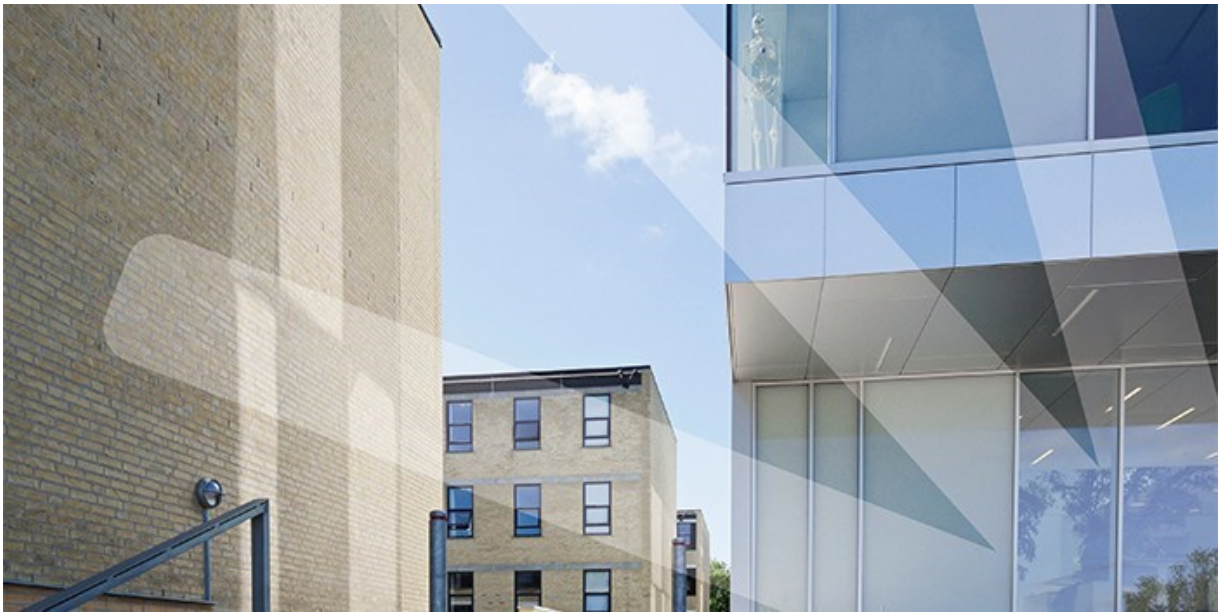


# Digital Learning Technology and Entrepreneurship

- a new 5 ECTS course in fall 2018



## Why enroll in this course?

Would you like to:

- revolutionize teaching and learning?
- understand how we learn and how to improve the learning experience?
- understand how to make evidence about effective learning?
- know more about how to be an entrepreneur?
- improve teaching and learning and make learning more efficient and fun?
- help teachers to become better educators?
- build the best educational technology?
- enhance the teaching and learning experience for professionals and students?
- develop evidence-informed learning technology?

Everyone can benefit from evidence-informed EdTech (Educational Technology). Learners can become better at learning, teachers can become better at teaching, researchers can conduct more impactful research and developers can produce more effective technologies.



## How?

The course is based in the center learnT at DTU Compute. Participants will for a period of 13 weeks have access to the co-working space and a wide range of research and business experts. They attend research training sessions, one-to-one clinics and networking events that all aim to support the development of a new digital learning technology. We provide academic and practical know-how to help bring your EdTech products and services to life.

## Who?

The course is open to master students and bachelor students from DTU and other universities, and continuing education students. For more information contact Helle Rootzen ([hero@dtu.dk](mailto:hero@dtu.dk)) or Charlotte Weitze ([chwei@dtu.dk](mailto:chwei@dtu.dk)).

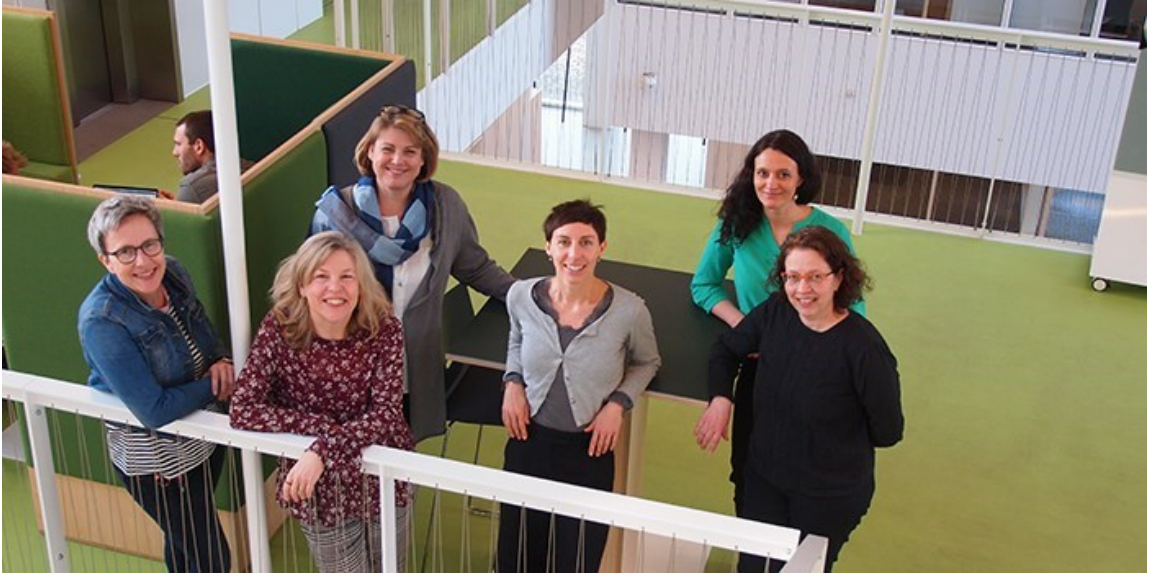
## The course will build on the following topics:

- Digital learning technology
- Learning theory and learning design
- Interaction design, design thinking and prototyping
- Inspirational talks from experts and learning technology (EdTech) startups
- User experience and user involvement
- Analytical methods and research design
- Learning analytics
- Entrepreneurship
- Make your own digital learning technology - Project work including: Feedback from a panel of experts, Talks by former students, Need for specific digital technology aspects, Student pitches

### What is Digital Learning Technology?

Learning Technology is a research and innovation field engaged in developing and implementing various - often digital - technologies to promote deeper, more flexible, more personalized and more efficient learning. One example is adaptive systems where the difficulty of a problem is tailored to the individual student and another one is 3D printing of mathematical forms. Interactive whiteboards and iPads in the classroom are other examples. A significant part of the discipline, is the handling and the use of the large amounts of data generated by students who work with digital learning technologies and of using it to gather evidence and do research based on these. Here, the word learning is used about all forms of learning and the concept also includes training.

The course will start in September and will take place Wednesdays from 9-12.



# LEARN T DTU

Centre for Digital Learning Technology

learnT – Centre for Digital Learning Technology – is a research and innovation centre at DTU Compute. It is placed together with strong research environments within statistics, machine learning, artificial intelligence, internet of things and software development. In learnT, we work with learning analytics, educational data mining, learning design, learning theories, playful learning and ethics, as these areas are highly relevant to understand learning and develop effective, motivational and fun learning technology. learnT and DTU Compute's technological starting point enables our students not only to design and improve concepts but also to create future learning technology based on their technical knowledge and ability.