



Co-funded by the
Erasmus+ Programme
of the European Union



MAGnUS Training Event

1st – 4th July 2019

Room MS319


College of Engineering and Technology,

Markeaton Street,

University of Derby

DE22 3AW.

Monday	Programme Design	
	Arrival	
9:00		
	Welcome	Head/Assistant Dean
9:15		
	QAA & Course Design	Carlton
9:30		
	Break	Ground Floor Refectory
10:45		
	Validation Process & Documentation	Carlton
11:00		
	Lunch	Ground Floor Refectory
12:30		
	Programme & Module Learning Outcomes	
1:30		
	Break	Ground Floor Refectory
3:00		
	Developing Learning Outcomes	Carlton
3:15		
	Assessing Learning Outcomes	Carlton
4:00		
	Review of the Day	
4:45		

Tuesday Programme Structures		
9:00	Modular Programmes & Timetables	Carlton
10:00	Combined Mobile & Games Structures	Carlton
10:45	Break	Ground Floor Refectory
11:00	Entrepreneurial Management in courses	Rob Moon
12:30	Lunch	Ground Floor Refectory
1:30	Derby Core Games Module Content	Chris Windmill
3:00	Break	Ground Floor Refectory
3:15	Exploring Health Modules	Ovidiu & Chris
4:00	Exploring Education Modules	Rob & Carlton
4:45	Review of the Day	
6:30 – 8:30	Team Meal at Cosmos Restaurant https://www.cosmo-restaurants.co.uk/restaurants/derby	 18 places booked

Everyone should pay for their own meal and claim on expenses **£15-99 per person.**

Eat as much as you want!

Drinks not included.

They provide a £3 soft drink where you can drink as much as you can want!

Wednesday Module Content Showcase		
9:00	Studying at Masters Level and Research Methods	Ovidiu Bagdasar
10:00	Entrepreneurial Management Module	Rob Moon
11:00	Break	Ground Floor Refectory
11:15	Client & Mobile User Experience	Carlton
12:00	Emerging Architectures	Carlton
12:30	Lunch	Ground Floor Refectory
1:30	Mobile App Design & Architecture	Carlton
3:00	Break	Ground Floor Refectory
3:15	Mobile App Development	Carlton
4:00	Independent Scholarship	Ovidiu Bagdasar
4:45	Review of the Day	

Thursday Teaching, Learning and Assessment Showcase		
9:00	Teaching & Learning Styles	Carlton McDonald
10:00	Assessment Design Principles	Carlton McDonald
11:00	Break	Ground Floor Refectory
11:15	Research Teaching and Learning 1	Ovidiu Bagdasar
12:00	Entrepreneurial Teaching and Learning 2	Rob Moon
12:30	Lunch	Ground Floor Refectory
1:30	Mobile App Dev Teaching & Learning	Carlton
3:00	Break	Ground Floor Refectory
3:15	Games Teaching & Learning	Chris
4:00	Preliminary Feedback from Surveys	Partners 5 – 8 minutes each
4:45	MAGnUS What Next?	