## Postgraduate Online Learning Open Days 2025

## MSc Digital Education

Dr Janja Komljenovic, Programme Director

Session Time 11:00 am – 12:00 pm (BST)







Introduction

Dr Janja Komljenovic Senior Lecturer, Programme Director









































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#### DIGITAL EDUCATION PROGRAMME

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Learning, teaching and training are profoundly affected by the challenges of the digital age.

In almost 20 years, our Digital Education postgraduate programme (MSc, PgCert, PgDip) has been at the forefront of critically exploring the intersections of technology in education, noting how these intersections have political, social, and equitable ramifications, and crafting creative and confident responses to these critiques. Since 2006, when our MSc was born, we have given professionals in higher and further education and training and development the critical insight they need in this fast-moving and richly diverse field.

Watch the video below for our Manifesto for Teaching Online, or download the manifesto here.

#### Fully online and flexible

All our students are part-time, which allows a high level of flexibility. You will work with your fellow students and tutors properly supported, collaborative and vibrant online learning environment.

About

#### e Critical and e practical

We give professionals in higher and further education and training and development the practical skills and critical insight they need in this fast-moving and richly diverse field.

#### Researchbased teaching

The programme is delivered by experienced teachers who are also active researchers in the field. Our programme is linked to the work of the Centre for Research in Digital Education.

#### Global community

Q

Although this is a distance-learning programme, you won't be alone: you will have the opportunity to work closely with your fellow students and tutors in a properly supported, collaborative and vibrant online learning environment.

### **MSc in Digital Education**



Courses

Team

Spotlight



- Research aspect
- Community aspect
- Programme
  - Overall structure
  - Courses
  - Assessment







Research aspect

- 1. Academics actively researching digital education
- 2. Variety of approaches and disciplines
- 3. Tutors are those who 'wrote the book'













Research in Education			崎 Taylor، Francis Online		🛓 login	B <b>renford POF ≜</b> Ø Valore falaren in bis <u>gen varen</u> ariak	Higher Education <u>Almond tope</u> 2 Submitmanuscript 2
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Restricted access   Research article   First published online April 15, 2024			Volume 43, 2018 - Issue 1			Abstract	Sections
Mediating educational technologies: Edtech brokering between schor <u>Carlos Detechn</u> Carlos Detechnologies: and <u>Ben Willamson</u> <u>View all authors and affiliation</u> <u>OpticeFiest</u> https://doi.org/10.1177/00345237241242990	1		the ca	gital university and the shifting time-ampus	space of	Universities are striving to become data-driven organizations, herefitting from data collection, analysis, and varieus data products, such as business intelligence, learning analytics, personalised recommendations, behavioural modging, and automation. However, datafaction of antervisities in moting efforts and personal data solution wranging and challenges of IIK universities in moting efforts and personal data solution and	Abstract Increduction Detailection in higher Our approach and me
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education dis	ance visible: Assembling mess in an online distance		55 Download citation Shttps://do	okorg/10.1080/13562517.2015.1020783	positive spaces for le	e themes, including the difficulty in reconciling them in the pursuit of arning. From there we go on to propose a set of ideas that can be used	✓ ellook
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Online distance learners are in a particularly complex relationship http://www.complex.com/doc/10/10/10/10/10/10/10/10/10/10/10/10/10/	tributed Learning, 14(4). 81//dei.org/10.19073/lero 14i4-1545	In this article	Abstract Promises of 'teacher-light' to	ultion and of enhanced 'efficiency' via the automation of	learning spaces, find	, for instance as we seek to reconcile different desires in the design of I a way of understanding the relations between digital and physical suing spaces for learning that are in-tune with our natural world. We	Tax ca iculat Purchas

Turning universities into data-driven

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organisations: seven dimensions of change



arch in Education





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that brokers relations between schools, academia, governance, and industry. In this examine 'edtech brokers' as organizations that operate between the edtech industry research centers and governments, guiding schools in the procurement and pedago; Edtech brokers have remained mostly unexplored despite their potential to redraw t public education and the global editech market. We claim that editech brokers have be relevant in the past years, embedding new types of professionalities into education. role in co-creating and updating schools' digital infrastructures, the evidence-making eduech, and the pedagogical practices around eduech. The article proposes three dist edbech brokers - ambassador, search engine, and data brokers - and explores their By doing so, we outline the potential effects that brokers can have on schools and ed disentangle their specific imaginaries of the future of education they promote, often policy desires for reform.

