

Course Unit	Localization of Software and Web Pages	Field of study	Information and Communication Technologies
Master in	Translation	School	School of Education
Academic Year	2023/2024	Year of study	2
Type	Semestral	Semester	1
Workload (hours)	121,5	Contact hours	T - , TP 36, PL - , TC - , S - , E - , OT 9, O -
		Level	2-2
		ECTS credits	4.5
		Code	5028-701-2102-00-23

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Vítor Manuel Barrigão Gonçalves

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Explore learning platforms, using and developing e-Learning courses and integrating related technologies as a trainer or course creator;
2. Promote a proactive approach to professional development supported by learning networks;
3. Evaluate comparatively different platforms for e-learning, in pedagogical, technological and organizational terms and in terms of production of knowledge and collaboration environment;
4. Know the server-side and client-side technology (server-side and client-side applications) that allow the installation, configuration and use of different platforms;
5. Install and manage platforms for distance learning;
6. Create, organize, structure and use e-Learning courses (e-courses);
7. To evaluate the functionality, usability, accessibility and quality of service platforms to contexts of learning / training arrangements;
8. To reflect on the scenarios and the uses of e-Learning technology, in particular, and of educational technology in general.

Prerequisites

Before the course unit the learner is expected to be able to:
To have basic skills in e-learning and virtual learning communities.

Course contents

1- Platforms and technologies for e-learning systems. 2- Installation and setting e-Learning Platforms. 3- Good practices in the development and operation of e-courses.

Course contents (extended version)

1. Platforms and technologies for e-Learning Systems:
 - The variety of platforms and technologies
 - Learning Objects and Metadata
 - ADL SCORM Model
 - Instructional Design and Learning Design
 - Other technologies related to e-Learning
2. Installation and configuration of e-Learning platforms:
 - Installation and configuration of Web Server
 - Installation and configuration Database Server
 - Installation and configuration of server-side scripting
 - Installation and configuration of open source platforms for e-Learning
 - Exploration and evaluation platforms for e-Learning: Perspective student, trainer and administrator
 - Exploration and evaluation of available e-learning online platforms (Google Classroom; Ms Teams)
 - Good practices in platform management and optimization
3. Good practices in the development and utilisation of e-courses:
 - Use of platforms tools and features
 - Mind maps and concept maps
 - Webquests, Web adventures, treasure hunts and digital tours
 - Digital portfolios, blogs and other Web 2. 0 technologies
 - Tools import/export SCORM / AICC
 - E-courses and contents Editors
 - Other technologies for creating objects and learning activities
 - MOOC, Flipping Classroom and similar alternatives
 - Design and development of an e-course and their e-Contents

Recommended reading

1. Elkins, D. & Pinder, D. (2015). "E-Learning Fundamentals: A Pratical Guide". Alexandria: ATD Press. ISBN: 978-1-562-86947-2.
2. Harras, H. M. (2020). How to use Google Classroom and Microsoft Teams: Step By Step Guide For Seniors. Dr. Harras (Independently published).
3. Santos, A. , Moreira, L. , & Peixinho, F. (2014). Projetos de e-learning: inovação, implementação e gestão. Lisboa: Lidel
4. Peres, P. , Mesquita, A. , & Pimenta, P. (2015). Guia Prático de e-Learning: Casos práticos nas organizações. Lisboa: Vida Económica.
5. Gonçalves, V. (2007). "A Web Semântica no Contexto Educativo" (Dissertação de Doutoramento). Porto: Faculdade de Engenharia da Universidade do Porto.

Teaching and learning methods

This unit focuses on the acquisition of skills in the installation and configuration of open source platforms for e-Learning as well as in content design or in interactive educational activities for online courses. Thus, the collaborative work and the sharing of experiences will be crucial to the success of learning.

Assessment methods

1. Continuous assessment - (Regular, Student Worker) (Final)
 - Practical Work - 50% (Individual work using technologies for e-Learning: creating e-courses)
 - Projects - 50% (Creating e-courses on an e-Learning platform installed, configured and optimized by the group)
2. Exam - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 100% (Examination test)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Vitor Manuel Barrigão Gonçalves	Manuel Florindo Alves Meirinhos	Claudia Susana Nunes Martins	Carlos Manuel Costa Teixeira
22-02-2024	22-02-2024	26-03-2024	26-03-2024