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Laboratory of Educational Material & Methodology

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LEMM Operation Pillars

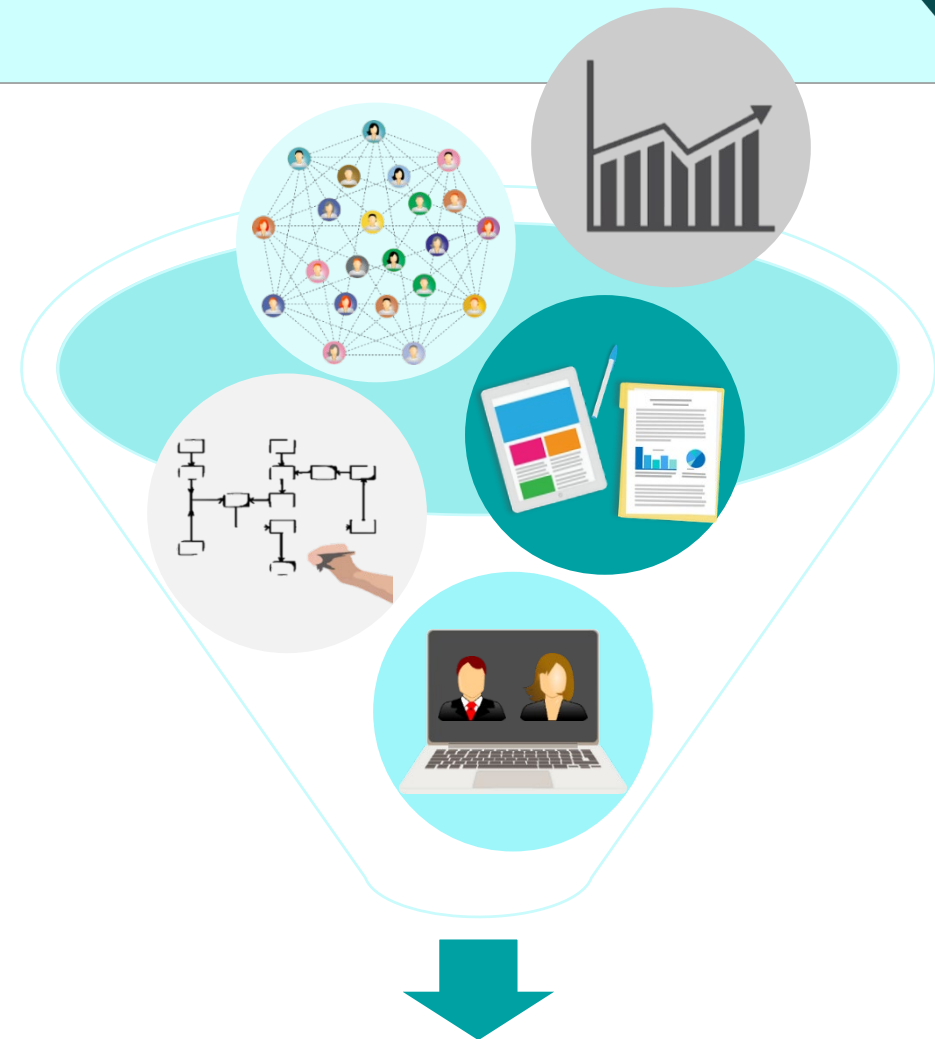
Research
&
Innovation

Design
&
Development

Guidance
&
Support

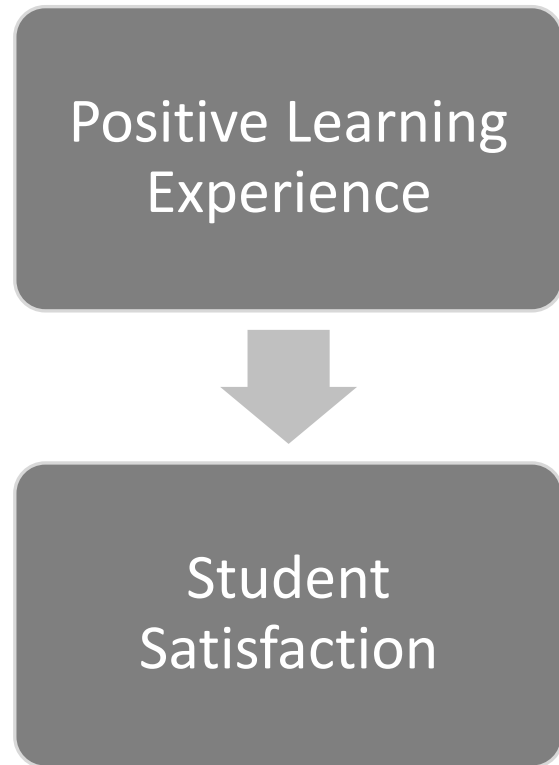
Quality Assurance