and technology Michael Gallagher<sup>2\*</sup>©, Sandra Nanyunja<sup>2</sup>, Mar

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**RESEARCH ARTICLE** 

Making distance visible: Assembling nearness in an online distance learning programme

Jen Ross University of Edinburgh

Michael Sean Gallagher Institute of Education, University of London

Hamish Macleod University of Edinburgh

pos https://doi.org/10.19173/irrodl.v14i4.1545

Keywords: online learning, distance education, e-learning, higher education

#### Abstract

Online distance learners are in a particularly complex relationship with the educational institutions they belong to (Bayne, Gallagher, & Lemb, 2012). For part-time distance students, arrivals and



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Centre for Research in Digital Education, University

Maeleod, H. (2013), Making distance visible: Assembling nearness in an online distance learning programme. The International Review of Research in Open and Distributed Learning, 14(4). https://doi.org/10.19073/irro dl.v14i4.1545

### The Manifesto for Teaching Online

Online can be the privileged mode. Distance is a positive principle, not a deficit. Place is differently, not less, important online. Text has been troubled: many modes matter in representing academic knowledge. We should attend to the materialities of digital education. The social isn't the whole story. Openness is neither neutral nor natural: it creates and depends on closures. Can we stop talking about digital natives? Digital education reshapes its subjects. The possibility of the "online version" is overstated. There are many ways to get it right online. "Best practice" neglects context. Distance is temporal, affective, political: not simply spatial. Aesthetics matter: interface design shapes learning.

Massiveness is more than learning at scale: it also brings complexity and diversity. Online teaching need not be complicit with the instrumentalization of education. A digital assignment can live on. It can be iterative, public, risky, and multivoiced. Remixing digital content redefines authorship. Contact works in multiple ways. Face time is overvalued. Online teaching should not be downgraded to "facilitation." Assessment is an act of interpretation, not just measurement. Algorithms and analytics recode education: pay attention! A routine of plagiarism detection structures-in distrust. Online courses are prone to cultures of surveillance. Visibility is a pedagogical and ethical issue. Automation need not impoverish education: we welcome our new robot colleagues. Don't succumb to campus envy: we are the campus.

Siân Bayne, Peter Evans, Rory Ewins, Jeremy Knox, James Lamb, Hamish Macleod, Clara O'Shea **Jen Ross, Philippa Sheail, and Christine Sinclair** illustrated by Kirsty Johnston

Turning universities into data-driven organisations: seven dimensions of change Reverses I Active 2014 gat 2024 Reverses	Higher Education
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#### **EVENTS**

Our seminar series brings together leading researchers working, often across disciplines, in the areas Cultures and Futures, Children & Technology, Data Society and Data Education in Schools.

Our events are informal and are open to the public. Previous seminars can be accessed through Media Hopper Create, available here.

#### WHISPERING TO THE MACHINE: PEDAGOGICAL EXPERIMENTS IN THE AGE OF CHATGPT

3 Jun 2025 Seminar



The Centre for Research in Digital Education invites you to the hybrid seminar "Whispering to the Machine: Pedagogical Experiments in the Age of ChatGPT". CONNECTED LEARNING IN CONTEXTS OF FORCED DISPLACEMENT: NOTES FROM THE FIELD

10 Jun 2025 Seminar



The Centre for Research in Digital Education invites you to the hybrid seminar "Connected Learning in Contexts of Forced Displacement: Notes from the Field". PROFESSOR RUHA BENJAMIN: WHO OWNS THE FUTURE? REIMAGINING EDUCATION FROM ARTIFICIAL INTELLIGENCE TO ABUNDANT IMAGINATION

23 Jun 2025 Engagement



The Stewart Alan Robertson Annual Lecture - public and open to all.









