1.	Course		Advanced Distan	ce Learning Systems					
2.	Code		KNI_E14						
3	Study programme		Computer Science and Engineering PhD study						
5.			programme						
4.	Study programme organized by		FCSE						
5.	Cycle		Thir	d – PhD					
6.	Academic year / semester	7.	ECTS credits 7,5						
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9.	Prerequisites		Ν	Vone					
	Course programme goals (competences):								
10.	The students will have the knowledge and skills to use the techniques for analysis, design and implementation of distance learning systems.								
11.	Course syllabus: Needs and viability for distance learning systems. Collaborative systems for distance learning. Incentive environments. Solution development principles that support the process of cooperative and self learning. Distance learning system components. Internet as the platform for distance learning systems support. Distance learning course development. Using multimedia information in order to present the learning material. Digital libraries. Multimedia presentation of digital library contents. Digital library data search principles. Results visualization. Recommendation principles. Data interaction and digital libraries user interfaces. Methodological approaches in the learning process. Active learning. Collaboration learning. Interactivity and testing. Communication types for distance learning systems. Combining different communication types in order to provide active learning. Synchronous and asynchronous communication. Videoconferencing systems supporting distance learning. Student services and distance learning support systems. Building a learning environment based on project assignments. Virtual laboratories. Learning by using the mobile cloud. Wireless and mobile systems for distance learning. Knowledge portions paradigm. Mobile systems interaction for distance learning support. Distance learning system evaluation. Results evaluation. Learning efficacy evaluation.								
12.	Leaching methods: Classes supported with slide presentations, interactive teaching, lab equipment and other software packages, teamwork, case studies, invited guest lecturers, presentations of project works, e-learning materials, forums and consultations.								
13.	Total fund of work hours		7,5 EKTC x 30 h = 225 h						
14.	Available hours distribution	1	45+30+150 = 225	r					
15.	Teaching activities	15.1.	Theoretical classes	45 h					
		15.2.	Practical classes (labs, exercises), seminars, team work	30 h					
16.	Other activities	16.1.	Project tasks	50 h					
		16.2.	Self study	50 h					

		16.3. Homework			3. Homework	50 h				
17.	Grading									
	17.1.	. Tests				40 points				
	17.2.	Seminar work/ project (presentation: written and oral)			: written and oral)	50 points				
	17.3.	Activ	e participation		10 points					
18.	Grading criteria (points/grade)			to 59 points	5 (five) (F)					
					from 60 to 68 points	6 (six) (E)				
					from 69 to 76 points	7 (seven) (D)				
					from 77 to 84 points	8 (eight) (C)				
					from 85 to 92 points	9 (nine) (B)				
				from 93 to 100 points	10 (ten) (A)					
19.	Condit	tions f	or attending the final exar	Successful completion	of activities 15.1 an	d 15.2				
20.	Langu	Language Mace				nian or English				
21.	Qualit	ality assessment Internal evaluation			Internal evaluation	ion and student pools				
22.	Literature									
		Compulsory								
	22.1.		F J							
		No.	Author		Title	Publisher	Year			
		1.	Keegen, D.	F	Foundations of Distance	New York,	1996			
					Education	Routledge				
		2.	Hiltz, S.R. et al	Lag	The Virtual Classroom:	Now Jorgov	1004			
				Lea	Computer Networks		1774			
		3.	Belanger, F., Jordan, D.H.		Evaluation and		2000			
				Implementation of Distance learning: Technologies,		Idea Group Publishing				
							2000			
					Tools and Techniques					
		Additional								
	22.2.	No. Author			Title	Publisher	Year			
		1. Dr. Grifoni, ed.		Multimodal Human Informati						
			Dr. Grifoni, ed.	Computer Interaction and		Science Reference	2009			
					Pervasive Services	(USA)				
		2.	R.Rodger		Beginning Mobile					
				Ap	plication Development in	Wiley	2012			
					the Cloud					
		3.								