



Postgraduate Diploma Digital Learning

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/education/postgraduate-diploma/postgraduate-diploma-digital-learning

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tech 06 | Introduction

This Postgraduate Diploma offers a practical and complete vision of the application of Digital Learning. An advance over the eminently theoretical programs, focused on teaching work in physical classrooms, which do not address in depth the use of technology in the educational context, without forgetting the role of teaching innovation.

This vision allows for a better understanding of the functioning of technology suitable for different educational levels.

Teaching professionals are constantly challenged to keep up to date. This aspect of their work becomes faster, more demanding and more complex in the field of new technologies. Students, belonging to organically digital generations, advance in the acquisition of new skills in this field in a continuous way. They master a new language of learning that relies on faster, audiovisual communication. This type of new paradigm opens up opportunities of enormous value for the teacher to boost learning.

But in order to be part of this innovative environment and the future of teaching, the professional has the challenge of acquiring the skills that will prepare them to be part of it.

The students of the Postgraduate Diploma will have access to knowledge about teaching at both a theoretical and applied level, so that it will be useful for their current or future performance, thus offering a qualitative advantage over other professionals in the sector.

It also facilitates the incorporation to the labor market or the promotion in it, with an extensive theoretical and practical knowledge that will improve their skills in their daily work.

This **Postgraduate Diploma in Digital Learning** contains the most complete and up-todate program on the market. The most important features include:

- More than 75 practical cases presented by experts in Digital Learning. The graphic, schematic, and practical contents with which they are created provide scientific and practical information on the disciplines that are essential for professional practice
- New Developments in Digital Learning
- It contains practical exercises where the self-assessment process can be carried out to improve learning
- Algorithm-based interactive learning system for decision-making in the situations that are presented to the student
- With special emphasis on evidence-based methodologies in Digital Learning
- All of this will be complemented by theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection





This Postgraduate Diploma may be the best investment you can make in the selection of a refresher program for two reasons: in addition to updating your knowledge in Digital Learning, you will obtain a qualification from the largest Digital University in the world, TECH"

The teaching staff includes professionals from the field of digital learning who bring their experience to this educational program, as well as renowned specialists belonging to 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 an immersive program to learn in real situations.

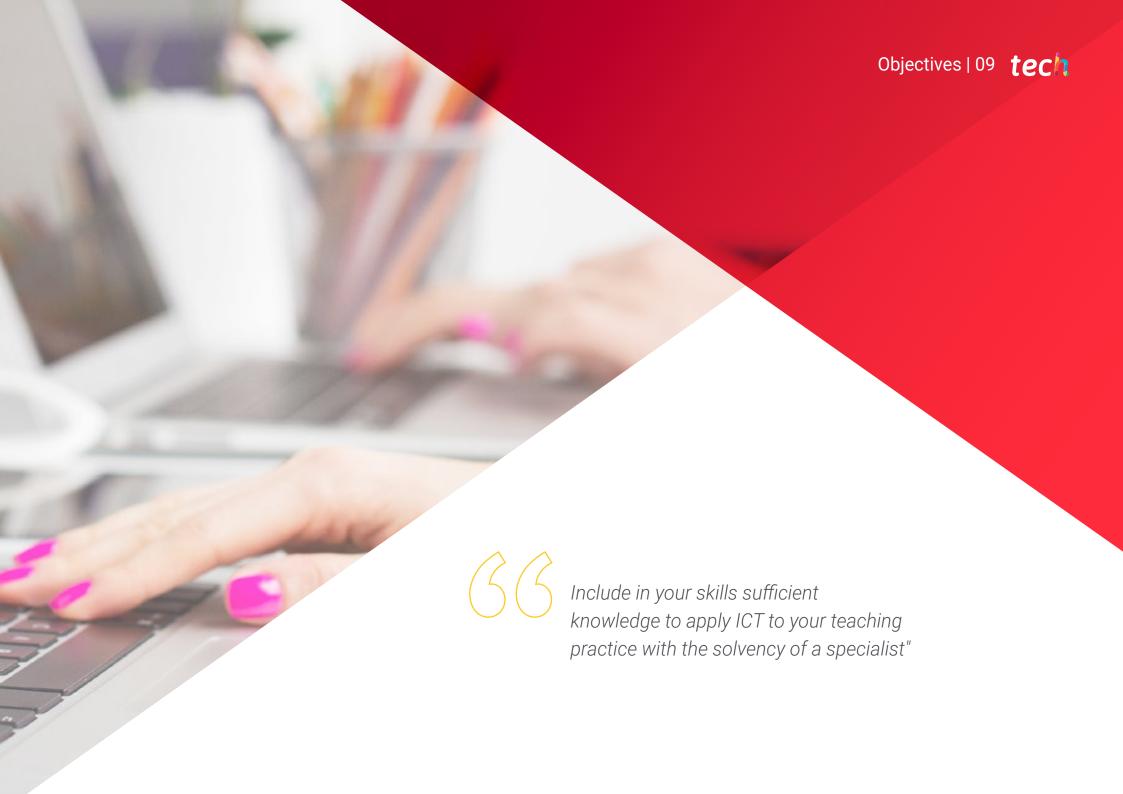
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the Postgraduate Diploma. For this purpose, professionals will be assisted by an innovative, interactive video system created by renowned and experienced experts in the field of Digital Learning with extensive teaching experience.