### Community aspect

- 1. Two intakes per year
- 2. Most are mid-career professionals working in a variety of education-related roles and contexts
- 3. Range of locations





Australia, Bahrain, Canada, China, Egypt, England, France, Germany, Ghana, Greece, Hong Kong, India, Indonesia, Ireland, Isle of Man, Kenya, South Korea, Kosovo, Lebanon, Malaysia, Mexico, Netherlands, Nigeria, Romania, Russian Federation, Scotland, Singapore, South Africa, Sudan, Switzerland, Taiwan, Uganda, Ukraine, United Arab **Emirates**, United States of America, Vietnam, Wales, Zambia

**MSc in Digital Education** 

5

erly called Bombay) is a densely populated city coast. A financial center, it's India's largest city i Harbour waterfront stands the iconic Gatewa arch, built by the British Raj in 1924. Offshore, ita Island holds ancient cave temples dedicate id Shive. The city's also famous as the heart of film industry.









### Programme and its courses







Three qualifications/exits:

- Masters (MSc) in Digital Education: 24-72 months
- Postgraduate Diploma (PGDip) in Digital Education: 18-48 months
- Postgraduate Certificate (PGCert) in Digital Education: 12-24 months
- All students study part-time
- Flexible delivery: students choose courses and build their own paths (except core/mandatory courses)





#### **CORE COURSES**

#### DISSERTATION









METHODS







#### **OPTION COURSES**







FUTURES



PLAY







PLURIVERSE

SPACES







STRATEGY







Home / Digital Education Programme / Timetable

#### TIMETABLE

Please note that **plans are provisional beyond the current academic year**. For more information, please see the University of Edinburgh's General Disclaimer.

Course	Sep 2025	Jan 2026	Sep 2026	Jan 2027	Sep 2027	Jan 2028
Assessment			~			~
Data			~			~
Design	~			~		
Dissertation	~	~	~	~	~	~
Foundations	~	~	~	~	~	~
Futures			~			~
Literacies		~			~	
Methods	~	~	~	~	~	~
Play		~		_	~	
Pluriverse	~			~		
Spaces	~		_	~		
Strategy		~			~	







## How are the courses taught?

- Weekly schedule, 2 semesters (terms) per year
- Asynchronous discussion board conversations
- Synchronous chat
- Video conferencing
- Individual and group blogging
- Open educational resource building
- Social media conversations
- Recommended readings, regular writing







## Which digital environments/platforms/tools do we use?

Each course is different, but we use a range of the following (mind changes):

- Learn main virtual learning environment (VLE)
- WordPress individual and group blogging
- Teams, Zoom
- Microsoft suite Office 365 (no purchasing required)
- LinkedIn, Bluesky, Discord
- Digital games (past examples: Minecraft, World of Warcraft)
- Data analysis software (R, SPSS, Dedoose)
- University library (online), referencing and reading list software





#### ▶ Open all ▼Close all

Instructions: Clicking on the section name will show / hide the section.



In order to become familiar with the ethos of the course, please take a bit of time to complete these short activities in the lead up to Week 1.

#### 1. Read the handbooks

The Course Handbook will give you a good idea of what awaits, including the topics we will cover, technologies we will use and assessment tasks you need to complete. Once you have a good idea of the format and function of the IDEL course, it is definitely worth reading through the *Programme Handbook* and the *Technologies Handbook*, available here (opens in new window).

#### 2. Make your first entry into your blog

After reading through the *Technologies Handbook* and *Course Handbook* you will have a good idea of what the IDEL blog involves. During this orientation week please take time to familiarise yourself with the blog environment, setting it up in the way described, and making an initial post which outlines your personal expectations and objectives for the course.



#### Orientation (week 0) - Toggle

29 Mar, 22:04 James Lamb Welcome to Week 12 - reflection and assignment chat 23 Mar, 10:29 James Lamb Student support for online students Older topics ...

Upcoming events

Topic

1

There are no upcoming events Go to calendar...



#### Critical Issues in Digital Education (2024/2025)[SEM1] / Tasks for Welcome Week

#### 📄 Tasks for Welcome Week

Page Settings More ~

Bear in mind that Welcome Week is not being assessed. It is just an opportunity to get started, work through any technical issues, find your bearings in navigating the course, introduce yourself and ask any questions you might have.

