The Moodle platform of the Krakow University of Technology. Extension and update





What?

technological and pedagogical evaluation of the use and fuctions of the current PK Moodle Platform

Needs analysis of PK teachers using or planning to use the PK Moodle platform for distance and / or blended education

Extension and update proposal

Supervision of technological and pedagogical change

Who?

Experts on:

- development of Moodle-mediated e- and blearning;
- training, including peer training on the use of Moodle for educational purposes;
- innovative university education, including blended learning, flipped class, gamification, mobile learning, design thinking, etc.

Who?

Anna Turula



Academic teacher with more than 20 years of teaching and research experience. Currently based at the Pedagogical University in Krakow, Poland, where she is Head of the Technology Enhanced Language Education (TELE) Department. Author of several dozen elearning courses and two innovative ICTenhanced study programmes. Trainer of academic e-learning, including projects implemented at three Krakow universities: University of Economics, PK University of Technology and AGH University of Technology. Author of E-Learning akademicki. Perspektywa humanistyczna.

Who?

Jacek Pietraszuk



System administrator in the Applied Computer Science Dept. of Politechnika Śląska, Gliwice. Specialises in local area networks (LAN) and net safety. Co-founder of the IBM Competence Centre at Politechnika Śląska. Proponent of an elearning platform for the interdisciplinary student practicum. Sailor, sailing instructor, advocate of innovative, ICT-enhanced training of aspiring sailors.

Kto?

Ewa Zarzycka-Piskorz



Teacher of English. She has carried out a number of workshops devoted to using online learning applications. Her professional interests focus on gamification in education. She has created an online ESP course for students of vocational secondary schools in the European Union project called "Małopolska Chmura Edukacyjna" (Lesser Poland Voivodeship Educational Cloud). She designed and carried out the gamification workshop for the teachers and instructors of AGH University of Science and Technology in Kraków. She has also gamified a university course called "Academic English".



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