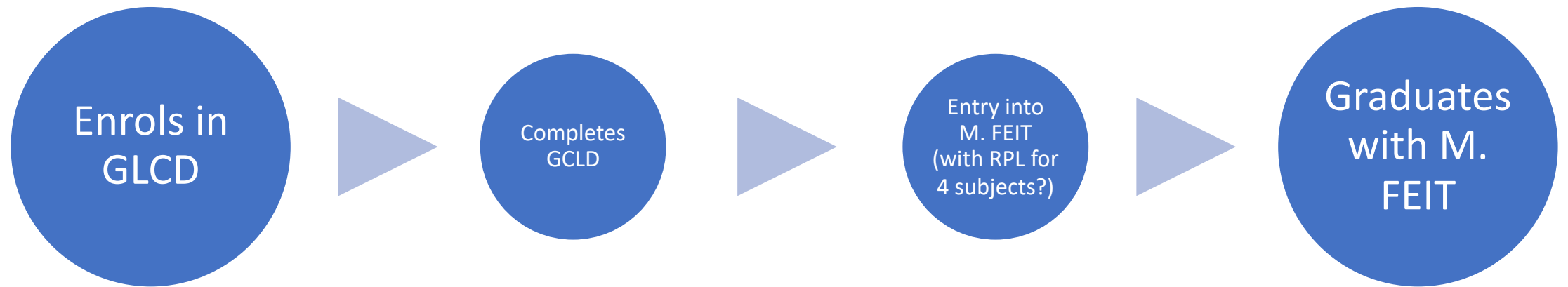
“Interested teacher” user story

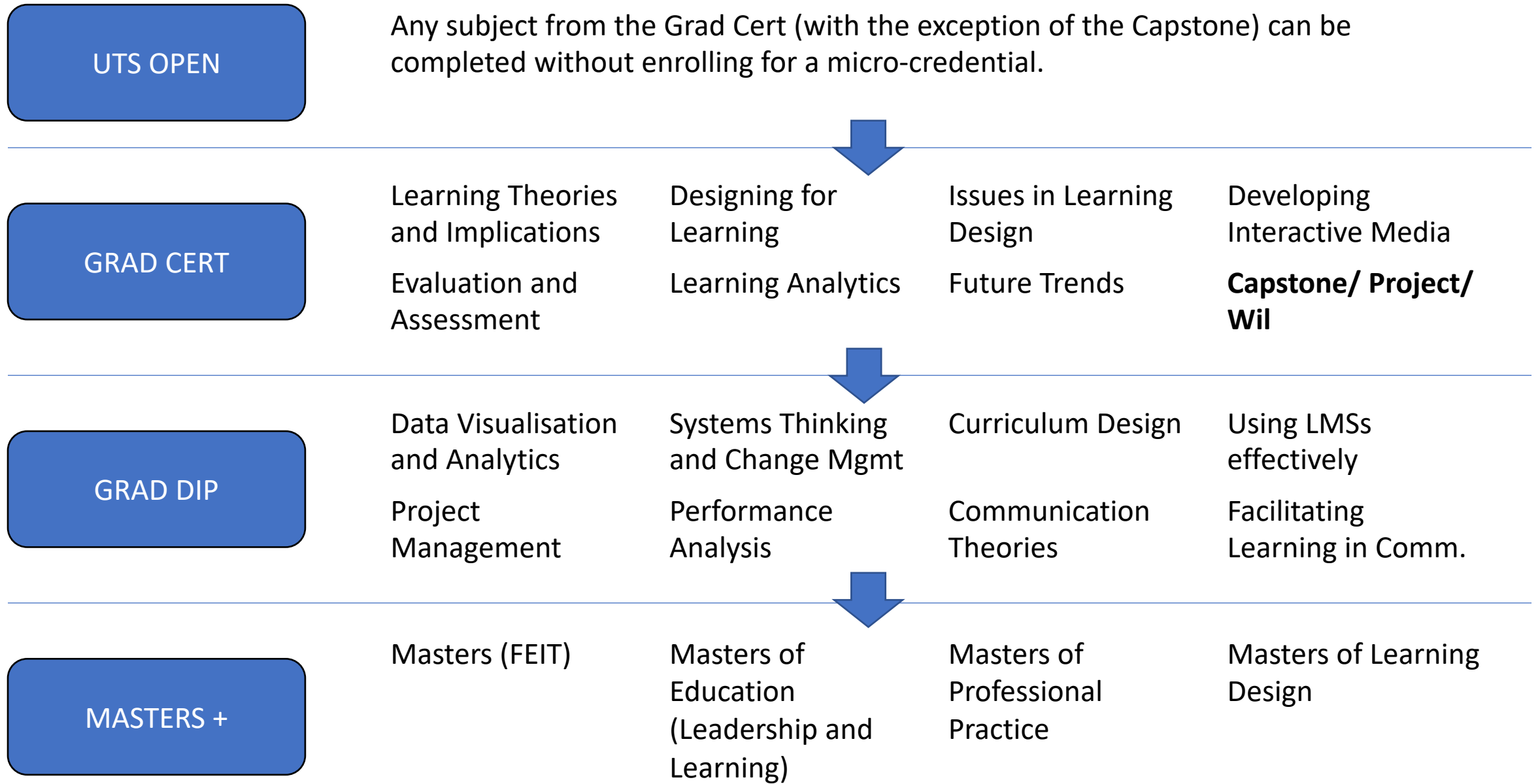


“Educational Leader” user story



“Edupreneur” user story





XXXX01	Learning Theories and Implications for Learning Design (3cp)
Subject Description	The subject introduces students to the fields of learning theories and learning sciences. Students will engage with theories such as behaviourism, cognitivism, constructivism and connectivism. Emphasis will be placed on how these concepts relate to technology enhanced learning, and what that means for the learning designer in a practical sense.
SILOs	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Demonstrate an understanding of the main learning theories. • Articulate the effect that technology has had upon learning and learning theories. • Apply these learning theories in appropriate contexts for the purposes of designing learning
Content	<ul style="list-style-type: none"> • Theories of learning, including behaviourism, cognitivism, constructivism, socio-cultural perspectives, situated learning and connectivism • Motivation • Informal Learning, • Applications for Learning Designers
Assessment	Scenario Planning
In Conversation with...	Dr Camille Dickson-Deane (UTS Science)
Reading	Beecham and Sharpe West
Expression Session	Keith Heggart