**1. Set-up your blog:** Set-up your blog and familiarise yourself with the blog environment. During the course, your blog tutor will comment on your posts, offer ways to improve and eventually mark your blog and assignment. It is important therefore for you to begin cultivating this relationship. If you post, they will respond with all the feedback you can handle. Click CIDE Blogs to get started. Spend some time familiarising yourself with WordPress (the blogging environment) and feel free to customise your blog.

2. Make your first blog entry : Introduce yourself to your blog tutor, describe your academic and professional background and your expectations for this course.

3. Read What are the critical issues in digital education? page. This will give you a sense of what we are doing this semester and how the topics all fit together.

4. Read Facer, K., & Selwyn, N. (2021). Digital technology and the futures of education: Towards 'Non-Stupid' optimism. Futures of Education initiative, UNESCO. A good introduction to the topics we will be exploring on this course and throughout your time on the programme. You can find this reading from the CIDE Reading list page so best to just bookmark that now.

**4. Introduce yourself to your cohort:** Go onto the 'Introduce yourself' page. So we can get know what we each bring to the course, introduce yourself, tell us something about for example your job, location or hobbies. If you can, please comment on others' posts. Share a picture of a study space if you feel up to it!

5. Attend the live sessions (if you can): There are a few live sessions this week to help you get started. See the Course Collaborate Room page. It is a good idea to put all of these sessions to your calendar now, if you can. All the live sessions will be in the same Course Collaborate room so they should be easy to find.

6. Browse the rest of the course : Check you can access all the hyperlinks and readings. Look at the course schedule and what's expected for each week. Mark synchronous sessions in your diary. Feel free to get started with the reading for Week 1. If you have any problems, post to the General Discussion forum or email me at Michael.s.gallagher@ed.ac.uk.

#### Critical Issues in Digital Education (2024/2025)[SEM1] / Tasks for Week 7



Page Settings More ~

#### Task 1

Do the readings. Take notes. Add to the Jargon Buster Forum for greater clarification. Begin to think about what impact Al has on the social aspects of education? How does it potentially reconfigure the teacher or the student?

#### Task 2

As we are assuming that many of you have already tried ChatGPT. You can also try the University of Edinburgh's Al instance: ELM. It is important to have some working understanding of what these technologies are capable of and what they aren't able to do. To complement this working understanding of what Al does well and poorly, we are going to try something a bit more critical.

The Chicago Public School System has released an Al Guidebook for teachers, students, adminstrators, and parents to begin to incorporate Al into their work. It was developed in partnership between the Office of Teaching and Learning, the Department of Information and Technology Services (ITS) and Al for Education. For this task, we ask that you identify a few brief passages from this Al Guidebook that are particularly significant (whether positively or problematically or just in an all-encompassing transformative sort of way). Post one to the discussion forum for the week along with a sentence or two of summary as to why this is significant. You can draw on concepts from throughout the course if relevant (purpose of education, subjectification, platformisation, assestization, rentiers, scale, etc.).

#### Task 3

Attend the tutorial this week so we can flesh this all out a bit more ahead of you attending to Task 4.

#### Task 4

On your blog answer this question:

#### How will the future of education be shaped by AI?

Remember to challenge the hype and think critically about the issues in ways AIEd boosterism doesn't. Draw on the readings in your post.







### Each course is different, but we use a range of the following:

### Creating something and reflecting, for example:

- Design. One of two assessment elements is to create a 'Plan, rationale and part-build of a course (80% of your final mark, 3000 words): The assessment will comprise three elements:
  - a) a course overview;
  - b) a written rationale for the design approach you have taken;
  - c) a build or part-build of the course in an online learning environment of your choice'
- Data. One of two assessment elements is to create four data visualisations and reflect – built through 12 weeks





