E-learning

Competency

E-learning

Competency description

I can use various forms of e-learning (esp. Blended-Learning, Flipped Classroom) in my teaching.

Level

Basic competency

Taxonomy level

2. Apply

Column/number in the document

A/108

Explanatory notes

This competence describes the ability to use various forms of e-learning in teaching. These include Blended Learning and the Flipped Classroom approach. Teachers should be able to understand, plan and apply these digital learning methods in their teaching processes.

Rationale

E-learning offers a variety of ways to make teaching more effective and flexible. Blended Learning combines traditional presence lessons with online learning. Flipped Classroom reverses the order of teaching by passing through the SuS pre-study materials online and actively applying or discussing in class.

Example

Further formats which fall under a broad definition of „E-learning“ may be as follows: Mobile Learning (M-Learning): This format uses mobile devices such as smartphones and tablets to make learning

content accessible on the go. Webinars: Webinars are online seminars where an expert presents a topic and the participants can ask questions. Augmented Reality (AR) and Virtual Reality (VR): AR and VR technologies are increasingly integrated into e-learning to create immersive learning experiences that combine real and digital worlds.

Sources

Bauer, TA (Editor). (2014). Media for the European Education Society: Media education; media assessment; Media use. Frankfurt am Main [ua]: PL Acad. Research. Kerres, 2018. Klenk, J. (Editor). ([2018]). Training at universities: case studies from Baden-Württemberg. Bielefeld: wbv Media. Mikuzeit, B. (2009). Multimedia and ethical education: e-learning - ethics - blended learning. Frankfurt am Main [ua]: Lang

Teaching material

Link to other competencies

In the field of “media(scientific)didactic competencies” in the sub-area “learning & learning”, the competencies are designed to explain the skills and skills they need in order to effectively and efficiently teach and learn with digital media. These competencies cover various aspects of the integration of digital media into the education process and emphasize the skills to plan digital teaching, to select learning content, to examine technical requirements, to formulate teaching objectives and to organize teaching-learning phases in time.

Tagging

E-learning, Blended Learning, Flipped Classroom.

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Last update: **2023/11/21 15:52**