

Course Unit	Localization of Softwa	e 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	Level	2-2	ECTS credits 4.5	
Туре	Semestral	Semester	1	Code	5028-701-2102-00-23		
Workload (hours)	121,5	Contact hours	T - TP	36 PL - T	C - S - solving, project or laboratory; TC -	E - OT 9 O - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other	

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

Learning outcomes and competences

- At the end of the course unit the learner is expected to be able to:
- Explore learning platforms, using and developing e-Learning courses and integrating related technologies as a trainer or course creator; . Promote a proactive approach to professional development supported by learning networks; . Evaluate comparatively different platforms for e-learning, in pedagogical, technological and organizational terms and in terms of production of knowledge and 3 collaboration environment;
- 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 ecourses

Course contents (extended version)

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 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 platforms:

 Installation and configuration of e-Learning platforms:
 Installation and configuration of 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

 Good practices in the development and utilisation of e-courses:

 Use of platforms tools and features
 Wind 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

 - 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

- Elkins, D. & Pinder, D. (2015). "E-Learning Fundamentals: A Pratical Guide". Alexandria: ATD Press. ISBN: 978-1-562-86947-2.
 Harras, H. M. (2020). How to use Google Classroom and Microsoft Teams: Step By Step Guide For Seniors. Dr. Harras (Independently published).
 Santos, A., Moreira, L., & Peixinho, F. (2014). Projetos de e-learning: inovação, implementação e gestão. Lisboa: Lidel
 Peres, P., Mesquita, A., & Pimenta, P. (2015). Guia Prático de e-Learning: Casos práticos nas organizações. Lisboa: Vida Económica.
 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

- 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)

 Exam (Regular, Student Worker) (Supplementary, Special)

 Final Written Exam 100% (Examination test)

Language of instruction	
Portuguese, with additional English support for foreign students	ents.
Electronic validation	

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22-02-2024	22-02-2024	26-03-2024	26-03-2024		