### Each course is different, but we use a range of the following:

### Imagining, for example:

Pluriverse. One of the two elements is to do a "final project on a subject of relevance to Indigenous digital education including a short critical rationale alongside a practical output, whether that be a partial build of a digital educational design for a marginalised or underserved community, a policy or strategy instrument, a community organising programme designed to serve informal learning communities, a white paper, or something more aligned with the needs and constraints of a particularly underserved community: 70% of the final mark. There is considerable scope for creating an experimental assignment, using a non-conventional form or platform. This should be 2500 words or equivalent"





### Each course is different, but we use a range of the following:

### Engaging with concrete artefacts, for example:

 Strategy. Requires students to analyse a concrete digital education policy and analyse a case of a digital education strategy





- Each course is different, but we use a range of the following:
- Combinations of different tasks, for example:

Play:

- Critical review. Participants will review a digital game and evaluate how it might inform learning in a formal, informal or non-formal educational setting. (1000 words) (20%)
- Position paper. Participants will write a critical reflection on their chosen course theme, relating this to their own education experiences. (1000 words) (30%)
- Playful design. Participants will design a game or game-informed playful activity (with or without dependency on digital technologies) directed towards the promotion of some specified learning outcome. (2000 words) (50%)





Each course is different, but all assessment is:

- Diverse
- Fit for purpose
- Always requires critical understanding
- Practical, but always theory based









THE PARTY STATE

#### Showcase

Our programme is associately increment. One can no examine We associate high standard of week there are students, and doe give here the back on the programme to the example of the programme to the programme to the example of the programme to the example of the programme to the example of the programme to the program Approaches la experiment ser access ser courses, hai the programme input finding workship for the say in which it exponents includes to experim the practice of matterials and includes well or that adaptements. We may obtain a solution experiment to be a many programme to be shaped in programme, and well behaviory, the course of programme, shaped on the terms of which is solution. How this page you can get a sense of the kinds of wells can students products.



### **MSc in Digital Education**



#### SHOWCASE

Our programme is assessed by coursework: there are no exams. We expect a high standard of work from our students, and also give them freedom to create assigments that are relevant to their own professional work, critical, applied and experimental.

Approaches to assessment vary across our courses, but the programme is particularly notable for the way in which it encourages students to explore the potential of multimodal and multimedia work in their assignments. We value excellent written essays, but we are also keen to see students explore digital ways of representing academic knowledge, by submitting blogs, web essays, videos and other forms of writing.

From this page you can get a sense of the kinds of work our students produce.

2018

THE LEARNING

JAZZ TEST 3

EXPERIENCE AS ART:

UNDERSTANDING THE ROLE OF PRODUCTIVE FAILURE IN THE LEARNING PROCESS

GAME-INFORMED ASSESSMENT FOR PLAYFUL LEARNING AND STUDENT EXPERIENCE





Henrietta Carbonel Maria Pavlou Understanding Learning in an Dissertation Online Environment



Joe Nicholls Digital Futures for Learning 2017

OPEN BADGES AND **OPEN ACCREDITATION** 

2019



Stuart Nicol Digital Futures for Learning

Vincent Falivene Education and Digital Culture 2021

LEARNING GAME DESIGNED FOR LYMPHOEDEMA PATIENTS TO PROMOTE BETTER UNDERSTANDING AND TREATMENT CONCORDANCE.

LYMPHATICUS - A



Juliet Keaton Introduction to digital gamebased learning 2018



www.de.ed.ac.uk/mscde/showcase

2015

THE UNIVERSITY of EDINBURGH



At the end of the day...

It is about fundamentals and careful thought

- Hype vs real possibilities
- Discursive imaginaries and promises vs actual dynamics
- Wishes and intentions vs consequences

- Experimentation
- Openness
- Curiosity

- Care
- Social justice
- Time







# Thank you

Dr Janja Komljenovic, Programme Director digitaled@ed.ac.uk



## Asking questions (Collaborate)

- Please hold all questions until the end of the formal presentation
- Always use the 'hand raise icon' to queue up your question
- When called upon to ask your question, type it into the "Text chat area"
- Once your question is answered, please lower your hand



Say so	mething	÷	•	
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## Contact details for follow-up questions

If you have any questions in the future, please email:

futurestudents@ed.ac.uk





## Next steps...









# Thank you

Dr Janja Komljenovic, Programme Director digitaled@ed.ac.uk

