

About College

Dahyalal Dosjibhai Choksi College of Secondary Education was established in the year 1971 with the charity of D. D. Choksi Charitable Trust. The purpose of establishing this institute is to provide best secondary school teachers in Banaskantha District.

The college has completed 50 years of illustrious service in the field of teacher education and has always achieved exceptional results in academic, cultural and other related fields.

Since its foundation, our college has carved a unique place for itself in the educational superstructure of North Gujarat by dint of its pupil's marvelous accolade in academic and cultural spheres.

The college has always taken lead to provide progressive and quality teacher education by equipping each & every pupil with all the necessary virtues and traits. Dahyalal Dosjibhai Choksi College of Secondary Education has always remained committed to fulfill its social responsibility of producing value driven quality teachers to fulfill the challenging demands of 21st century.

About the University

The Indian Institute of Teacher Education (IITE) is a state university located at Gandhinagar, Gujarat, India. It was established in 2010 by the Government of Gujarat and focuses on teacher education with a vision "To nurture teachers of tomorrow with the transformative knowledge of Indian tradition and usher in a new era of teacher education, focusing upon the integral development of teachers" and mission "To provide integrated courses in teacher education, marked and defined by value-education, global outlook, and interdisciplinary". University runs UG Program, PG Program & Research Programs.

About Vidyamandir Trust

Vidyamandir Trust, Palanpur has been working in the field of education for last six decades and manages institutes ranging from Kindergarten to Higher Secondary schools with Teachers' Training Colleges in both English as well as Gujarati medium. We at Vidyamandir believe that the character of a nation depends on the quality of education we provide to the young growing minds.

In today's rapidly changing times of globalization, students need to be empowered to develop independence, decision making abilities and civic responsibility.



Vidyamandir Trust, Palanpur managed D. D.Choksi College of Secondary Education

Vidyamandir Campus, Taleybaug, Palanpur-385 001
Dist. Banaskantha (N Gujarat)

PG Diploma Courses



Approved by
UGC, New Delhi
under
NSQF Scheme
&



Affiliated with
IITE, Gandhinagar, Gujarat



PG Diploma Courses

- PGDEML. Educational Management & Leadership
PGDCD. E-Content Development
PGDMH. Mental Health & Well-Being
PGDLMS. Learning Management Systems
(Medium of course will be Gujarati, Hindi & English)

Benefits

UGC & IITE approved certificate will be issued after successful completion of the course which will add 60 credit points.



Eligibility & Fees

- Minimum Qualification : Graduate in any discipline
- Regular Course
- Age is no bar
- Duration: 1 Year (2 Semesters)

Fees Structure:

**Rs. 5000/-
Only
Per Sem**



For more details of above mention courses visit our website

<https://www.ddchoksibedcollege.vidyamandir.org>

Mo:- 9428852627, 9427261305, 9879471029

Last Date of admission: 28/10/2020



Program Objectives

- To improve professional practice towards being a transformative leader.
- More usable presentation in the context of e-learning.
- Improving Mental Health of Children and Adolescents.
- LMS to host and track online learning providing a virtual hub.

Who Can Join

Professors, Principals, Administrators, Managers, Teachers & all those working or aspiring to work in educational institutions.

Assessments

Assessments are based wholly on course work, assignments & work based reports submitted by a learner & semester wise external exams from IITE

The instruction Package Consists Of

- Study Material
- Audio/video Programs



POST GRADUATE DIPLOMA IN LEARNING MANAGEMENT SYSTEM (PGDLMS)



**D.D. CHOKSI COLLEGE OF
SECONDARY EDUCATION**

Managed By Vidyamandir Trust, Palanpur,
Banaskantha, Gujarat

PGDL – 010 Learning Management Systems

Course objective: To develop a conceptual foundation for a clear insight into Learning Management Systems