Increase your decision-making confidence by updating your knowledge with this Postgraduate Diploma.

Take the opportunity to learn about the latest advances in Digital Learning and improve your students' education.







tech 10 | Objectives



General Objectives

- Introduce students to the world of teaching, from a global perspective in order to prepare them for their future employment
- Know the new tools and technologies applied to teaching
- Explore digital competencies in depth
- Show the different options and ways the teacher can work in his or her post
- Promote the acquisition of communication and knowledge transmission skills and abilities
- Encourage continuing education of students and interest in teaching innovation





Specific Objectives

Module 1. Digital Learning

- Differentiate between formal and informal learning
- Distinguish between implicit learning and non-formal learning
- Describe the processes of memory and attention in learning
- Determine the differences between active and passive learning
- Understand the role of the traditional school in learning
- Explain the use of technology in recreation among students
- Identify the use of educational technology by students
- Establish the defining characteristics of educational technology
- Describe the advantages and disadvantages of educational technology

Module 2. Digital Teaching

- Explain the characteristics of the 4.0 School
- Differentiate between digital immigrant and digital native
- Explain the importance of digital competencies in teachers
- Discern the defining characteristics of distance learning
- Discover the advantages and disadvantages of distance learning over traditional education
- Explain the defining characteristics of Blended Learning

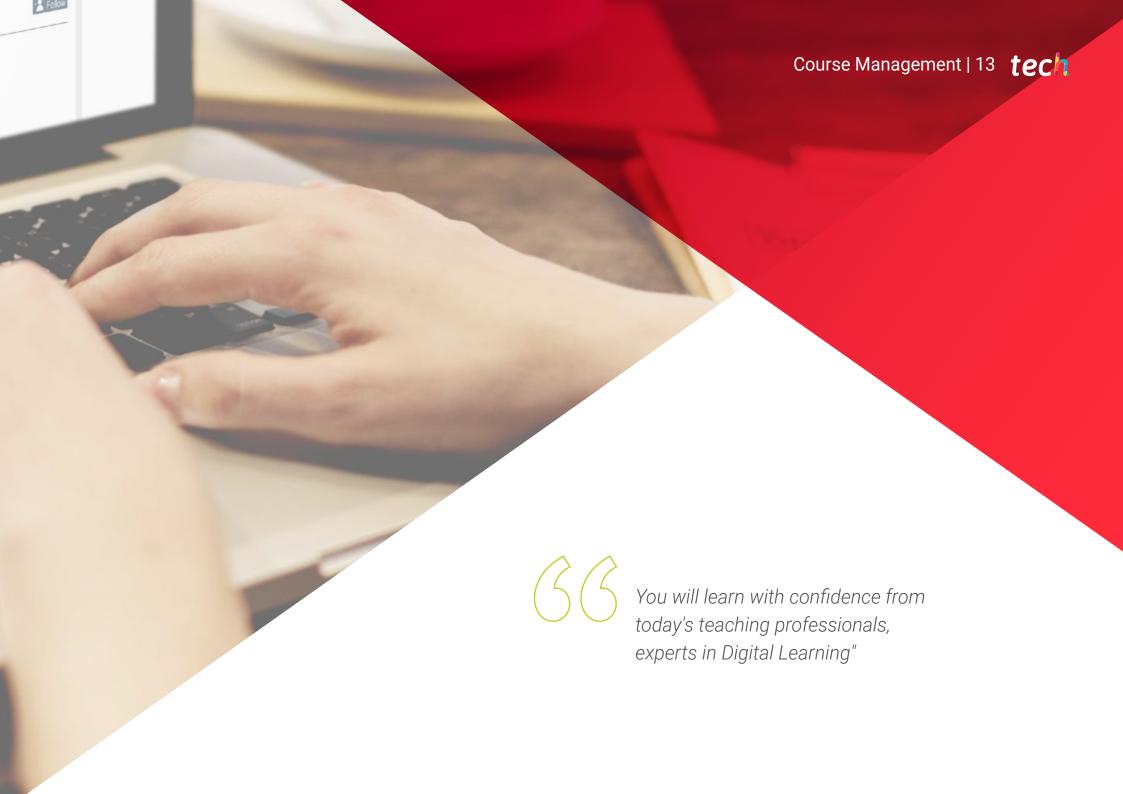
- Define the advantages and disadvantages of Blended Learning over traditional teaching
- Value the importance of virtual learning environments as channels of instruction inside and outside the classroom

Module 3. Technological Innovation in Education

- Distinguish between mobile and Wi-Fi networks
- Classify mobile devices: tablets and smartphones
- Discover the increase of the use of tablets in the classroom
- Learn about the electronic whiteboard
- Understand the management of the computerized student body
- Explain online classes and tutoring







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International Guest Director

Dr. Stephanie Doscher is an internationally renowned educational leader, recognized for her influence in the field of global learning and comprehensive internationalization. As Director of the Office of Collaborative Online International Learning (COIL) at Florida International University (FIU), she has forged a pioneering path in creating inclusive and accessible educational strategies for all students.

With a focus on leadership and organizational change, Dr. Doscher is recognized for her ability to facilitate meaningful transformations in educational settings. In addition, her emphasis on connection, collaboration, communication, and continuous improvement underscores her commitment to educational excellence and her vision of accessible global learning for all students.

Doscher's research interests encompass teaching and assessment strategies for global learning, as well as the intersection between global learning, comprehensive internationalization, social innovation, and inclusive excellence. His recent work focuses on the relationship between diversity and knowledge production through the online COIL exchange.

In fact, he has a prolific academic output, with multiple articles in renowned journals such as the Journal of International Students, EAIE Forum, and the International Association of Universities' Handbook of Internationalisation of Higher Education. She has also participated in presentations at various international conferences and workshops, enriching the academic dialogue on global education.

Likewise, her contributions as **co-author** of works such as "The Guide to COIL Online Exchange" and "Making Global Learning Universal: Promoting Inclusion and Success for All Students", have consolidated her position as a leading expert in the **global education field**. Both manuals have served to engage university students in collaborative global learning problem solving. Not to mention her prominent role as host of the podcast "Making Global Learning Universal".



Dr. Doscher, Stephanie

- Director del Servicio de Cuidados Paliativos Hospital New York Presbyterian
- Especialista en Cuidados Paliativos en el Massachusetts General Hospital
- Profesor de Medicina en Harvard Medical School
- Graduado en Química por la Universidad de Boston
- Profesor asociado del Departamento de Medicina de la Universidad de Columbia



Management



Mr. Gris Ramos, Alejandro

- Technical Engineer in Computer Management
- Master's Degree in E-Commerce and specialist in the latest technologies applied to teaching, Digital Marketing, web application development and Internet business.
- Director of Persatrace, web development and digital marketing agency
- Director of Club de Talentos
- Computer Engineer UNED
- Master's Degree in Digital Teaching and Learning Tech Education

Professors

Mr. Albiol Martín, Antonio

- Master's Degree in Education and Information and Communication Technologies from the UOC
- Master's Degree in Literary Studies
- Graduate in Philosophy and Literature
- Head of CuriosiTIC: JABY School's ICT Integration Program in the classroom

Mr. Azorín López, Miguel Ángel

- Teacher specialized in Physical Education
- Expert in the Flipped Classroom (Level I Flipped Learning and level I Trainer Flipped Learning, TOP-100 Flipped Learning Worldwide Teachers)

Mr. Cabezuelo Doblaré, Álvaro

- Psychologist expert in Digital Identity and Master's Degree in Communication,
 Digital Marketing and Social Networks
- Teacher of Digital Identity, Social Media Manager in a Communication Agency and a Teacher in Aula Salud

Mr. De la Serna, Juan Moisés

- PhD in Psychology and Professional Master's Degree in Neurosciences and Behavioral Biology
- Author of the Cátedra Abierta de Psicología y Neurociencias and scientific disseminator.







tech 20 | Structure and Content

Module 1. Digital Learning

1	.1.	The	Definition	of I	earning
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- 1.1.1 Formal Learning vs. Informal
 - 1.1.1.1. The Characteristics of Formal Learning
 - 1.1.1.2. The Characteristics of Informal Learning
- 1.1.2 Implicit Learning vs. Non-Formal
 - 1.1.2.1. The Characteristics of Implicit Learning
 - 1.1.2.2. The Characteristics of Non-Formal Learning
- 1.2. Psychological Processes Involved in Learning
 - 1.2.1 Memory Vs. Attention
 - 1.2.1.1. Memory in Learning
 - 1.2.1.2. Attention in Learning
 - 1.2.2 Meta-Cognition Vs. Intelligence
 - 1.2.2.1. Meta-Cognition in Learning
 - 1.2.2.2. Intelligence and Learning
- 1.3. Types of Learning
 - 1.3.1 Direct Learning vs. Indirect
 - 1.3.1.1. The Characteristics of Direct Learning
 - 1.3.1.2. The Characteristics of Indirect Learning
 - 1.3.2 Active Learning vs. Liabilities
 - 1.3.2.1. The Characteristics of Active Learning
 - 1.3.2.2. The Characteristics of Passive Learning
- 1.4. Context in Learning
 - 1.4.1 The Traditional School
 - 1.4.1.1. Family and Education
 - 1.4.1.2. School and Education
 - 1.4.2 School 4.0
 - 1.4.2.1. Characteristics of School 2.0
 - 1.4.2.2. Characteristics of School 4.0



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1.5.	Teach	ers' Technological Skills		
	1.5.1	Digital Migrant vs. Digital Native		
		1.5.1.1. Characteristics of the Digital Immigrant		
		1.5.1.2. Characteristics of the Digital Native		
	1.5.2	Digital Competencies in Teachers		
		1.5.2.1. Office Software in Education		
		1.5.2.2. Management of Digital Elements		
1.6.	Studer	Students' Technological Skills		
	1.6.1	Recreational Technology		
		1.6.1.1. Educational Games		
		1.6.1.2. Gamification		
	1.6.2	Educational Technology		
		1.6.2.1. The Internet in Schools		
		1.6.2.2. Other Technological Devices in the Classroom		
1.7.	Traditio	Traditional Teaching with Educational Technology		
	1.7.1	Defining Characteristics of Educational Technology		
		1.7.1.1. Technological Advances in the Classroom		
		1.7.1.2. Technological Provision in the Classroom		
	1.7.2	Advantages and Disadvantages of Educational Technology		
		1.7.2.1. Advantages of Educational Technology		
		1.7.2.2. Disadvantages of Educational Technology		
1.8.	Distan	Distance Learning		
	1.8.1	Defining Characteristics		
		1.8.1.1. The Challenge of Distance Learning		
		1.8.1.2. Characteristics of Distance Learners		
	182	Advantages and Disadvantages over Traditional Teaching		

1.8.2.1. Advantages of Distance Learning

1.8.2.2. Disadvantages of Distance Learning

- 1.9. Blended Learning
 - 1.9.1 Defining Characteristics
 - 1.9.1.1. Educational Technological Inclusion
 - 1.9.1.2. Blended LearningUser Characteristics
 - 1.9.2 Advantages and Disadvantages over Traditional Teaching
 - 1.9.2.1. Advantages of Blended Learning
 - 1.9.2.2. Disadvantages of Blended Learning
- 1.10. E-Learning
 - 1.10.1 Defining Characteristics
 - 1.10.1.1. New Challenges in the Virtualization of Education
 - 1.10.1.2. New E-Learning Institutions
 - 1.10.2 Advantages and Disadvantages over Traditional Teaching
 - 1.10.2.1. Advantages of E-Learning
 - 1.10.2.2. Disadvantages of E-Learning

Module 2. Digital Teaching

- 2.1. Technology in Education
 - 2.1.1 History and Evolution of Technology
 - 2.1.2 New Challenges
- 2.2. Internet in Schools
 - 2.2.1 Internet Use in Schools
 - 2.2.2 The Impact of the Internet on Education
- 2.3. Devices for Teachers and Students
 - 2.3.1 Devices in the Classroom
 - 2.3.2 The Electronic Whiteboard
 - 2.3.3 Devices for Students
 - 2.3.4 Tablets
- 2.4. Online Tutoring
 - 2.4.1 Advantages and Disadvantages
 - 2.4.2 Implementation

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- 2.5. Creativity in Schools
- 2.6. Parents and Teachers as Digital Migrants
 - 2.6.1 Technology Training for Adults
 - 2.6.2 How to Overcome the Technology Barrier
- 2.7. Responsible Use of New Technologies
 - 2.7.1 Privacy
 - 2.7.2 Data Protection
 - 2.7.3 Cyber Crimes at School
- 2.8. Addictions and Pathologies
 - 2.8.1 Definition of Technology Addiction
 - 2.8.2 How to Avoid Addiction
 - 2.8.3 How to Get Out of an Addiction
 - 2.8.4 New Pathologies Produced by Technology
- 2.9. Cyberbullying
 - 2.9.1 Definition of Cyberbullying
 - 2.9.2 How to Avoid Cyberbullying
 - 2.9.3 How to Act in Cases of Cyberbullying
- 2.10. Technology in Education

