

Item	Dublin School of Computing
<b>Introduction</b>	<p>School of Computing is Ireland’s largest Computer Science faculty. They offer professionally-oriented undergraduate, postgraduate and PhD programmes which are characterised by strong industry engagement through internships, industry projects and industry accreditation. They are based in Dublin city centre, Ireland’s capital city, which has earned a reputation as the ‘Silicon Valley of Europe’. Their vision for international activities is that the School will be a global hub for connecting the highest calibre international computer science graduate with the global ICT industry. The School of Computer Science in DIT has an established and extensive track record in many aspects of international activity including the delivery of Bachelor’ degree programmes on three continents (Europe, Asia and Africa) through partnerships with other Higher Education Institutes. Their primary activity is in teaching programmes with a professional and practical focus, that are highly relevant to the needs of the workplace and over the years our curriculum and delivery methods have evolved to meet the needs of the sectors we serve. We aim to ensure that our students have a rich and authentic learning experience based on solving real world problems, thereby ensuring that our graduates are equipped with the knowledge and skills necessary to adapt and thrive in a knowledge economy.</p> <p>At School of Computing blended learning happens in all courses (additional material online, resources on the internet, deliverables in the online classroom, a part of assessment is online, students deliver all their work online, online lectures, online team work...). In blended learning courses there is a mixture of face-to-face contacts and online work. It is important to have face-to-face contacts at the beginning, in the middle and at the end of the course. The school encourages the students to be curious, to research by themselves as much as possible, to deliver their weekly tasks and to cooperate in online teams.</p>
<b>Type of institution involved</b>	Higher Education
<b>Title of the methodology used</b>	<p>GLOBAL LABS – blended learning</p> <p><i>Global Software Labs is a project that was developed through the Hublinked Erasmus+ Knowledge Alliance, informed by research undertaken in a Marie-Curie funded GETM3 project in a joint collaboration between TU Dublin School of Computer Science (Dublin Institute of Technology became Technological University Dublin on the 1st January 2019), Mälardalen University School of Innovation, Design and Engineering, and Telecom Sud-Paris.</i></p> <p>The GLOBAL SOFTWARE teaching methodology is based on <b>project based learning</b> that involves students from Europe and Asia from different high school institutions. The module is a <b>blended learning delivery module</b> in which students work in teams on a software development project by working in a <b>virtual learning e</b></p>

	<p><b>nvironment.</b> They are mentored by both academic and industry professionals who monitor them for 12 weeks.</p> <p>The Blended Learning module combines "structured course delivery with self-based learning, problem solving, online lectures, online meetings, live streaming presentations, mentoring, as well as a range of technology used for sharing software, project management status and documentation. Students attend a weekly live streaming session with the module leader, presenting online status and giving presentations to indicate their progress, issues being worked on, future plans, and possible risk mitigation as required. Well established assessment methodologies are used within other team-based projects along with an iterative reviewing process at the end of each delivery." Paule Doyle</p>
<b>Type of educator</b>	Academic Lecturers and Industry Professionals
<b>Tool/tools used</b>	<p>Virtual Learning Environment: Brightspace is a virtual learning platform for Higher Education that integrates students learning and assessment into one tool. Lecture note, video and audio hosting combined with, blogs, forums and assessment functionality all facilitate a one-stop environment for all types of courses. Students can submit assessment material in multiple formats, including video reports, and with customisable rubric systems the VLE offers sophisticated support for diverse module types.</p>
<b>Main Challenges, Key Success and Enabling Factors</b>	<p>Main Challenges regarding the Global Labs/Blended Learning:</p> <ul style="list-style-type: none"> <li>- to ensure students are engaging and actively learning;</li> <li>- to motivate the lecturers (a lecturer has a choice to develop a blended learning module and if he/she is doing it he/she has advantages). Every lecturer who chooses to develop a blended learning module has to commit to staying on the course for 2 years.</li> </ul> <p>Key success factors regarding the Global Labs:</p> <ul style="list-style-type: none"> <li>- high motivation of the staff;</li> <li>- constant improvement of the course material (each course has to be renewed every 2 years).</li> <li>- focus on what they are good at.</li> <li>- Students can vary the Pace/Place/Path of their learning when material is blended.</li> </ul>
<b>Lessons Learnt and Recommendations</b>	<p>Lesson learnt regarding the Global Labs:</p> <ul style="list-style-type: none"> <li>- when developing the blended learning course lecturers should focus on the content rather than the production of the end material.</li> <li>- additional resources are required to help produce high quality video and audio outputs and to ensure there is consistent branding and standards being created with all student facing material.</li> </ul> <p>Additional work is required by the lecturer on the link between lecture theory and the practical work assigned in laboratory sessions. This ensures that the course is not disjointed.</p> <p>Feedback and review of student progress is essential, so contact with the student in the labs allows the development of customised feedback to the class as a whole. This feedback may be additional video material, or altering of the lab material.</p> <ul style="list-style-type: none"> <li>- work can be hard. So you always need someone to help (technical help).</li> </ul>

Country	Ireland
Name of the Institution/ Education Center	Technological University Dublin, School of Computer Science



Co-funded by the  
Erasmus+ Programme  
of the European Union

*The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.*