



UNIVERSITI TEKNOLOGI MARA

PSV734: CREATIVE AND INNOVATIVE TECHNOLOGY IN VISUAL ART EDUCATION

Course Name (English)	CREATIVE AND INNOVATIVE TECHNOLOGY IN VISUAL ART EDUCATION APPROVED
Course Code	PSV734
MQF Credit	3
Course Description	This course explores the current and potential future impacts of new, emerging, and rapidly evolving technologies in education. Students will gain insights into creative integration and best practices of technology tools to facilitate teaching and learning. This course will also offer opportunities for students with hands-on experience of the new and emerging technological tools and devices while designing and developing creative and innovative technological application. Conversely, students will be introduced to instructional design theories, technology acceptance models, and technology usability principles to design, develop and evaluate technological application. Other topics covered in this course include managing change, identifying the benefits and challenges of adapting new technologies, and understanding legal and privacy issues. A case study project throughout the course will investigate how developed technological application able to facilitate instructors' instruction and improve education system.
Transferable Skills	Creative thinking Critical thinking Practical/artistic skill
Teaching Methodologies	Lectures, Blended Learning, Demonstrations, Case Study, Web Based Learning, Presentation, Workshop, Self-directed Learning, Computer Aided Learning, Journal/Article Critique, Problem-based Learning
CLO	CLO1 Adapt the instructional design theories, processes and creative methodologies in designing and developing innovative technological application CLO2 Develop educational technological applications using various technology tools CLO3 Practice entrepreneurial mindset while producing technological application for educational institutions, and its impact on teaching and learning
Pre-Requisite Courses	No course recommendations
Topics	
1. 1. Change and Continuity in Educational Use of Digital Technologies 1.1) 1.1 Evolvement of Technology in Education 1.2) 1.1.1 The World Wide Web (Web 1.0) 1.3) 1.1.2 The Social Web (Web 2.0) 1.4) 1.1.3 The Semantic Web (Web 3.0) 1.5) 1.1.4 The Intelligence Web (Web 4.0) 1.6) 1.2 Adapting Digital Technologies in Teaching Visual Art Education 1.7) 1.2.1 The Effect of Digital Technologies in Visual Art Education 1.8) 1.2.2 Visual Art Education Teachers and Digital Technologies 1.9) 1.3 Issues and Challenges of Technology Integration in Education in Industrial Revolutions	
2. 2. Theories Underpinning Learning with Digital Technology 2.1) 2.1 Diffusion of Innovation 2.2) 2.2 Behaviorism, Cognitivism, Constructivism, Connectivism 2.3) 2.3 Technological, Pedagogical, and Content, Knowledge (TPaCK) 2.4) 2.4 Replacement, Amplification, and Transformation Model (RAT) 2.5) 2.5 Online Collaborative Learning (COL)	

3. 3. Instructional Design Model 3.1) 3.1 ADDIE Model 3.2) 3.2 Merrill's Principles of Instruction 3.3) 3.3 Gagne's Nine Events of Instructions 3.4) 3.4 Individualized Instruction Theory 3.5) 3.5 Kemp Instructional Design Model
4. 4. Distance Education 4.1) 4.1 Synchronous and Asynchronous Distance Learning 4.2) 4.2 Hybrid Distance Learning 4.3) 4.3 Electronic Learning 4.4) 4.4 Mobile Learning 4.5) 4.5 Open Online Courses
5. 5. Immersive Learning in Education 5.1) 5.1 Augmented Reality (AR) 5.2) 5.2 Virtual Reality (VR) 5.3) 5.3 Mixed Reality (MR)
6. 6. Design and Development of Digital Technologies 6.1) 6.1 Theory of Positive Technological Development 6.2) 6.2 Elements and Principles of Visual Design 6.3) 6.3 Design Thinking Process
7. 7. Evaluative Strategies for the use of Digital Technologies 7.1) 7.1 Technology Adoption Model 7.2) 7.2 Think-aloud Protocol
8. 8. Ethics, Copyright and Professional Responsibilities 8.1) 8.1 Intellectual Property, Public Domain and Fair Use 8.2) 8.2 Digital Rights and Confidentiality 8.3) 8.3 Copyright Violations and Infringement 8.4) 8.4 Social Networks and Cyber Bullying

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Case Study	Student will determine the related current issues	20%	CLO1
	Individual Project	Student will design and develop creative and innovative technological product for visual art education subject area	60%	CLO2
	Presentation	Students will present their product and idea in an exhibition	20%	CLO3

Reading List	Recommended Text
	<ul style="list-style-type: none"> • Katherine Cennamo and Debby Kalk 2019, <i>Real World Instructional Design: An Iterative Approach to Designing Learning Experiences</i>, 2nd Edition Ed., Routledge New York [ISBN: 978020371220] • Sharon Smaldino, Deborah Lowther, Clif Mims and Jamis Russell 2018, <i>Instructional Technology and Media for Learning</i>, 12th Edition Ed., Pearson London [ISBN: 9780133564181] • Anna Ursyn 2018, <i>Visual Approaches to Cognitive Education with Technology Integration</i>, IGI Global New York [ISBN: 9781522552225] • Birgit Eriksson, Carsten Stage and Bjarki Valtysson 2019, <i>Cultures of Participation: Arts, Digital Media and Cultural Institutions</i>, Taylor & Francis Group New Jersey [ISBN: 9780367218386] • Giuliana Guazzaroni and Anitha S. Pillai 2020, <i>Virtual and Augmented Reality in Education, Art and Museums</i>, IGI Global New Jersey [ISBN: 9781799817987] • Juan Carlos Castro 2019, <i>Media In and Outside of the Art Classroom: Attending to Identity, Spatiality and Materiality</i>, Springer International Publishing New York [ISBN: 9783030253158] • Luisa Menano and Patricia Fidalgo 2017, <i>Art and Technology: The Practice and Influence of Art and Technology in Education</i>, Sense Publishers Boston [ISBN: 9789463008631] • Michael Strawser 2017, <i>New Media and Digital Pedagogy: Enhancing the Twenty-First Century Classroom</i>, Lexington Book Pennsylvania [ISBN: 9781498548526] • R. Martin Reardon and Jack Leonard 2019, <i>Integrating Digital Technology in Education: School-university-community Collaboration</i>, Information Age Publishing New Jersey [ISBN: 9781641136716] • Scott Martin 2019, <i>Artificial Intelligence, Mixed Reality, and the Redefinition of the Classroom</i>, Rowan & Littlefield London [ISBN: 9781475847291]
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources