Hi, welcome to the
first of four core modules

within the designing tech
enabled Learning Experiences course.

How many times have you heard the word
constructivist or learner centered?

If you're like me, probably
you've lost count by now.

But if you're at the beginning of
your career, perhaps you're still finding

ways of solidifying practices
that exemplify those frameworks .

And perhaps you're looking for a few ways
to connect them to real world believes

that you have about teaching and learning.

Maybe it's part of the reason
why you seek out professional development

opportunities like this one.

Then this unit, we're going to explore
just a few frameworks and principles

that work well together to design
quality, technology

enabled learning experiences.

We're going to start with an introduction
to some frameworks

that work regardless of context,
regardless of location.

And then we're going to add to that
a few principles that help to direct

and guide learning experiences
within tech enabled environments.

And then ideally, you work with us
through activity to apply those

to your own context
and share what you've created back

for all participants
to review and discuss in order for us

by the end of the course to develop
a more multidisciplinary perspective.

We're going to accomplish these goals

by considering the way that learners
experience classrooms

designed in a constructivist fashion
and also ideally accounting for context.

If you look at the light purple,

that is how we consider the classroom,
but we're going to use classroom

in a bit more of a loose, looser manner
because we look at those also digitally.

When we look at the lower left,
that's more of the traditional lecture

process or lecture experience
in the dark purple.

That's the real world,
regardless of your physical location.

And so in the upper right corner,
that's more situated

in context of experience
that are connected to the real world.

To enact those frames, we're going
to consider the concepts of flow

and answer the question,
how can we create a learning experience

or design the learning experience
that has a feeling of flow

to fully appreciate
these frames and principles?

It's necessary to build
a few contextual examples.

So that's what we're going to ask you
to do as you move through the four core

modules in the following weeks

and build these,
ideally for your own context.

But we're going to start the
process here in Module one.