Dissemination

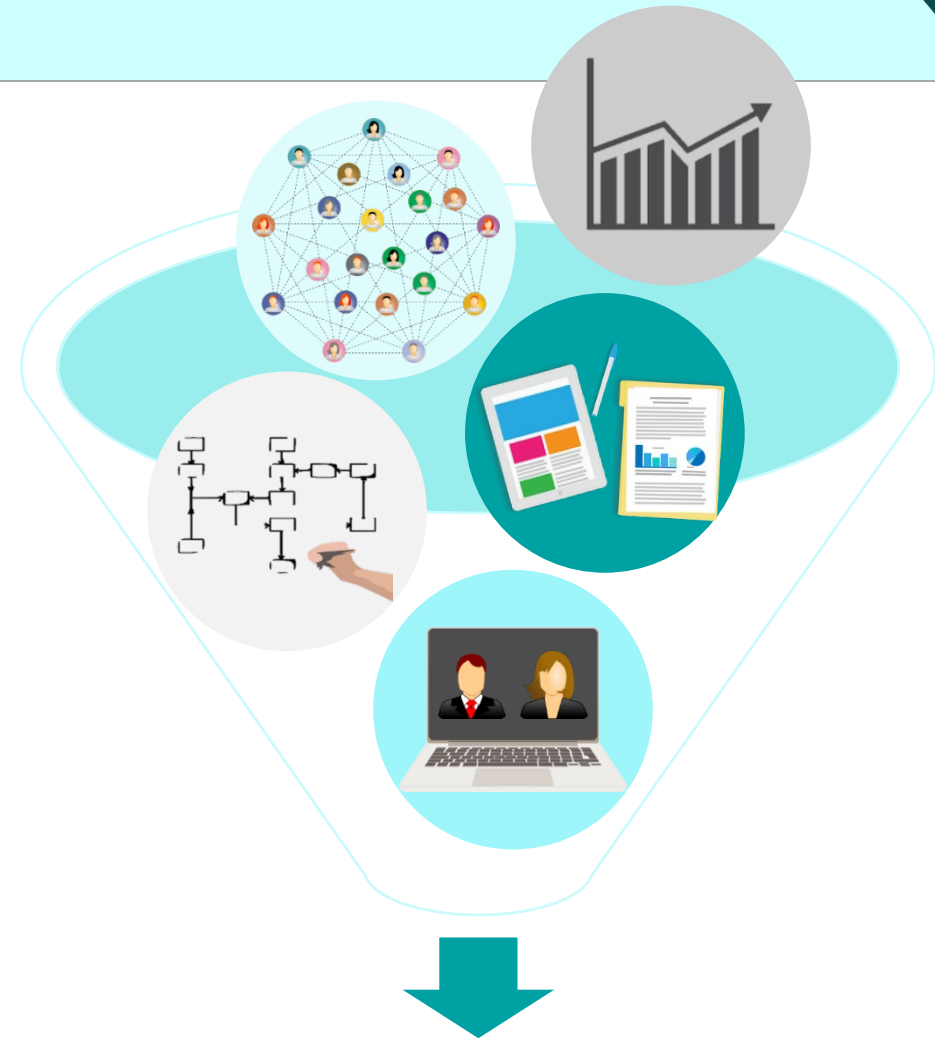


Enhancing students' learning experience

LEMM Operation Pillars

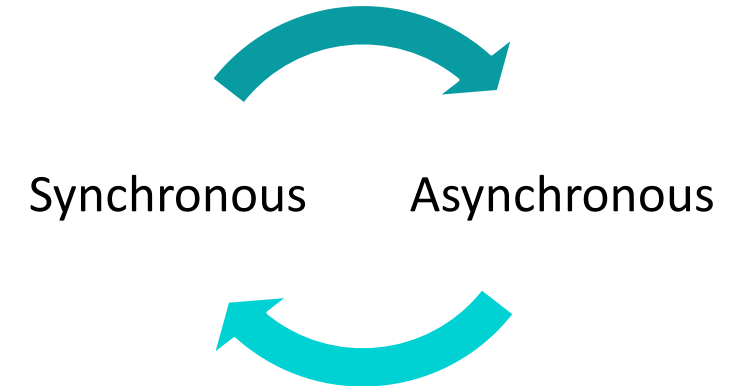
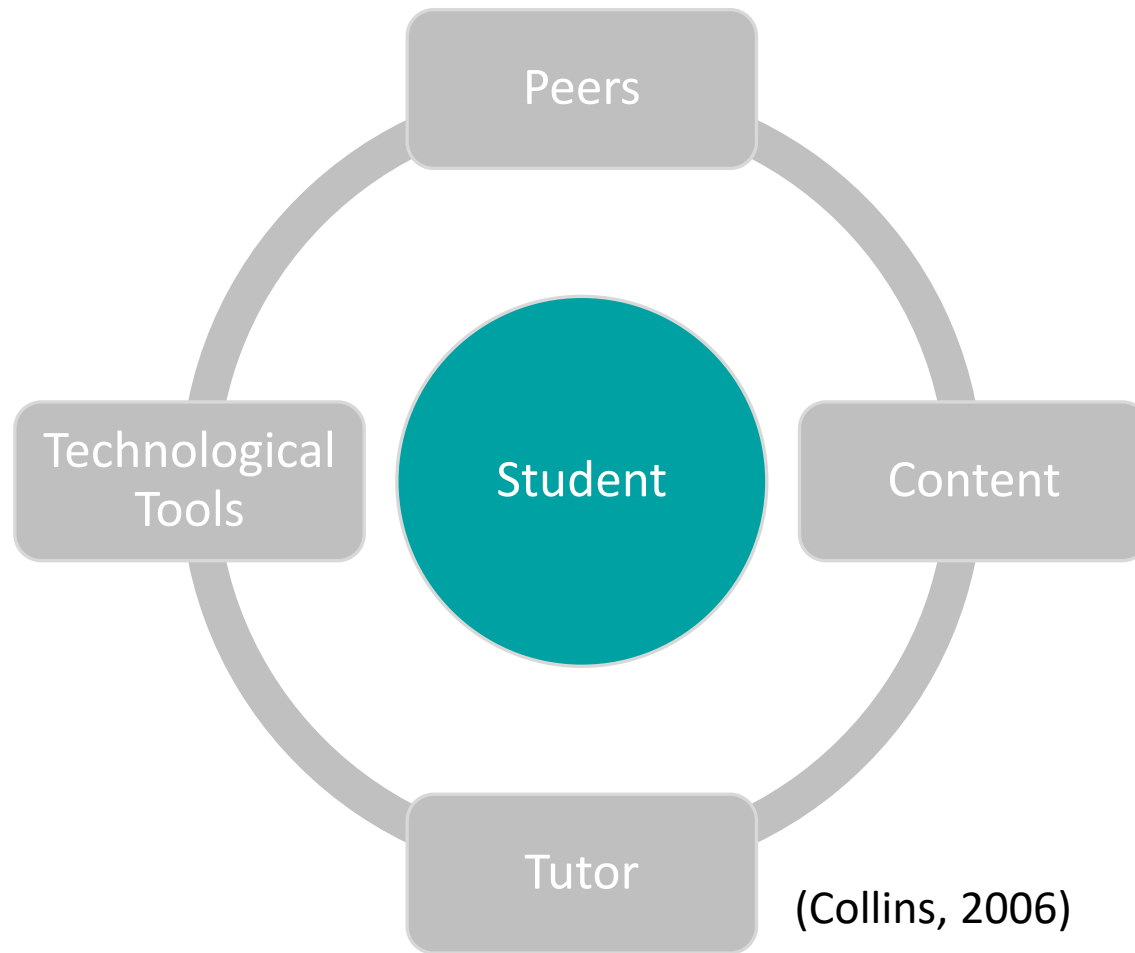


(Janssen et. al., 2016; Paechter et. al., 2010)



Enhancing students' learning experience

Online Learning Experience & Student Interaction



Who is the designer?

- Standards
- Regulations
- Students' needs
- Budget constraints
- ...

Responsible for LE, i.e.:

- Structure of TU
- Set Learning Outcomes
- Design & Develop activities
- Select/Create material
- Select tools
- Provide guides & supporting documents
- Design & Develop Assessment
- Provide Feedback

