

Collaborative Learning with Digital Technologies and Social Networks

COURSE CONTENT:

1. Collaborative Learning

- Introduction to concepts and conceptual definition of collaborative learning
- Design and organizational aspects of collaborative learning: roles of educators and students, social orchestration, ergonomics of the space and learning environment, tools and resources, and time management
- Challenges in collaborative learning

2. Collaborative Learning and Digital Technologies

- Collaborative digital environments (CSCL)
- Participatory web tools (Web 2.0)
- CSCW-type collaboration tools
- Tools for collaborative argumentation building
- Debate tools and collaborative writing tools (Wikis, Google collaborative suite)

3. Participatory Educational Techniques (I)

- Brainstorming
- Collaborative assembly (Jigsaw)
- Debate

4. Participatory Educational Techniques (II)

- Role-playing
- Problem-solving
- Enriched presentation

5. Evaluation of Collaborative Learning with Digital Technologies

- Assessment tools: holistic and analytic assessment rubrics

6. Social Networks

- Social networking tools: professional utilization
- Social networking tools: pedagogical utilization

Detailed Description of Units:

In the **first unit**, collaborative learning is introduced and conceptually defined in relation to key elements, including the roles of the educator and students, the social orchestration of the classroom, the ergonomics of the space and learning environment, tools and resources, and time factors.

The **second unit** provides an overview of digital technology tools that support the design and implementation of collaborative learning environments. Categories of tools covered include CSCL tools, participatory web tools (Web 2.0), CSCW collaboration tools, tools for collaborative argumentation building, debate tools, and collaborative writing tools (such as Wikis and Google collaborative suite).

Units **three and four** focus on specific participatory educational techniques such as brainstorming, collaborative assembly, role-playing, problem-solving, debate, and enriched presentations. These techniques are presented in detail, and practical applications are designed in group-based micro-teaching sessions, implemented in both in-person and blended learning formats.

The **fifth unit** covers the evaluation of activities and the application of collaborative techniques using digital technologies. Detailed instruction is provided on creating assessment rubrics with various grading scales.

The **sixth unit** explores social networks in education, focusing on two main areas: (a) professional development and (b) pedagogical utilization, with the goal of enhancing collaborative learning through social networks.