\ sublime writer It would be my pleasure working with you. You have the to choose the title regarding the search you're doing. Please I prefer references and readings from books, journals, articles and few authentic websites. Research Project (4000 words 10+): The focus of this research project is for students to investigate how they can use online materials or computer based learning materials (depending on connectivity issues within their institutions) to support the teaching and the learning of their students within an educational context (real or virtual). Students will have a choice as to whether they develop their own materials or use existing available materials. A design justification that is based upon the desired pedagogic learning outcomes for their session with their students (academic and intellectual knowledge) coupled with relevant research evidence regarding best practice for blended and/or eLearning. These materials must be trialled with students within an educational context (real classroom or virtual). Observed interactions in relation to the proposed learning outcomes of their session must be reported and discussed in relation to research evidence as to how blended/eLearning can affect learning and teaching. Teacher and student perceptions of the teaching and learning experience should be reported and reflected upon. The purpose of this mini research project is for you to examine and report upon the role of computer based media and/or environments and instructional methods in delivering educational content. Due to your different teaching and research interests, the scope for your research project is broad. I have provided a list of possible projects some of you may be interested in investigating. If you wish to negotiate your own research question you MUST email your tutor with your proposed research question and a brief summary of what you will be researching and writing on. Do not begin work until your negotiated research question has been agreed by your course tutor! The aim of this module has been to allow you to develop a critical understanding of the role of pedagogic design, and integration of online learning, virtual learning environments, online conferencing, collaborative tools and the evaluation of web-based resources and online learning activities in relation to learning objectives. Your project should reflect one or more (a few) these themes. This assignment will critically evaluate the proposed design project in relation to relevant theory and good practice guidelines. An appendix of any relevant electronic activities, portfolios or multimedia resources should be presented by the student on CD ROM, together with the assignment. 1. How effective are computer based simulations at facilitating the learning process? 2. Can computer games offer a powerful new resource to support teaching and learning in the information age? 3. Can usability principles assist in the selection of web based learning materials that are pedagogically valuable to teachers and students? 4. Encouraging group based learning in MLEs/VLEs – from theory to practice. 5. Supporting students in e-environments – do theory and practise converge? NOTE: The focus of this assignment is not to provide a descriptive report or lengthy literature review per se, but to critically analyse the research evidence, underlying theories, personal experience (if relevant) in using technology in teaching and learning environments. \*You must demonstrate evidence of research and submit the resources/applications/data that you have analysed along with your work.