MSc SmartEdTech
co-creativity and digital tools for educational innovation
Context

- quality approach to digital education
- co-creative and participative learning
- breakthrough teaching methods
Two main targets

- teachers (in the broad sense) need to master ed-techs
- ed-techs engineers must understand teaching skills
A double message

- Not give a damn to technology ... as soon as you master it
- We don't need no education ... but learn how to learn
A triple shared expertise

- Multidisciplinary research in education-science & computer-science
- EdTech company engineering
- True field teaching experience
Program

Starts Septembre 2018

120 ECTS credits in 2 years

Online distance learning

Two meet-up periods per year one week each (October and April)
Courses

- Introduction to instructional design
- Innovation and co-creativity
- Introduction to disruptive pedagogy
- Digital expertise
- Game-based learning
- Maker education
- Educational robotics
- Digital culture and ethics

Students co-construct their own learning experience

2 interdisciplinary projects
2 internships
Careers

- E-learning project manager
- Instructional designer
- Teacher or e-learning instructor
- Digital-learning consultant
- Researcher in Educational Technology
- Responsible for digital innovation in a company
- Educational consultant

... and other jobs of tomorrow for the future actors of change!
More information?

http://app.univ-cotedazur.fr/smartedtech

Manipuler l'information  Connecter le réseau

Contact: master-edtech@univ-cotedazur.fr