

COURSE OUTLINE

GENERAL

SCHOOL	School of Sports, Physical Education Sciences and Dietetics		
DEPARTMENT	Department of Physical Education & Sport Science		
STUDY LEVEL	Postgraduate Master Program		
COURSE CODE	M06	STUDY SEMESTER	2 nd
COURSE TITLE	ICT in Physical Education and Sport: e-Learning Platforms and Multimedia Development		
SELF CONTAINED TEACHING ACTIVITIES	TOTAL TEACHING HOURS		COURSE CREDITS
Lectures and Workshops	36		7 ECTS
COURSE TYPE	Special background & skills development		
PREREQUISITE MODULES	-		
TEACHING AND EXAM LANGUAGE	English		
COURSE IS AVAILABLE TO ERASMUS STUDENTS	Yes		
COURSE WEB PAGE (URL)	https://eclass.uth.gr/courses/PE_P_135/		

LEARNING OUTCOMES

Learning Outcomes
<p>Upon completion of the course, students will be able to:</p> <ul style="list-style-type: none"> • Demonstrate understanding of image processing approaches and techniques. • Demonstrate understanding of the principles that guide sustainable web site design. • Design and publish small-scale web sites that meet the needs of multifaceted, multicultural audiences. • Able to edit videos professionally using Multimedia, animations, and transitions • Comfortable with video editing tools and workflow • Equipped with all the technical skills you need to be able to create your own unique video projects. • Create websites, gain experience with a variety of technologies used to author web content to create informative, easy-to-use, well-organized websites. • Create slide-based courses, quizzes, dialog simulations, screencasts, video lectures, and other interactive learning materials. • Understand and use an open-source learning management system (Moodle)
General Competencies
<ul style="list-style-type: none"> • Autonomous work • Project planning and management • Ability to analyze and synthesize • Ability to apply knowledge in practice • Problem-solving • Decision making

COURSE CONTENT

<ul style="list-style-type: none"> • Photo editing part1: Photo editing and video editor in one graphic design app. Create social media posts, videos, cards, flyers, photo collages & more. • Photo editing part2: Photo editing and design tools. Edit photos and create designs in browser, or desktop. Start from an empty canvas, a photo, a video or select one of ready templates.

- Video Editing Getting started with Video (Introduction), Understanding How Video works (devices & prerequisites, styles, formats etc.), Introduction to Editing Basics
- Video Tools & Interfaces, Importing Media & Editing Techniques (Basic & Advanced), Mastering the timeline & workflow, Understanding Transitions, Elements, Titles & Effects, Working with Sound, Exporting
- Video Content Creation & Independent Video Project, YouTube upload
- Introduction to Programming, learn the basics of programming through HTML, CSS, Python
- Basic web pages using HyperText Markup Language (HTML), adding styles to pages with Cascading Style Sheets (CSS). Basic programming with Python code, run Python from a Command-Line Interface (CLI), manipulate strings and lists, and refactor your code to improve its structure and make it more modular.
- Webpages, identify software used in webpage development, use principles of design to plan attractive, user-friendly web pages, Modify webpage content.
- Creating a simple webpage incorporating text and images and present tabular data
- eLearning authoring tool, build quizzes with 14 question templates, branching, and flexible scoring, intuitive tool for creating courses, quizzes, and video tutorials,
- Convert your presentations and other eLearning material into online mobile-ready courses (SCORM). Implementation to LMS platform MOODLE
- Activity to find out how eLearning platforms make it easier for educators or trainers to create and edit courses, create a lesson where students are presented with content and then, depending on their responses, are directed to specific pages. The content may be text or multimedia.

TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD	In person learning	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY	Web Use of ICT in Teaching, Laboratory Training, Communication with the students	
TEACHING ORGANIZATION	Activity	Semester Workload
	Lectures	24
	Labwork	12
	Literature study and analysis	60
	Writing assignments	50
	Non-guided study	30
	Module Total	176 hours
STUDENT ASSESSMENT	Individual written work (40%) Group public presentation (60%)	

READING LIST

Recommended bibliography:

- Kost J., (2021). *Photoshop essential training: The Basics*, Retrieved from: <https://www.linkedin.com/learning/photoshop-2021-essential-training-the-basics/welcome-to-the-photoshop-essential-training-series?u=80069458>

- *Labrecque J., (2021). Adobe Animate essential training, Retrieved from: <https://www.linkedin.com/learning/adobe-animate-essential-training/animating-media-with-adobe-animate?u=80069458>*
- *Hendriksen M R., WordPress 5 Essential Training. Retrieved from: <https://www.linkedin.com/learning/wordpress-5-essential-training/wordpress-an-introduction?u=80069458>*
- *Open Journal of Modern Linguistics > Vol.5 No.1, February 2015 Moodle as Builder of Motivation and Autonomy in English Courses*
- *Learning Python - Materials Physics Center https://cfm.ehu.es/ricardo/docs/python/Learning_Python.pdf*
- *HTML & CSS Design and Build Websites <https://wtf.tw/ref/duckett.pdf>*