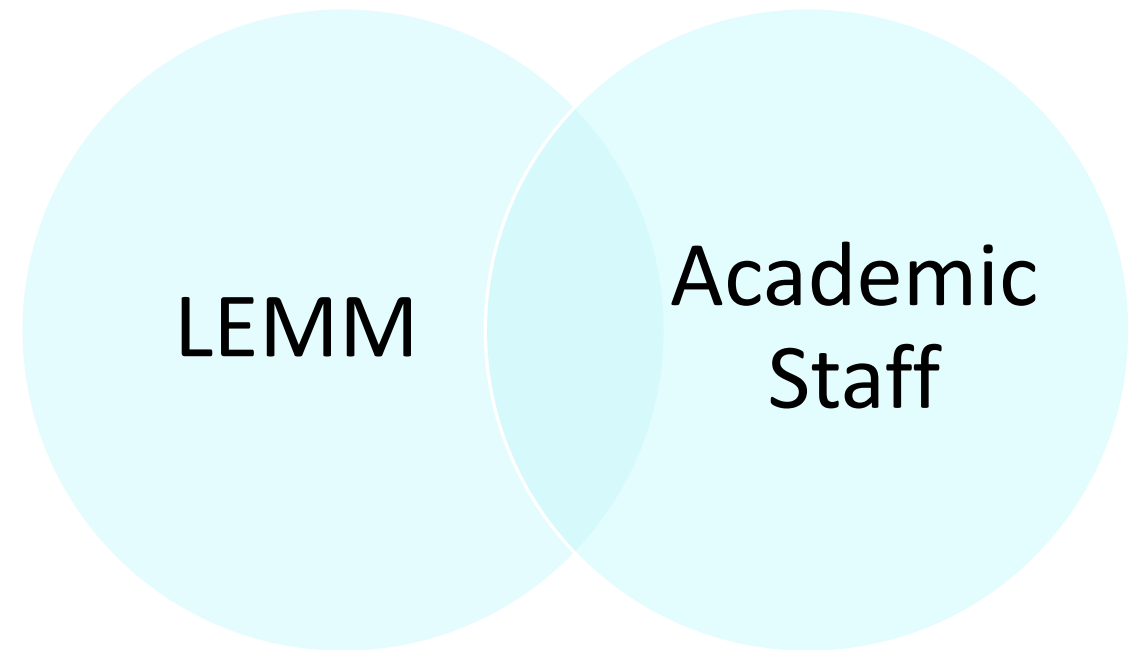
Academic Staff

LEMM

- Support Academic Staff

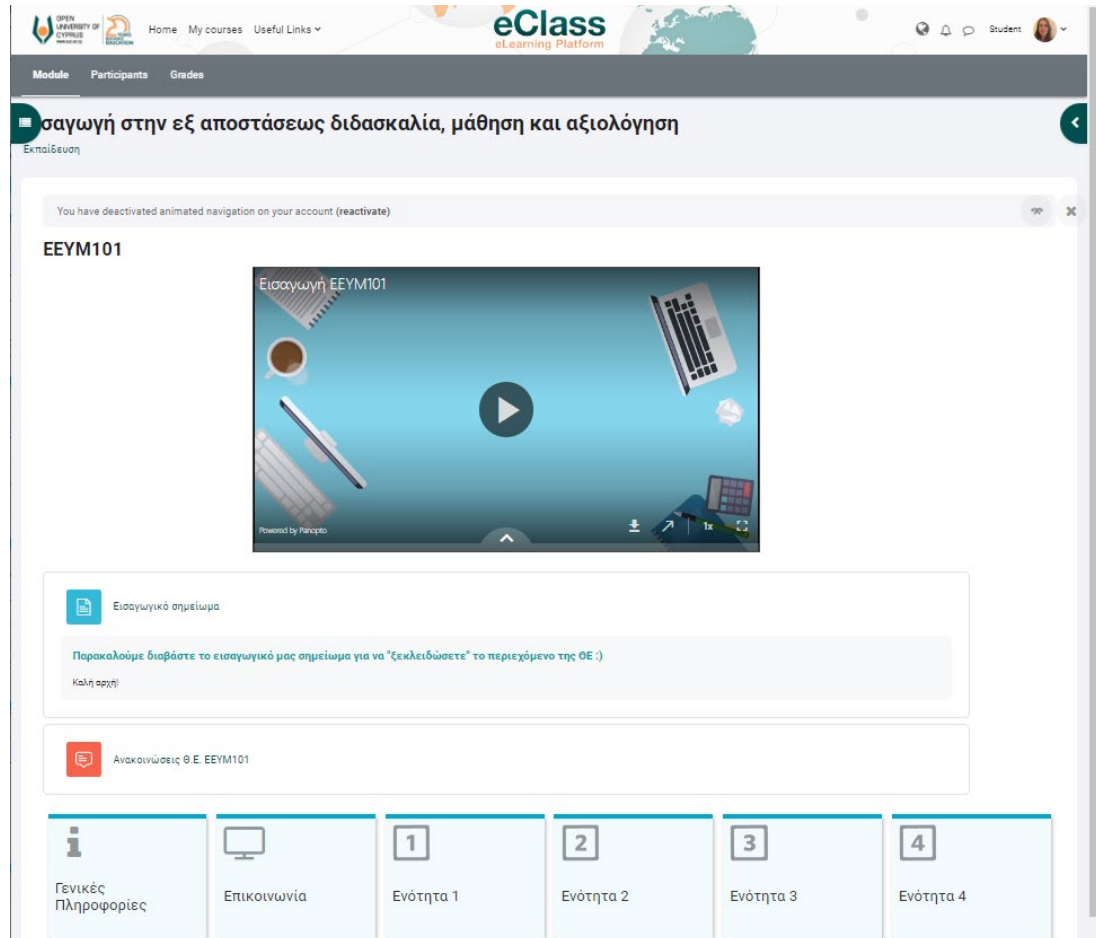
- Design & Implement Trainings
- Share good practices
- Tutorials
- Templates & Guides

Guidance & Support



Online Training Course (2 ECTS)

“Introduction to distance teaching, learning and assessment”



