

# Postgraduate Certificate Arts Education and Digital World





## Postgraduate Certificate Arts Education and Digital World

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Acceso web: [www.techtitute.com/us/education/postgraduate-certificate/arts-education-digital-world](http://www.techtitute.com/us/education/postgraduate-certificate/arts-education-digital-world)

# Index

01

Introduction

---

p. 4

02

Objectives

---

p. 8

03

Structure and Content

---

p. 12

04

Methodology

---

p. 16

05

Certificate

---

p. 24

# 01

# Introduction

Digital devices are within the reach of any child, however, only an adult will be able to show them the tools and potential of technology, especially focused on the artistic world. It is becoming more and more common to include this type of technology in schools, so the teacher in Primary Education must be prepared to be able to adapt the traditional content to the new formats. This program allows the teaching professional to work with artistic content in the digital world. All this, with up-to-date and relevant multimedia material, practical cases and a 100% online teaching, which adapts to people who want a program that fits their work and personal life.



“

*Bring art to your classroom through new technologies. Bring art to your classroom through new technologies. Improve your digital skills and those of your students with this Postgraduate Certificate"*

Children born after 2010 belong to the so-called Generation Alpha, which means they are mainly digital. It is not surprising that schools incorporate in the classroom devices with which to work with students. This situation confronts the teacher who teaches Arts Education to students that are capable of learning with both traditional and technological methods.

In this teaching the students will learn the main applications and computer programs to be able to work on digital skills in the classroom. Gimp, Shotcut, Pencil are just some of the free software that will be delved into this program. Students will also discover the multiple uses of virtual learning environments in Primary Education, as well as the application of virtual reality in educational projects.

An opportunity to improve and expand knowledge that will allow the teacher to be up to date with the latest digital developments and their application in the classroom. For this purpose, you will have a library of interactive resources, essential readings that can be accessed with a device with internet connection, without fixed schedule or presence. An advantage for those students who seek to combine their working life with learning.

This **Postgraduate Certificate in Arts Education and Digital World** contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ The development of case studies presented by experts in Primary Education
- ♦ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions for experts, discussion forums on controversial issues and individual reflection work
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



*Learn how to perfectly use image and video editing programs such as Gimp or Shotcut and create complete artistic projects with your students"*

“

*Travel to any museum in the world with your students without leaving your classroom. Get to know the main virtual museum visits and put art within their reach"*

*Don't let your students get ahead of you in technology. Improve your digital skills and be the one to show them art through technology.*

*Art and digital skills in a classroom are not incompatible. Make the most of it with this Postgraduate Certificate.*

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.



# 02

# Objectives

The syllabus of this Postgraduate Certificate has been designed so that the students, during the six weeks of the course, will acquire the necessary knowledge to improve their digital skills and, at the same time, transfer all this knowledge to the classroom. Therefore, at the end of this program, primary school teachers will be able to use the digital tools available to their students to paint, draw, compose, create videos and make virtual visits to museums. The wide range of multimedia resources and the Releraning system will facilitate the learning and curricular improvement of the teacher in Primary Education.





“

*Learn the main applications and digital tools with this Postgraduate Certificate and improve the artistic teaching in your classroom"*



## General Objectives

---

- ♦ Design, plan, deliver, and evaluate teaching and learning processes, both individually and in collaboration with other teachers and professionals of the center
- ♦ Recognize the importance of rules in all educational processes
- ♦ Promote participation and respect for the rules of coexistence
- ♦ Develop the necessary skills in teachers to teach music and art education lessons in Primary Education



*Learn about the entire educational process for the creation of artistic and digital projects with this with this Postgraduate Certificate"*





## Specific Objectives

---

- ♦ Be able to relate artistic and digital competencies
- ♦ Use digital programs and applications for artistic expression activities
- ♦ Develop immersive creative projects with Virtual and Augmented Reality applications
- ♦ Create artistic and technological propositions that allow to know the artistic expressions in any of its manifestations



# 03

## Structure and Content

The syllabus of this Postgraduate Certificate invites students to take a journey through *e-learning* teaching, to teach from technology and to learn about the different technological tools available to them. This favors the learning and acquisition of digital-artistic competencies in children. In addition, the syllabus of this program places special emphasis on immersive, augmented reality and virtual expressions focused on the world of art. The teacher who teaches this course will guide the students so that they are able to understand and apply all the content in their daily professional work.





