THE CHINESE UNIVERSITY OF HONG KONG

Micro-Module Courseware Development Grant

Interim Report (March 2015)

Report due 31 March 2015.
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PART I

Project title: Apps for Innovative Learning

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Department / Unit: Decision Sciences and Managerial Economics

Project duration: From January 2015 to August 2015

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1. Project objectives

There are now 4 modules in this apps. For testing and convenience sake, IT Concept has already been implemented first through the use of Blackboard which is more effective in tracking the students when there is a definite right and wrong answer. IT Strategy and Business Logic is on track to meet its objective. IT Strategy now uses video cases to help them understand the strategies in real life situation, which does not have a definite right or wrong answer. Students need to write down their arguments. Business Logic is designed based on a previous problems encountered by students and it is being set up as a case study for them to follow through teaching them what makes a feasible IT business. More cases from real life will be added later. There is a newly added module which is designed to help students to test out their own idea.

At the end of using this holistic tool for learning, student would produce their own unique learning journal in the Blackboard documented everything they have done. It would serve as a revision tool for them and a testimony of journey of learning this subject.

2. Progress on process, outcomes or deliverables

IT Concept has already been implemented in Blackboard. Business Logic and the new module have already been programmed and are both at the testing phase by ITSC and IT Strategy is now being programmed and the prototype is expected to finish by April.

3. Evaluation Plan

Since it's near the end of term, they have learnt some of the concepts already. The apps would be used as a revision tools for them. A survey would also be designed to gauge their opinions. Also, will try to set up questions in the final exams related to the materials in the apps to measure the usefulness. If possible, results from previous years with similar questions would be used for comparison.

4. Dissemination (reports, websites, video links, products, etc.)

Link to the testing site of the app.

The end product will have 4 separate modules. IT Concept is to help students to understand the most fundamental facts related to IT. IT Concept is mainly used before class to help them familiarize the basic materials so that class time could be spent on more difficult managerial issues. IT Strategy is to help student to internalize the study of strategies applied in the use of information systems. IT Strategy module could be used after class in their free time. Their answers could then be used to generate discussion in the next class. IT Case Study is designed for students to apply business common sense to gauge the feasibility of IT business before they start to embark on their own. It must be conducted before class. The result of which would be used in individual group discussion with the lecturer. IT Business is a business framework used to help students create their own IT businesses. IT must also be used outside the classroom, preferably in groups, so that students could come up with some feasible ideas before seeking the advise from the lecturer.

As for tools, the web application is being developed using JavaScript and JQuery Mobile design.

At the end of using this holistic learning tool, each student would have created his or her own unique learning journal in Blackboard. Lecturer could use these journals to monitor the progress of the students and they could also use their own journal as a revision tool.