XXXX02	Designing for Learning (3cp)
Subject Description	This course introduces students to the different models and processes and that have been conceptualized to understand learning design. Students will examine these with the aim of developing skills to apply these appropriately in a learning design context.
SILOs	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Explain various models and frameworks for designing learning. • Conduct detailed analyses of scenarios to identify appropriate learning outcomes and strategies. • Apply design thinking strategies and principles to develop learning strategies for particular contexts.
Content	<ul style="list-style-type: none"> • Introduction to design thinking. • Design of tasks, resources, spaces, for learning. • Relationships between learners, tools, pedagogies. • Introduction to different instructional design models, including SAM, ADDIE, ARCs, rapid prototyping, Dick and Carey, UDL, Rapid eLearning Design.
Assessment	Analysis of scenario and then development of learning strategy.
In Conversation with...	Kim De Bacco (UCLA) – to be confirmed
Reading	Dalziel (need to find OER) West
Expression Session	Adobe?

XXXX03	Issues in Learning Design (3cp)
Subject Description	This course will examine some of the significant current issues in the field of learning design. Students will consider ethical considerations, privacy concerns, the appropriate collection and use of learner data, copyright and how best to design appropriate learning experiences that take these issues into account.
SILOs	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Describe some of the ethical challenges present within the learning design field. • Critique learning materials from an ethical perspective. • Apply their knowledge of ethical practice in the creation of learning materials and environments.
Content	<ul style="list-style-type: none"> • Ethics of learning design • Big data and privacy, especially in relation to assessment. • Copyright for learning designers • Walled gardens and ecosystems, • Culturally relevant pedagogies
Assessment	
In Conversation with...	Greg Alchin
Reading	Stommel
Expression Session	

XXXX04	Developing Interactive Media (3cp)
Subject Description	In this course, students will evaluate different examples of print, online, visual and audio media. They will then examine tools used for developing such media, before applying their knowledge to develop their own interactive media object.
SILOs	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Explain how media and communication theory influence the design of learning. • Critique examples of interactive media and evaluate their effectiveness for learning. • Develop basic examples of interactive media objects and make use of them in their learning designs.
Content	<ul style="list-style-type: none"> • Using digital media, Web 2.0 and beyond, Open Educational Resources • Curriculum and Media Design including Storyboarding, Audio, Video • Evaluating learning materials • Tools for interactive media design
Assessment	Interactive Media Object
In Conversation with...	Claire Seldon (DoE)
Reading	Something on communication theory
Expression Session	Jeff Vardy (Apple) – iBooks Author

XXXX05	Evaluation and Assessment (3cp)
Subject Description	Assessment of learning is a crucial part of effective learning design. Learning designers need to carefully consider how best to evaluate the learning taking place in their course. This subject will introduce students to the different forms of assessment, different methods and tools used for assessment and how best to deploy assessment constructively. Students will also be introduced to different models of evaluation of learning designs and given the opportunity to apply these models.
SILOs	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Explain the difference between formative and summative assessment, give examples of both and describe appropriate use case scenarios. • Design effective assessments tasks for learning activities. • Evaluate learning designs using different models to gauge their effectiveness.
Content	<ul style="list-style-type: none"> • Formative and Summative Assessment • Good Assessment Design and Practice • Different models of evaluation (e.g. Kirkpatrick's). • Applying evaluation models
Assessment	Assessment task for learning design (i.e. task, rubric) and reflection.
In Conversation with...	Ann Wilson (UTS)
Reading	Paloff & Pratt (2009)
Expression Session	

XXXX06	Learning Analytics for Improving Performance (3cp)
Subject Description	
SILOs	
Content	
Assessment	Data analysis report and recommendations
In Conversation with...	Amanda White (UTS)
Reading	
Expression Session	Someone from Google?

XXXX07	Future Trends in Learning Design (3cp)
Subject Description	This subject explores both the promise of the future of learning design and e-learning, but also the failure of previous promises. Students will have the opportunity
SILOs	
Content	<ul style="list-style-type: none"> • Machine Learning and AI • Coding and Programming • Augmented Reality/ Virtual Reality/ Virtual Worlds • Mobile learning, cloud computing and wearable technology • Gamification • Robotics • Open Education • And lots more.
Assessment	Future focused learning object and reflection
In Conversation with...	Jonathon Nalder
Reading	Watters, A. (2019) Mistakes...
Expression Session	Jonathon Nalder (is there a budget for this?)

XXXX08	Work-Integrated Learning/ Capstone/ Project (3cp)
Subject Description	In this capstone to the Graduate Certificate, students work with an organisation/ subject matter expert (from their industry or UTS) in order to develop a Learning Design solution to a scenario.
SILOs	
Content	
Assessment	Project, Evaluation and Reflection
In Conversation with...	
Reading	
Expression Session	