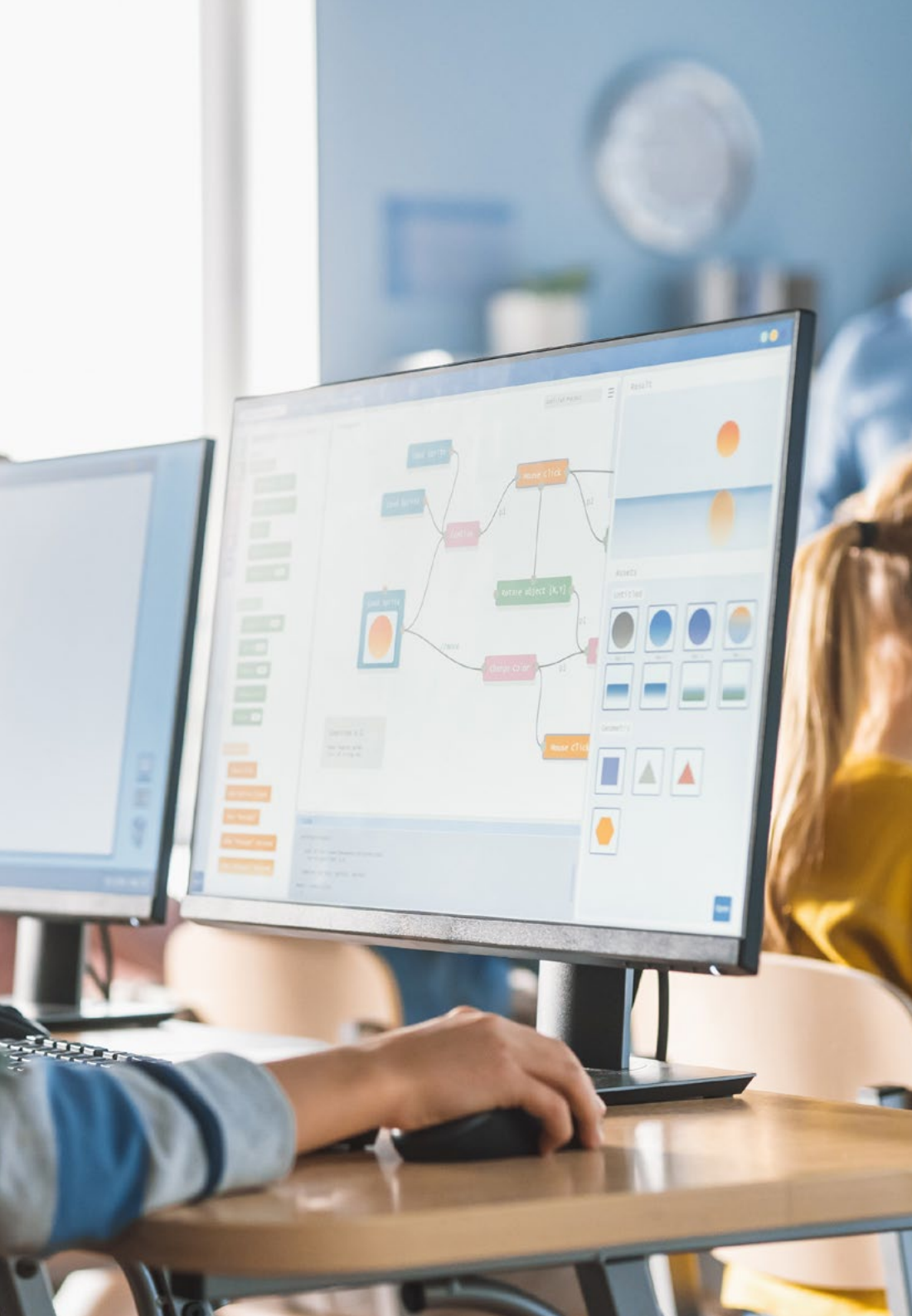
“

*Do you know the multiple existing online educational methods? Immerse yourself in the concepts of B-learning, M-learning or U-Learning and expand your professional possibilities"*