Adult Learning Theories

Distance Learning Design
Methodologies

Students' Engagement &
Active Online Learning

Technologies and Tools

1. From Student Guide to eClass – Good practices of restructuring a Module
2. Distance learning activities
3. Good practices of guiding and supporting students
4. Creating successful video lectures – Useful tips regarding Panopto
5. Synchronous online sessions vs videolectures
6. Alternative assessment methods in distance learning
7. Useful tips regarding interactive activities
8. Group activities and assessments
9. Utilizing eClass platform reports for monitoring student progress
10. How effective is the structure of your Module?
11. Creating interactive video lectures – Utilizing Panopto features

Aligning pedagogy with eClass tools

Add an activity or resource

Search

All Activities Resources

 Assignment ☆ ⓘ	 Attendance ☆ ⓘ	 Chat ☆ ⓘ	 Choice ☆ ⓘ	 Collaborate ☆ ⓘ	 Database ☆ ⓘ
 eClass meetings ☆ ⓘ	 Feedback ☆ ⓘ	 Forum ☆ ⓘ	 Glossary ☆ ⓘ	 H5P ☆ ⓘ	 Lesson ☆ ⓘ
 Quiz ☆ ⓘ	 SCORM package ☆ ⓘ	 Secure Exam Proctor ☆ ⓘ	 Survey ☆ ⓘ	 Wiki ☆ ⓘ	 Workshop ☆ ⓘ

Add an activity or resource

Search

All Activities Resources

 Book ☆ ⓘ	 File ☆ ⓘ	 Folder ☆ ⓘ	 IMS content package ☆ ⓘ	 Page ☆ ⓘ	 Text and media area ☆ ⓘ
 URL ☆ ⓘ					

Creating templates for Modules (structure)

Ανοικτό Πανεπιστήμιο ΚΥΠΡΟΥ
eClass
Πλατφόρμα Τηλεκπαίδευσης

Αρχική | Οι Θεματικές μου Ενότητες | Χρήσιμοι Σύνδεσμοι | Κατάσταση επεξεργασίας

Θεματική Ενότητα | Ρυθμίσεις | Συμμετέχοντες | Βαθμοί | Αναφορές | Περισσότερα

ΔΕ521: Λογιστική και Χρηματοοικονομική Ανάλυση Λογιστικών Καταστάσεων

Σχολή Οικονομικών Επιστημών και Διοίκησης > Διοίκηση Επιχειρήσεων (Το Ανοικτό MBA) > Εορινό Εξάμηνο

ΜΔΕ521 Λογιστική και Χρηματοοικονομική Ανάλυση Λογιστικών Καταστάσεων

Καλωσόρισμα φοιτητών - γενικές πληροφορίες ΜΔΕ521

ΜΔΕ521 - Λογιστική και Χρηματοοικονομική Ανάλυση Λογιστικών Καταστάσεων
Γενικές πληροφορίες μαθήματος

Powered by Panopto

Σύντομη περιγραφή της Θ.Ε.: Η θεματική Ενότητα (Θ.Ε.) ΜΔΕ521 παρέχει μια ολοκληρωμένη παρουσίαση των βασικότερων θεμάτων που άπτονται της Λογιστικής και της χρηματοοικονομικής ανάλυσης των λογιστικών καταστάσεων. Σκοπός της Θ.Ε. είναι να προσφέρει στους φοιτητές τις γνώσεις και τα εργαλεία που είναι απαραίτητα για την κατανόηση των βασικών λογιστικών εννοιών και των λογιστικών (χρηματοοικονομικών) καταστάσεων, αλλά και για την αξιολόγηση της επίδοσης και της χρηματοοικονομικής θέσης μίας επιχείρησης. Επιπλέον, εισάγει τους φοιτητές σε βασικές έννοιες κόστους και στην ανάλυση νεκρού σημείου, ενώ παράλληλα τους βοηθά να κατανοήσουν τη χρησιμότητα της διαδικασίας κατάρτισης προϋπολογισμού.

Συντονιστρια της Θ.Ε.: Δρ. Φωτεινή Οικονομού (foteini.oikonomou@ouc.ac.cy)

1 Σημαντικές Πληροφορίες και ...	2 Υλικό Μελέτης	3 1η Υποενότητα (Εβδομάδες 1-2)	4 2η Υποενότητα (Εβδομάδες 3-5)	5 3η Υποενότητα (Εβδομάδες 6-8)
6 4η Υποενότητα (Εβδομάδες 9-12)	7 5η Υποενότητα (Εβδομάδες 13-14)	8 Ομαδικές Συμβουλευτικές Συναντήσεις	9 Γραπτές Εργασίες και Διαδραστικές ...	10 Τελικές Εξετάσεις

