LINC 98: TEACHING & LEARNING IN THE DIGITAL AGE

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2025
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching, and downloading; not open to students with credit in LINC 228; students may enroll in LINC 98 or 98B, but not both, for credit.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Analyze student needs for learning or training
- Utilize collaborative technologies for group project work and sharing
- Design and create student or adult learning activities that apply 21st century teaching and learning methodologies

Description

This overview course trains participants to develop and implement innovative digital learning solutions. Students will explore and curate digital resources, design and evaluate digital learning materials, and apply these skills in real-world educational settings. The course also emphasizes the importance of collaboration and reflective practices, enabling students to enhance their educational technology practices through peer coaching, feedback, and effective use of collaborative tools. This course is suited for educators and trainers aiming to enhance their instructional strategies with the latest educational technologies.

Course Objectives

The student will be able to:

1. Develop and implement digital learning solutions to address identified barriers to learning.
2. Utilize tools for documentation, reflection, collaboration, and feedback to improve educational technology use.

Course Content

1. Digital learning solutions
   a. Identifying learning barriers
   b. Exploring and curating digital resources
   c. Designing and creating digital resources
   d. Evaluating effectiveness of digital learning solutions
2. Educational technology practices
   a. Tools for reflection and collaboration
   b. Peer coaching, feedback, and mentoring
   c. Collaboration in digital learning spaces
   d. Documentation of learning and reflective practices

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and ongoing access to internet capable computers or tablets.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Development of student-centered digital resources to address a learning need
Presentation of work to peers and engagement in peer coaching and feedback processes
Reflective documentation of digital resource exploration, evaluation, and development
Making constructive contributions to class discussions

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in student-centered learning style
Facilitated discussions of live presentations, readings, or video presentations
Student presentations in small group and whole class situations

Representative Text(s) and Other Materials

Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Reading assignments include analysis of texts, selected examples, and student projects

2. Writing assignments include an instructional design plan, peer evaluations, and critical analysis of educational projects, technology tools, systems, or processes
3. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities

When taught online these methods may take the form of video, audio, animation, and webpage presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology