

Student Field of Expertise Project Guide

(Educational Technology Course)

Overview

In this course, you will explore a **field of educational technology** that interests you and develop your own **Personal Educational Technology Project (PETP)**.

This project has two main parts:

1. **Research & Presentation** (Week 9 – TBC)
2. **Personal Educational Technology Project (PETP)** (Final outcome – TBC)

The goal is to connect **theory** → **practice** → **your teaching context**.

Part 1: Field of Expertise (Research & Presentation)

Step 1: Choose Your Topic

Select a field of educational technology that interests you.

Examples:

- Blended learning
- Video-based learning
- VR / AR / Metaverse
- Gamification
- AI / Automated assessment
- LMS (Learning Management Systems)
- Mobile learning (apps)

You can also choose a **more specific focus**, such as:

- “Using VR for young learners”
- “Gamification in middle school English classes”
- “AI tools for writing feedback”

Step 2: Research Your Topic

Your presentation should include **key aspects** such as:

- **Definition** – What is it?
- **How it works** – Basic explanation

- **Examples / tools** – Real platforms or apps
- **Benefits (Pros)** – Why use it?
- **Challenges (Cons)** – Limitations or risks
- **Issues** – Ethical, practical, or classroom concerns
- **Research findings** – What do studies say?
- **Classroom applications** – How teachers use it

Connect ideas to **their your teaching context**.

Step 3: Prepare Your Presentation

- **Presentation Week:** Week 8/9 (TBC)
- Suggested time: 10 minutes
- Format: Slides (e.g., PowerPoint, Google Slides)

Tip: Keep it practical, not just theoretical.

Suggested Presentation Structure

1. Introduction to the topic
2. Key concepts / definitions
3. Examples of tools or platforms
4. Pros and cons
5. Classroom applications
6. Personal reflection (“Would I use this?”)

Part 2: PETP (Personal Educational Technology Project)

What is a PETP?

Your PETP is a **practical project** based on your chosen field.

It should be:

- ✓ Useful
- ✓ Relevant to your teaching
- ✓ Something you could actually use

Possible Project Formats

You can choose (or combine) formats such as:

- 🎥 Educational video series
- 📖 Lesson plans or full syllabus
- 🌐 Website or online resource hub
- 🧩 Teaching materials (worksheets, slides, activities)
- 📱 Guide to using a specific tool or app
- 🎮 Gamified learning system
- 🤖 AI-integrated teaching workflow

New and creative ideas are welcome!

Project Expectations

Your PETP should:

- Be **connected to your research topic**
- Show **your own development or adaptation**
- Be **practical and usable**
- Be appropriate for your **teaching context (students, level, subject)**

You may use existing materials, but your final product should be **transformative** (not just copied).

Process (Suggested)

1. Choose topic
2. Research field
3. Present findings (Week 9)
4. Plan PETP (negotiate with instructor)
5. Develop project
6. Submit / share final product (TBC)

Teacher Support & Scaffolding

Teachers can support participants by:

- ✓ Helping refine topics (too broad → more specific)
- ✓ Giving feedback on presentation ideas
- ✓ Suggesting tools and resources
- ✓ Guiding realistic project scope
- ✓ Encouraging connection to real classrooms

Assessment

Research & Presentation

- Clarity of explanation
- Depth of research
- Use of examples
- Relevance to teaching

PETP

- Practical usefulness
- Creativity and originality
- Connection to research
- Quality of design/materials

Reflection (Encourage Students)

At the end, participants can reflect:

- What did I learn about this technology?
- How can I use it in my teaching?
- What are the challenges in my context?
- What would I improve in the future?

Final Thought

This project is not just academic — it's a chance to create something **you can actually use in your teaching career.**