## Module 1. Art Education and the Digital World

- 1.1. Digital Competence and Educational Pedagogies
  - 1.1.1. Art Breaking Through the Digital Age
  - 1.1.2. E-Learning and Artistic Skill
  - 1.1.3. B-Learning and Artistic Skill
  - 1.1.4. M-Learning and Artistic Skill
  - 1.1.5. U-Learning and Artistic Skill
- 1.2. Educating through Technology
  - 1.2.1. New and Exciting Education
  - 1.2.2. Educating with and in the Media
  - 1.2.3. Tackling Both Online and Offline Experiences
  - 1.2.4. Static and Dynamic Devices
  - 1.2.5. Virtual Reality vs. Augmented Reality
- 1.3. Offline Digital Resources: Images and Videos
  - 1.3.1. Editing an Image using Offline Programs
  - 1.3.2. Meet and Work with GIMP
  - 1.3.3. Meet and Work with KITRA
  - 1.3.4. Audiovisual Creation: Phases and Processes
  - 1.3.5. Editing a Video Using Offline Programs
  - 1.3.6. Meet and Work with Shotcut
  - 1.3.7. Image and Video Topics for Elementary Education
- 1.4. Digital Applications
  - 1.4.1. Apps. Types
  - 1.4.2. Didactics Related to Apps
  - 1.4.3. Apps and Art
  - 1.4.4. BLOOM Taxonomy for the Digital Age
- 1.5. Design of Virtual Environments
  - 1.5.1. What are EVAs?
  - 1.5.2. Talking about Collaborative Walls
  - 1.5.3. Digital Tools
  - 1.5.4. Personal Online Spaces: My Symbaloo





- 1.6. Apps for Drawing, Painting and Modeling
  - 1.6.1. Finger Paintings and Pencil
  - 1.6.2. Digital Drawing
  - 1.6.3. Digital Painting
  - 1.6.4. Digital Modeling
- 1.7. Digital Animation Apps
  - 1.7.1. What Is Digital Animation?
  - 1.7.2. Some Animation Programs for Elementary Education
  - 1.7.3. Creating Thaumatrofes and Flipbooks
- 1.8. Apps for Creating Artistic GIFs
  - 1.8.1. What is GIF?
  - 1.8.2. How Many Types of GIFs Are There?
  - 1.8.3. GIFS Creation Processes
  - 1.8.4. Apps for GIFS Creation
  - 1.8.5. Creating GIFs from Different Contents
- 1.9. Apps for Mixed Reality and QR Code Creation
  - 1.9.1. Delving into Augmented Reality and Virtual Reality
  - 1.9.2. QR Codes and their Utility Today
  - 1.9.3. QR Applications in Art Education
- 1.10. Apps for Virtual Museum Visits
  - 1.10.1. Apps and Museums
  - 1.10.2. Putting Virtual Museum Visits into Practice
  - 1.10.3. Perspective Activity Creation with Art and These Types of Apps

# 04

# Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.







“

*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## At TECH Education School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

*With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.*



*It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.*

“

*Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”*

The effectiveness of the method is justified by four fundamental achievements:

1. Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



## Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.



*Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.*

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

*Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.*

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



#### Study Material

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



#### Educational Techniques and Procedures on Video

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



#### Interactive Summaries

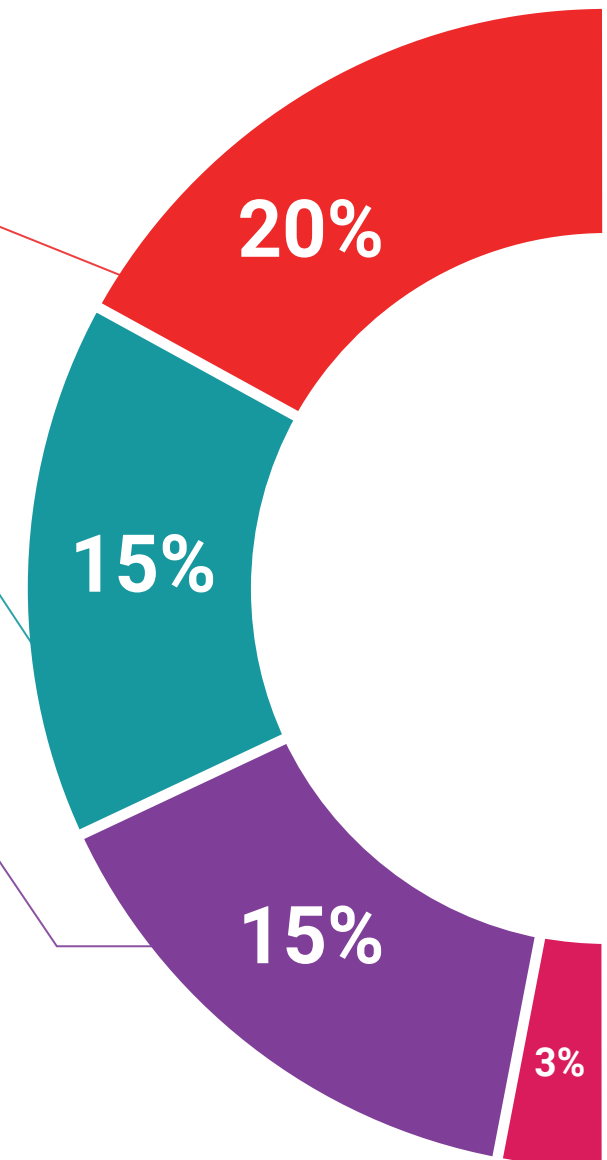
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

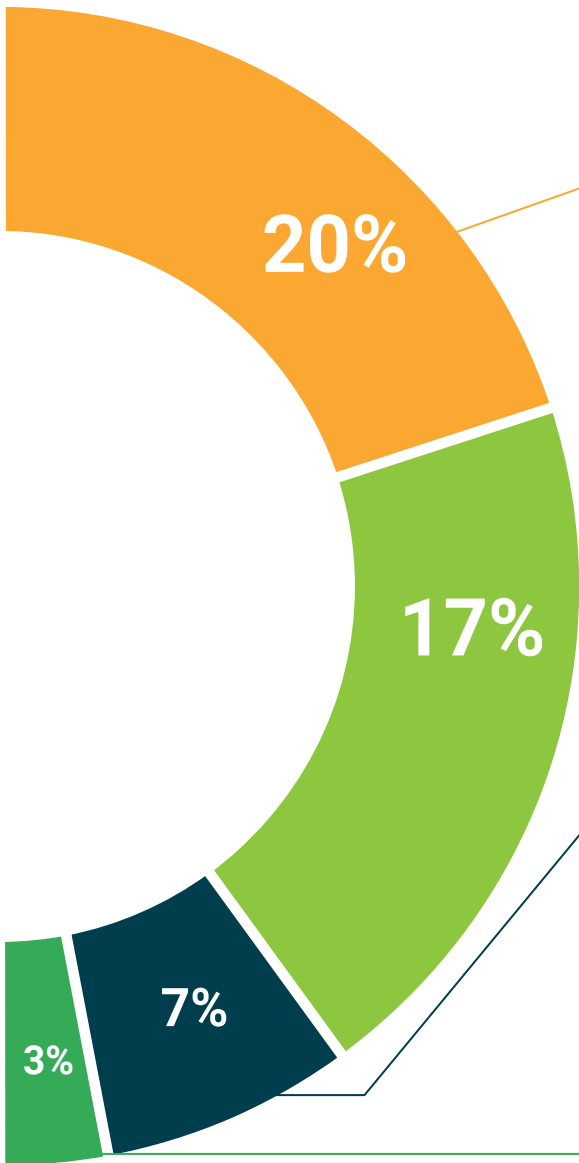
This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



#### Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





#### Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



#### Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



#### Classes

There is scientific evidence suggesting that observing third-party experts can be useful.  
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



#### Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



05

# Certificate

This Postgraduate Certificate in Arts Education and Digital World guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.





“

*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"*

This **Postgraduate Certificate in Arts Education and Digital World** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Arts Education and Digital World**

Official N° of Hours: **150 h.**



\*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present  
development languages  
virtual classroom



Postgraduate Certificate  
Arts Education  
and Digital World

- » Modality:online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

# Postgraduate Certificate Arts Education and Digital World

