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Educational Psychology 497: The Psychology of Technology

This is a senior undergraduate course that explores the most current literature on the impact of technology on learning across different types of technology, different ages of learners and different learning contexts. Some of these types of technology include television, video, multimedia, game-based learning, robotics, web-based learning and virtual reality. The course begins with an overview of key psychological theories. It then examines each type of technology from a psychological standpoint. We will look at the effects of technology on the cognitive processing, emotional responses and social interactions of learners. Thus, this course focuses on the psychological impact of technology on learners, rather than how to use, design or produce educational technology.

Goals for improving the course:

This course is a good candidate for the Teaching with Technology Initiative as the students will have the opportunity to personally explore their own psychological responses to technology while learning about psychological theory relevant to educational technology. Thus access to technology will add an experiential component to the course that has not been possible to date.

Proposed teaching methods and Information and communications technologies that will be used to enhance learning outcomes and/or increase access:

- Use the break out rooms and wireless capacity for group work using laptops. This work can then immediately be shared back in the classroom via the dual digital projection system in the tiered classroom.
- Use the dual digital projection system for class activities that occur concurrently with video lectures from guest speakers
- Use the wireless capacity to present Web resources and demonstrations of different types of technologies
- Use the student response system to generate discussion on controversial issues in educational technology

Proposed evaluation methodology

Evaluation will be based on assessment strategies outlined by Carol Twigg's course redesign and transformation evaluation methodologies (case study). For example, it will include student interviews, focus group, and classroom observations.

The project will **contribute to improving teaching** within the Department and Faculty by stimulating the use of E-Learning technologies and supporting the professional development of academic staff members in the area of technology integration into teaching and learning.