Module 3. Technological Innovation in Education

- 3.1. Advantages and Disadvantages of the Use of Technology in Education
 - 3.1.1 Technology as a Means of Education
 - 3.1.2 Advantages of Use
 - 3.1.3 Inconveniences and Addictions
- 3.2. Educational Neurotechnology
 - 3.2.1 Neuroscience
 - 3.2.2 Neurotechnology
- 3.3. Programming in Education
 - 3.3.1 Benefits of Programming in Education
 - 3.3.2 Scratch Platform
 - 3.3.3 Confection of the First Hello World
 - 3.3.4 Commands, Parameters and Events
 - 3.3.5 Export of Projects





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- 3.4. Introduction to the Flipped Classroom
 - 3.4.1 What Is It Based On?
 - 3.4.2 Examples of Use
 - 3.4.3 Video Recording
 - 3.4.4 YouTube.
- 8.5. Introduction to Gamification
 - 3.5.1 What is Gamification?
 - 3.5.2 Success Stories
- 3.6. Introduction to Robotics
 - 3.6.1 The Importance of Robotics in Education
 - 3.6.2 Arduino (Hardware)
 - 3.6.3 Arduino (Programming Language)
- 3.7. Introduction to Augmented Reality
 - 3.7. 1 What is AR?
 - 3.7.2 What are the Benefits in Education?
- 3.8. How to Develop Your Own Apps in AR
 - 3.8.1 Vuforia
 - 3.8.2 Unity
 - 3.8.3 Examples of use
- 3.9. Samsung Virtual School Suitcase
 - 3.9.1 Immersive Learning
 - 3.9.2 The Backpack of the Future
- 3.10. Tips and Examples of Use in the Classroom
 - 3.10.1 Combining Innovation Tools in the Classroom
 - 3.10.2 Real Examples



A unique, key, and decisive program to boost your professional development"



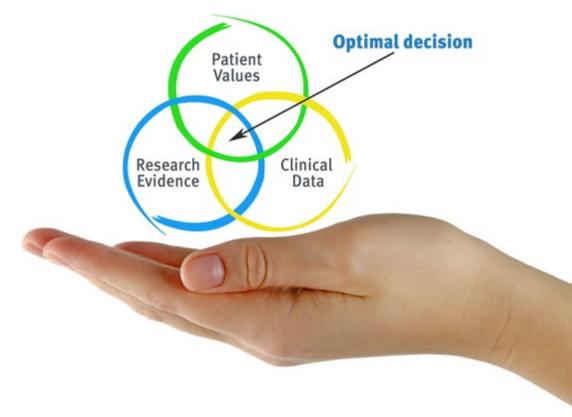


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At TECH Education School we use the Case Method

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:

- 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.



tech 28 | Methodology

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.



Methodology | 29 tech

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.

tech 30 | Methodology

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

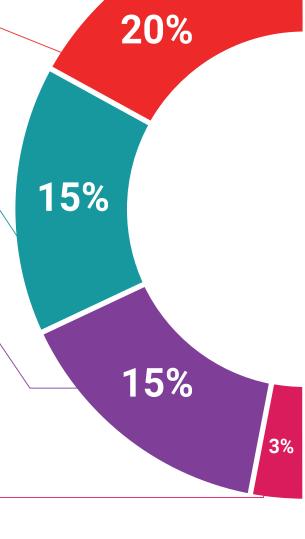
TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



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 extual. Therefore, TECH presents real cases in ocusing on and solving the different situations:

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

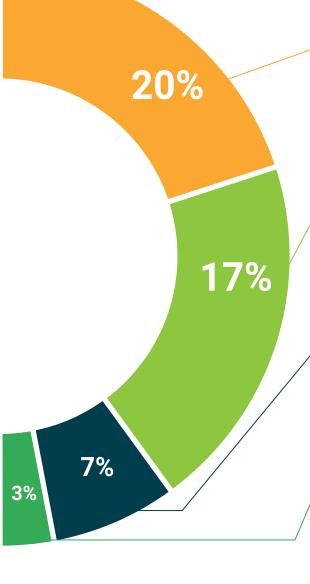
There is scientific evidence suggesting that observing third-party experts can be useful.

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.







tech 34 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Digital Learning** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Certificate in Digital Learning

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Postgraduate Certificate in Digital Learning

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



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

tech global university Digital Learning

Postgraduate Diploma

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

