DEMOCRITUS UNIVERSITY OF THRACE
DEPARTMENT OF PHYSICAL EDUCATION & SPORT SCIENCE

UNDERGRADUATE PROGRAM OF STUDY

COURSE TITLE:

Integrating technology into motor expression

COURSE CODE:	**E.C.T.S. CREDITS**
N327	7

RESPONSIBLE FOR THE COURSE:

NAME	Nikos Vernadakis	
POSITION	Lecturer	
SECTOR	Sports Management, School Physical Education & Recreation	
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CO-INSTRUCTORS	Panagiotis Antoniou, Associate Professor Dimitris Goulimaris, Assistant Professor	

SEMESTER:

1st	[ ]	2nd	[ ]	3rd	[ ]	4th	[ ]
5th	[ ]	6th	[ ]	7th	[ ]	8th	[X]

COURSE TYPE:

Obligatory	[ ]
Direction	[X]
Specialization	[ ]
Prerequisite for specialization	[ ]
Elective (*open*)	[ ]

HOURS *(per week)***:** 2

DIRECTION *(only for 3rd & 4th year courses):*

Physical Activity	

SPECIALIZATION *(only for 3rd & 4th year courses):*

LANGUAGE OF TEACHING: GREEK [√] ENGLISH [ ]

AIM OF THE COURSE *(content and acquired skills)*

The course examines ways in which information and communication technology can support the teaching of motor expression in education. The aim of the course is to make students aware of the information and communication technology as: a) a simulation instrument and b) a medium for research, application of the scientific method, facilitation of student interaction with the course subject matter, learning and instruction.

COURSE CONTENTS *(outline – titles of lectures)*

1. Introduction to the use of information and communication technologies in the teaching of motor expression.
2. Educational techniques – Integration of technology and media.
3. Dance clubs and management members (secretariat and databases).
4. Use of new technologies in the process of dance (dance workshop).
5. Introduction to sound processing I (theoretical approach).
6. Introduction to sound processing II (implementation).
7. Principal use of visual symbols - Developing effective materials.
8. Presentation and promotion of cultural events (presentation software).
9. Presentation and promotion of cultural events on the Internet.
10. Educational use of the Internet - Online distance learning.
11. Trends in technology and media - Looking ahead.
12. Integration of interactive video games in the educational process.
13. Utilization of interactive video games to the motor expression.

TEACHING METHOD *(lectures – labs – practice etc.):*

1. Lectures in computer lab.
2. Applied practice exercises.
3. Problem solving projects.

ASSESSMENT METHOD(S):

1. Mid-term exams.
2. Problem-solving projects.
3. Final (written) exams.

LEARNING OUTCOMES:

Upon the completion of this course the student will be able to:

1. Understand the basic concepts of information and communication technology application, for their use in teaching of motor expression.
2. Exhibit skills for the use of educational technology applications in teaching of motor expression.
3. Exploit the technological applications of information and communication technology and the new learning environments in educational programs that promote the motor expression.
4. Evaluate the use and the integration of information and communication technology in the educational process.

LEARNING OUTCOMES – CONTINUED:

Learning Outcomes	***Educational Activities***	***Assessment***	***Students Work Load (hours)***
Understanding of the basic concepts of information and communication technology application, for their use in teaching of motor expression.	Lectures, understanding projects, home study.	Mid-term exams, final written exams.	40
Exhibition of skills for the use of educational technology applications in teaching of motor expression.	Lectures, understanding project, problem solving projects, home study.	Mid-term exams, problem solving project, final written exams.	60
Exploitation of technological applications of information and communication technology, and the new learning environments in educational programs that promote the motor expression.	Lectures, understanding projects, problem solving projects, and study.	Mid-term exams, problem solving projects, final written exams.	60
Ability to evaluate the use and the integration of information and communication technology in the educational process.	Lectures, understanding projects, home study.	Mid-term exams, final written exams.	50
		TOTAL	**210**

OBLIGATORY & SUGGESTED BIBLIOGRAPHY:

1. Smaldino, S., Lowther, D. & Russell, J. (2008). Instructional technology and media for learning. (9th ed), Upper Saddle River, N.J.: Pearson Merrill Prentice Hall.
2. Risner, D. & Anderson, J. (2008). Digital dance literacy: an integrated dance technology curriculum pilot project. Research in Dance Education, 9(2): 113-128.
3. Doughty, S., Francksen, K., Huxley, M. & Leach, M. (2008). Technological enhancements in the teaching and learning of reflective and creative practice in dance. Research in Dance Education, 9(2): 129-146.
4. Leijen, A., Admiraal, W., Wildschut, L. & Robert-Jan Simons, P. (2008). Students' perspectives on e-learning and the use of a virtual learning environment in dance education. Research in Dance Education, 9(2): 147-162.
5. Karkou, V., Bakogianni, S. & Kavakli, E. (2008). Traditional dance, pedagogy and technology: an overview of the WebDANCE project. Research in Dance Education, 9(2): 163-186.
6. Parrish, M. (2008). Dancing the distance: iDance Arizona videoconferencing reaches rural communities. Research in Dance Education, 9(2): 187-208.
7. Rubidge, S., Francksen, K. & Lycouris, S. (2008). BOOK REVIEWS. Research in Dance Education, 9(2): 209-217.