



CI481 A: Introduction to Digital Environments

Fall 2015

Instructor: Robb Lindgren, robblind@illinois.edu

Meeting Time: Tuesday/Thursday 2-3:20pm

Location: Education Room 22

Credit: 3 hours undergrad/ 4 hours grad

CRN: 64945

This new course surveys a broad range of **digital environments** in order to understand their potential impact on *teaching and learning*. Students will be exposed to basic ideas and theories of how people learn in the digital world. Topics for the course include digital literacies, multimedia learning, immersion and presence, and several others. Students will evaluate the learning and instructional potential of popular digital environments ranging from simulations and social networks to virtual worlds and video games. The course will mix instructor lectures and class discussion with small group activities. When possible students will interact with digital platforms in class, and students will work in small groups to do a design project around a digital environment of their choice.



This is a core course in the new **DELTA concentration** (Digital Environments for Learning, Teaching, and Agency) in the Learning and Educational Studies major. This concentration seeks to introduce students to practices and principles that address learning and teaching in digital environments. The DELTA concentration prepares students for a wide range of positions requiring expertise in how new technologies contribute to how people learn. Examples include educational publishing and educational technology development, museum exhibit design, corporate training, game design, web and mobile application development, and many others.

****Note: You do not need to be in the DELTA concentration to take CI481**

Questions? Contact the instructor at robblind@illinois.edu