



# Introduction and effects of E-learning

Universiteit Utrecht

## 1. THE COURSE

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- Lectures
  - Colleges
  - Exam
  
- Group Essay
  - Selecting a topic
  - Consults
    - Compulsory
    - Small Reports
  - Poster Presentation
  - Submitting reports

13-Nov-08

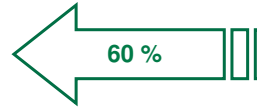
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# Grading

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- Exam

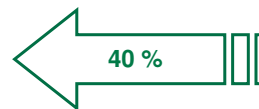
$\geq 5.6$



- Group Essay

- Groups (4)
- Max. 4000 words
- Poster presentation

$\geq 5.6$



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# Lectures: Topics

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- Introduction & Effecten of Learning with Hypermedia
- Het Visualizeren en Leren met Animaties
- Games (I)
- Games (II)
- Het Visualiseren van Argumentaties. Gast college: Suzan van den Braak
- Collaboratief Leren in Computerondersteunde Omgeving (CSCL) en Knowledge Management
- Evaluatie van Leersystemen
- Overzicht van de opdrachten, onderzoeksmethoden en structuur van het report

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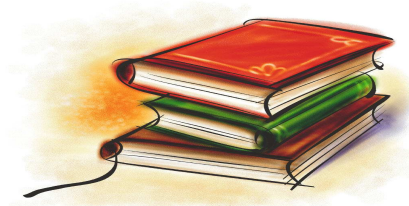
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# Study material

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Articles, book chapters...

- For the exam
- For the essay



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# Group Essay

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- Groups: 4 students
- Possible Research Topics
  - Opdracht 1: Leerstijl en adaptiviteit bij multiple tekstverwerking
  - Opdracht 2: Visualiseren met animaties
  - Opdracht 3: Attentional cueing in games
  - Opdracht 4: Sound and games
  - Opdracht 5: Argumentatie visualisatie met behulp van Reason!Able en Araucaria
  - Opdracht 6: Co-operatie scripts en hun effect bij Computer Supported Collaborative Learning
- Literature
  - Of the course, Extra literature listed in the assignment, Good literature you found!
- You have to think about a NEW research question and not an already existent research!!!
- Work hard and on time because you have to send small reports at the beginning of the practicum... **ALSO IN THE FIRST ONE** (summary of the literature + initial hypothesis)

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