AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Technology Assisted Mathematics Education								
Course Code	MTE521		Couse Level	Second Cycle (Master's Degree)					
ECTS Credit	8	Workload	200 *(Hours)*	Theory	3	Practice	0	Laboratory	0
Objectives of the Course	The aim of the course is to apply the changes that are experienced in instructional technology to learning-teaching processes								
Course Content	Students should have knowledge of augmented reality, gamification, coding, MOOC's, m-learning, flipped learning								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving								
Name of Lecturer(s)									

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	30
Final Examination	1	70

Recommended or Required Reading	
1	Eğitim Teknolojileri Okumaları 2015
2	Eğitim Teknolojileri Okumaları 2016

Week	Weekly Detailed Course Contents	
1	Theoretical	Technopedagogy
2	Theoretical	Web 2.0 tools
3	Theoretical	Web 2.0 tools
4	Theoretical	Web 2.0 tools
5	Theoretical	Virtual and Augmented reality
6	Theoretical	M-learning
7	Theoretical	Gamification
8	Intermediate Exam	Midterm Exam
9	Theoretical	MOOC
10	Theoretical	Flipped Learning
11	Theoretical	Coding
12	Theoretical	Coding
13	Theoretical	Designing Learning activity
14	Theoretical	Designing Learning activity
15	Theoretical	Designing Learning activity
16	Final Exam	Final Exam

Workload Calculation				
Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	4	2	84
Lecture - Practice	14	1	2	42
Assignment	10	3	1	40
Project	1	4	4	8
Midterm Examination	1	11	2	13

Final Examination	1	11	2	13
			Total Workload (Hours)	200
			[Total Workload (Hours) / 25*] = **ECTS**	8
**25 hour workload is accepted as 1 ECTS*				

Learning Outcomes	
1	Explain the concept of technopedagogy
2	Uses Web 2.0 tools
3	Explain an Augmented Reality application
4	Be aware of the relationship between gamification and motivation
5	Interpret the future of massively open online courses
6	Discuss the differences of the M-learning
7	Problem solves using Block Based Programming Languages
8	Develop a Learning activity

Programme Outcomes *(Mathematics Education Master)*	
1	Learns sufficient theoretical knowledge in the field of mathematics education
2	Uses theoretical knowledge in educational settings
3	Integrates mathematics education knowledge with the other disciplines and products functional knowledge
4	Uses information and communication technologies efficiently in conceptual learning
5	Finds scientific solutions to the problems in the field of mathematics education
6	Evaluates the knowledge critically in the field
7	Participates team projects in the mathematics education field
8	Shares national and international data in the field of mathematics education
9	Comprehends and evaluates science-technology-society and mathematics interactions
10	Comprehends mathematics under the ethical values and takes account of ethical considerations
11	Follows the current development in the mathematics education field
12	Develops strategical plans and evaluates them in the context of quality processes
13	Adopts lifelong learning strategies to his/her studies

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3	L4	L5	L6	L7	L8
P2	3	3	3	3	3	3	3	3
P3	3	3	3	3	3	3	3	3
P4	4	4	4	4	4	4	4	4
P9	4	4	4	4	4	4	4	4
P11	4	4	4	4	4	4	4	4
P13	3	3	3	3	3	3	3	3