J. Sargeant Reynolds Community College
Course Content Summary

Course Prefix and Number: EDU 289   **Credits:** 3

Course Title: Learning on the Go (LoGo)

Course Description: Provides introduction to the fundamentals of implementing mobile technologies in the online teaching and learning environment. Focuses on increasing student engagement using mobile technologies and includes an overview of mobile learning, common applications, researching and applying mobile learning, developing content and materials to be used with mobile devices, assessing in the mobile learning environment, social media, productivity, and a self-reflection. Prerequisites: LoGo enrollees must have basic computer skills, be familiar with how to navigate the World Wide Web, and experience using Blackboard for a minimum of one semester (as a supplement to a face-to-face class will fulfill this requirement). In addition, the learner should have successfully completed EDU 287 (IDOL) or the equivalent. Lecture 3 hours per week.

General Course Purpose: The purpose of LoGo is to certify faculty in the use of mobile technology to enhance their online course and student engagement.

Course Prerequisites and Co-requisites:
Prerequisites: LoGo enrollees must have basic computer skills, be familiar with how to navigate the World Wide Web, and experience using Blackboard for a minimum of one semester (as a supplement to a face-to-face class will fulfill this requirement). In addition, the learner should have successfully completed EDU 287 (IDOL) or the equivalent.

Student Learning Outcomes:
Upon completing the course, the student will be able to
a. Identify the benefits of using mobile learning technologies in the classroom;
b. Utilize and apply mLearning strategies with learners and content;
c. Create learning units and activities that incorporate mobile technologies; and
d. Explain examples of best practices in the instructional use of mLearning and their relationship to student learning, student engagement, and student success.

Major Topics to Be Included:
a. Mobile learning
b. Student engagement
c. Common mobile applications
d. Content development for mLearning
e. Assessments in the mLearning environment
f. Social media
g. Mobile applications to increase productivity
h. Quality matters rubric

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