Learning Experience: Unit/Week Level



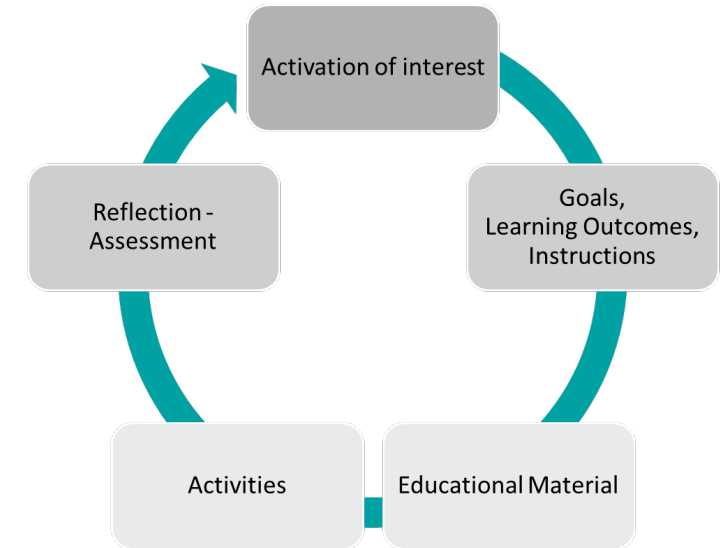
Learning Outcomes - Skills



Chunks



Educational material:
focused, accessible,
multimodal, interactive



Activities:
applying, creating, discussing,
reflecting etc

Example: Unit/Week Level – Chunks

- ✓ Learning Outcomes
- ✓ Content overview
- ✓ Educational material
- ✓ Interactive activities
- ✓ Self-assessment exercises
- ✓ Assessment

MBA615: Digital Marketing

1st Unit (Weeks 1-3) > Faculty of Economics and Management > Business Administration (The Open MBA) > Fall Semester

1st Unit (Weeks 1-3)



Introducing the digital consumer and the applied strategies that we can offer

This unit introduces students to the basic principles and concepts of digital marketing. The emergence and the evolution of digital marketing and its impact on business and marketing are presented. Several key terms are discussed like the scope of digital marketing, omni-channel, the e-marketing mix and so on. The digital consumer behaviour and the 5Ss of internet business are also outlined.

A focused introduction to digital marketing strategy is made to act as a springboard for the upcoming thematic units. Key concepts from traditional marketing (i.e. marketing mix, 4Ps, STP, Porter's 5 forces) are introduced along with the link between traditional marketing and digital marketing. The need for consistency, coherence and synergy between traditional and digital marketing activities is underlined with respect to the potential, the limitations and the distinct nature of each of them. Finally, some indicative applications of digital marketing are discussed as well as the future of it.



Core Reading



Supplementary Reading



Cohort Tutorial Meeting #1



Cohort Tutorial Meeting Presentation Material 6.2 MB



Interactive Exercise #1



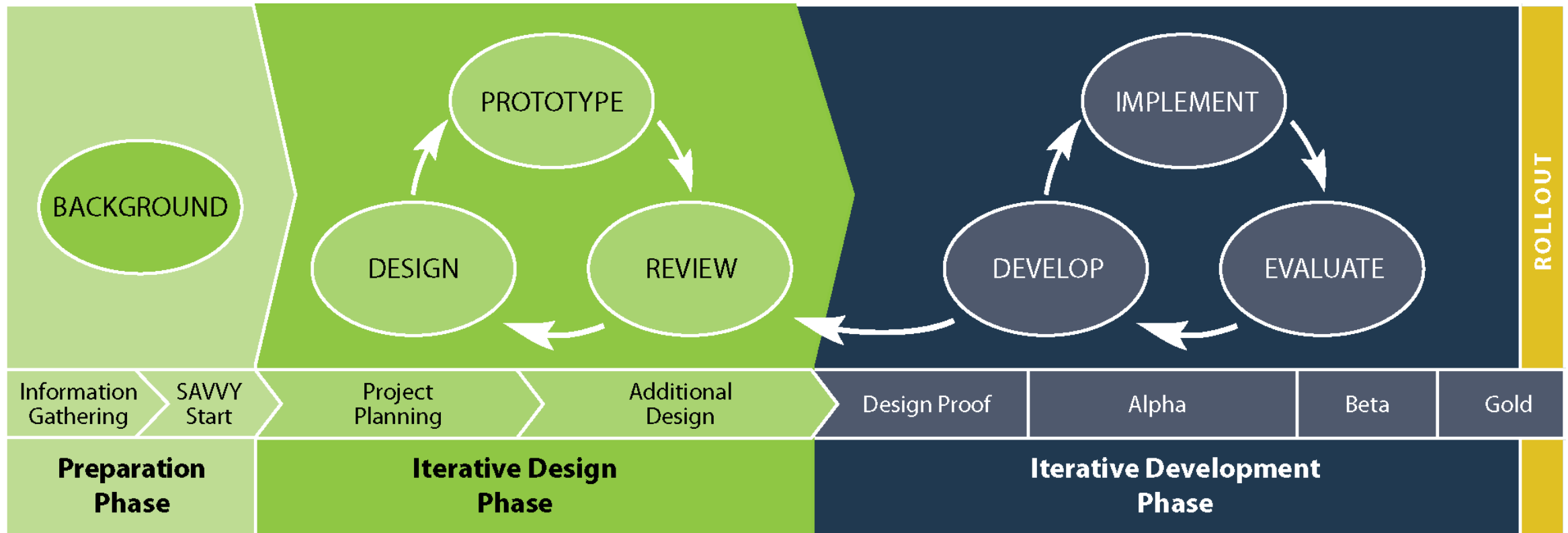
Interactive Exercise #2

Design & Development

Multimodal and interactive
material & activities

Creating custom solutions

Successful Approximation Model (SAM)

