



MAGnUS Training Course

University of Derby
UK

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Erasmus+ Programme
of the European Union

EU Partners



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Instituto
Politécnico
de Tomar



TALLINN UNIVERSITY OF
TECHNOLOGY

Partners - Russia & Azerbaijan



Astrakhan State University



Voronezh State University



Baku Engineering University



Wider Objective

- To Share best practice of MSc Design
- From QAA Benchmark Statements
- Through Programme Learning Outcome Statements
- To Module Learning Outcome Statements

- Validation Documentation – What is it?
- How is it structured?
- Validation Events



Magnus at Derby

The role of UoD in Magnus

[needs analysis](#) to ensure that new programmes will meet the needs of modern business environment

The EU partners will [present trends](#) in mobile and game development.

- ❖ best European practices for both [programme development](#) and [project management](#).
- ❖ study of the practices of modular programme design
- ❖ Teaching & Learning Methods

Developing MAGnUS Learning Outcomes

Module Titles

Studying at Masters Level/Research Methods

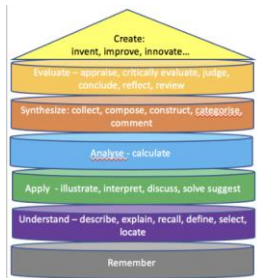
...

Independent Scholarship/Dissertation
Learning from Work Placement



Module Learning Outcome

Students will be able to...



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How are the Learning Outcomes Delivered?

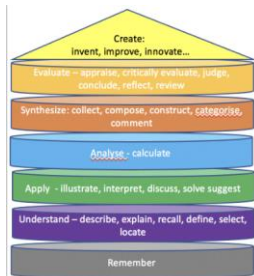
This module investigates...

Teaching

Assignment Specification

Provides students with knowledge and skills in the following areas

Students will critically



Learning Outcomes must be Assessed!

Learning Outcome 1

Learning Content 1

Assessment Criteria 1

Learning Outcome 2

Learning Content 2

Assessment Criteria 2

Learning Outcome 3

Learning Content 3

Assessment Criteria 3

Learning Outcome 4

Learning Content 4

Assessment Criteria 4

Learning Outcome 5

Learning Content 5

Assessment Criteria 5

Learning Outcome 6

Learning Content 6

Assessment Criteria 6

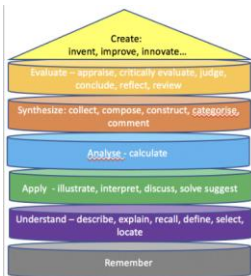
How are learning outcome achieved?

Passing Assessments

Each learning outcome needs to be assessed.

Too many?

Can lead to over assessment

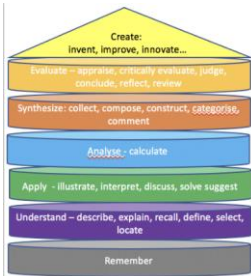




Practical Take 2 Modules

Provide the statement of the learning outcomes for the modules

Why?

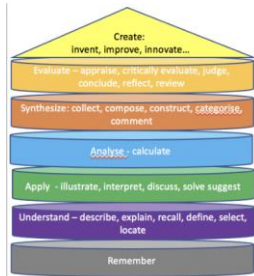




Practical Take 2 Modules

Provide the statement of the learning outcomes for the modules

Start with 7 Learning Outcomes



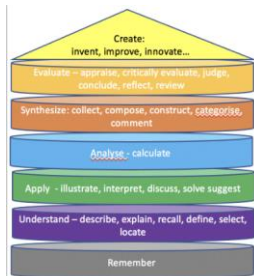


Practical Take 2 Modules

Provide the statement of the learning outcomes for the modules

Start with 7 Learning Outcomes

Reduce them to 3: Knowledge & Skills (2 Knowledge or 2 Skills)





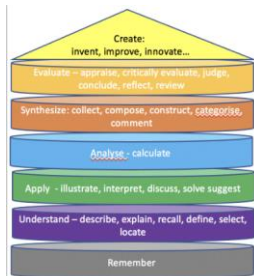
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Why?





BREAK



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Learning Outcomes must be Assessed!

Learning Outcome 1

Learning Content 1

Assessment Criteria 1

Learning Outcome 2

Learning Content 2

Assessment Criteria 2

Learning Outcome 3

Learning Content 3

Assessment Criteria 3

Learning Outcome 4

Learning Content 4

Assessment Criteria 4

Learning Outcome 5

Learning Content 5

Assessment Criteria 5

Learning Outcome 6

Learning Content 6

Assessment Criteria 6

Over Assessment

Better to have 2 or 3 Learning Outcomes

High Level
Learning Outcome 1

Learning Content 1

High Level
Assessment Criteria 1

Learning Content 2

High Level
Learning Outcome 2

Learning Content 3

High Level
Assessment Criteria 2

Learning Content 4

High Level
Learning Outcome 3

Learning Content 5

High Level
Assessment Criteria 3

Learning Content 6



Examples



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Learning Outcome Language & Detail

Fewer Learning Outcomes are more

1. General “Objective-C” or
2. flexible and long lasting “a mobile programming language”
3. Less of a burden on students “fewer formal assessments”
4. Less of a burden on staff! “fewer assignments to set & provide feedback”
5. Give a high level view of module

Learning Outcome Assessment

How many times should we assess a learning outcome?

e.g.

1. Develop an **efficient** program to implement an app that...
2. Design, implement and test...
3. **Critically review** the **development** and **performance** of **device sensor APIs** for a health related app...

Assessments & Learning Outcomes

Learning Outcomes are Assessed.

For 2/3 modules describe the "Assessment Strategy"

What are the students required to do in order to demonstrate that they have passed the learning outcome(s)?

- **Practical?**
- **Report?**
- **Presentation?**
- **Experiment?**
- **. . .**



Assessment Strategy Example



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For each task...

Write learning outcomes covered by those tasks.



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MAGnUS 3 tracks

Mobile applications in education



Mobile application in healthcare



Game development



Mobile Themes

Term	Lifelong Learning			
4	Dissertation	OR	Placement	
3	Options: Health Options: Health & Sensor Development	Education	AI	Internship
2	Entrepreneurial Management	iOS Development	Cloud & Distributed	Security & Forensics
1	Studying at Masters Level	Android Development	Client & Mobile UX	Network

Games Themes

Term	Lifelong Learning	Development	Nets & Security	UI & Web
4		Dissertation	Placement	
3	Options: Health & Sensor Development	Education (Serious Games)	AI	Internship
2	Entrepreneurial Management	Cross Reality (XR)	Interaction Methodologies	Advanced Programming Tech
1	Studying at Masters Level	Mobile game Engine Devt.	User Interaction	Prototyping

Health & Education

Term	Lifelong Learning	Development	Nets & Security	UI & Web
Health	Sensor Interaction	High Risk	Integrating Devices	Health (Serious Games)
Education	Options: Education & Sensor Development	Client/Server Mobile Analytics	Teaching Games and Mobile Apps	Education (Serious Games)
Games	Studying at Masters Level	Mobile game Engine Devt.	User Interaction	Prototyping



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