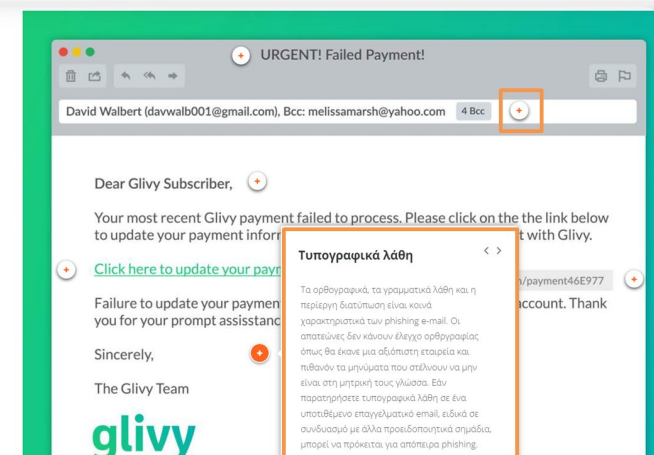
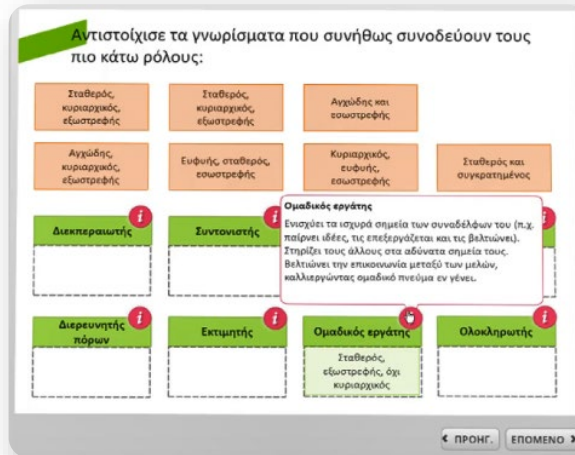
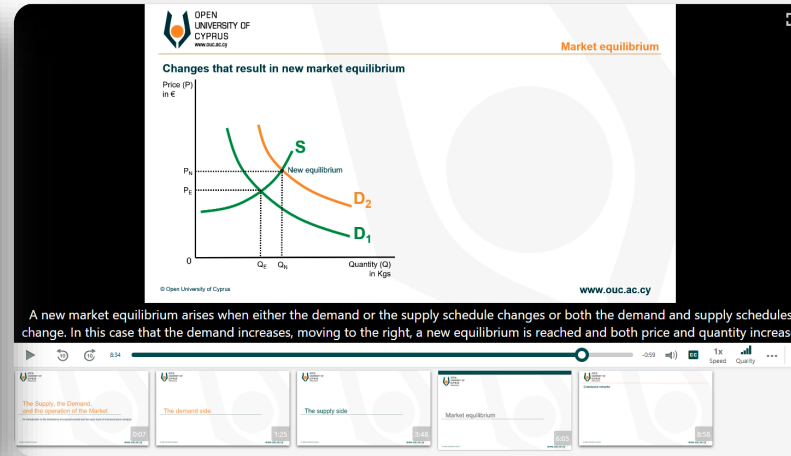
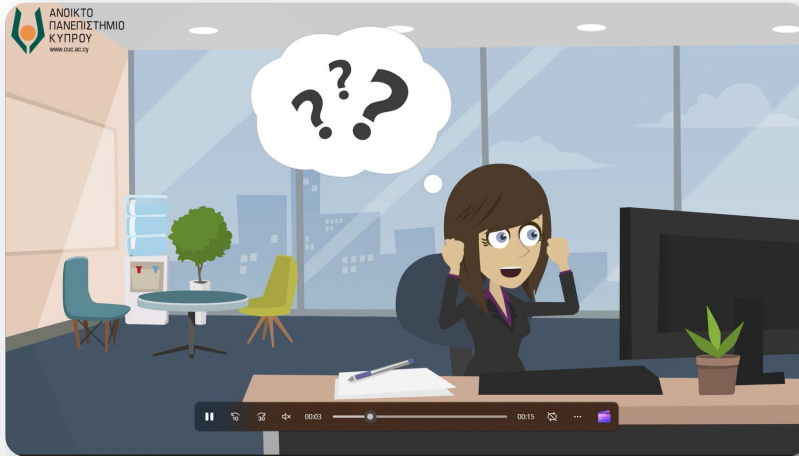


(Allen, 2012)

Mains tools of use



Example: Focused, multimodal, interactive material



Design & Development

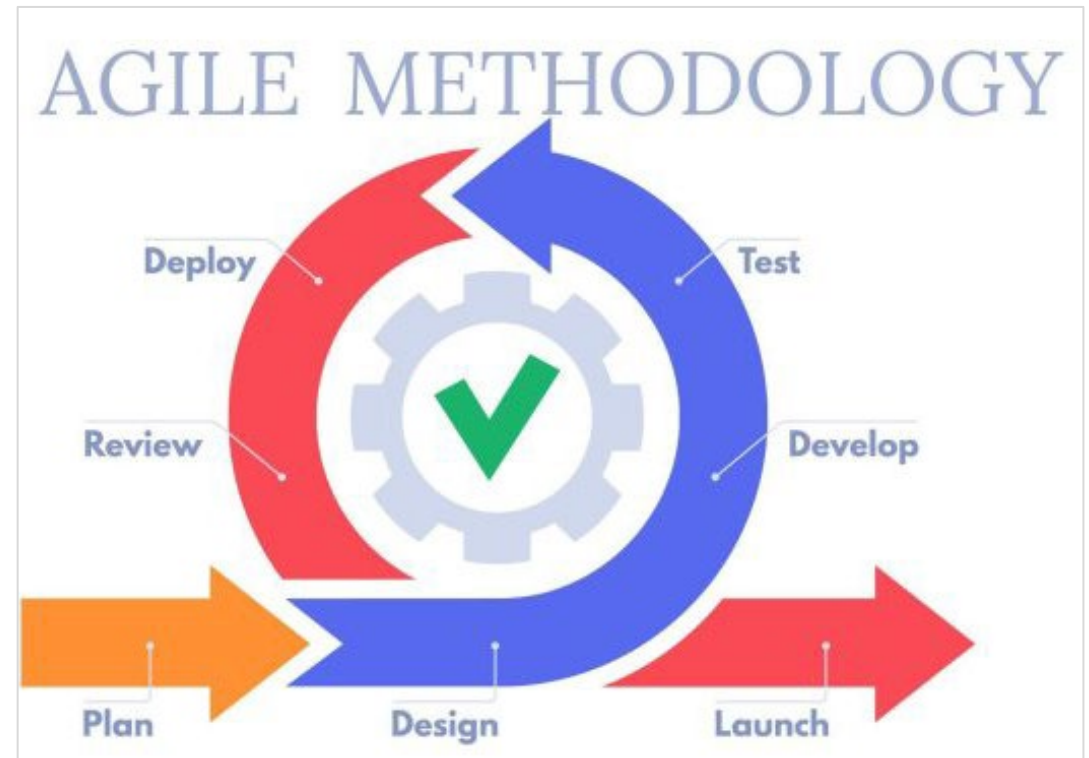
Software, tools, applications
and custom solutions

Main tools of use

- Unity 3D Game Engine
- Free 3D models
- Commercial Assets (Unity Asset Store)

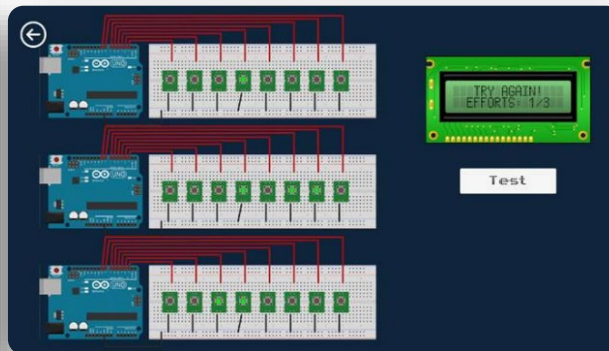
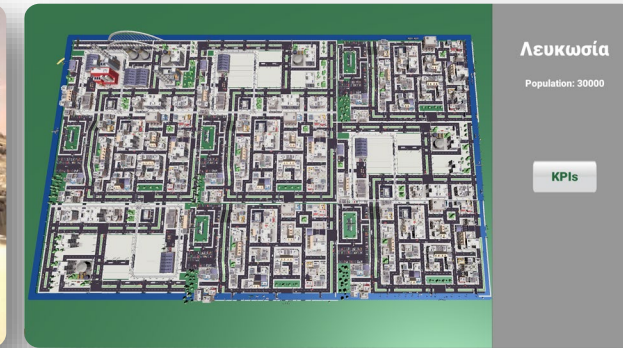


- Identify the possible education needs in collaboration with faculty
- Design and Iterate on an initial draft idea
- Development in cycles (Agile methodology)



Source: <https://www.devteam.space/blog/what-is-an-agile-methodology/>

Examples: Utilizing Immersive Technologies

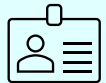




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Thank you!

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