Module I: Learning Management Systems :- Concept and Definition, Types of LMS Products, Corporate, Academic and Integrated LCLMS – Commercial Versus Open Source – Stand Alone LMS Products – LMS Apps and Plugins – LMS Versus LRS

Module II: Selection, Implementation and Operation :- Identify Your Needs - Determine Goals and Objectives - Know your Audience - Define Your LMS - Explore the Market - Evaluate the Vendors - Test the LMS - Need for Case Demonstration

Module III: Technological Standards and Specifications :- Physical Components - Conceptual Components - Learning Object - Organisation for Standardization - SCROM Reference Model - Course management - Learning portal management - Branding - Administration - Integration - User Experiences - Implementation and Configuration - Planning - Configuration - Integration - Migration - Testing - Going Live

Module IV : Role of LMS in Performance Ecosystem (Academic and Corporate) -

Features of Corporate LMS – Roles in Organization – User Groups and Audience – Learning Event Scheduling – Resource Management – Course Equivalencies and Prerequisites – Course Work Creation – Survey Creation and Administration – Credits – User Course Interactions – Self Enrollment – Enrollment Approval – Administration Features – Completion Certificates

Module V : LMS Trends-Current and Future - Industry Consolidation - Talent Management LMS Platforms - Specialists and Cloud LMS Vendors - Customer Education - B2B Commerce - Training and Marketing Lines – Integration Skills and Competencies - Open Source Gains Legitimacy - Differentiation Matters - Artificial Intelligence - Full-Tilt Learning Experiences

Module VI: Pratical Session/Assignments References

- Yefim Kats Premier Learning management system technologies and software solutions for online teaching: tools and applications [First ed.]
- Steve Foreman The LMS Guidebook: Learning Management Systems Demystified



PGDL – 011 Content Development

Course objective : To develop a framework for developing viable learning content that can be accessed from remote places.

Module I: Analysis : Analyze the Learning Content, Profiles of the Target People and the Objectives of Learning.

Module II: Creating The Instructional Design Document (IDD): Instructional approach of the Course, Identification of Problems – Solving of Problems – Compartmentalization of Modules - Instructional Design Strategy - Visual and Instructional Elements.

Module III: Scripting Prototype Development : Divisions of Modules - Preparing the Rough Draft – Application of Interactivities (colors, images, and animations) - Writing, Rewriting, and Revisions

Module IV: Developing The Course Without Audio: Important Components – Word Files – Excel Files – Notepad Files – Power Point Slides – Web Links

Module V: Developing The Course With Audio : Need for Audio , Popular Audio Software – Open and Paid Softwares, Popular Audio Formats, Popular Audio Softwares sync with onscreen text

Module VI: Developing The Course With Video : Need for Video , Popular Video Software – Open and Paid Softwares, Popular Video Formats, Popular Video Softwares, Role and Relevance of Animations

Module VI: Pratical Session/Assignments References

- Vicki Urquhart, Monette Mciver Teaching Writing In The Content Areas
- Timothy Garrand Writing for Multimedia and the Web, Third Edition: A Practical Guide to Content Development for Interactive Media [3 ed.]
- Robert S. Weygant BIM Content Development: Standards, Strategies, and Best Practices [1 ed.]



PGDL – 012 Conferencing Modules

Course objective : To develop module that ensure effective virtual learning

Module I : Video Camera or Webcam : Trends in camera technology, camera quality,

resolution, popular formats, popular softwares, integrating softwares, recoding of videos, editing of and preserving video footage

Module II : Audio Input : Audio devices, difference between hardware and software, popular formats, popular softwares, integrating softwares, recording and editing of files, preserving the audio files.

Module III : Codec Devises : hardware, Software, Audio Compression, Video Compression, popular compressed audio formats, popular compress video formats, impact on video and audio.

Module IV : Endpoint Devices : Need for multiple devices, Audio Output, Video Output, Loudspeakers, picture screen, projectors

Module IV : Computer System : Need for a computer system, basic configuration, need for advanced configuration, need for upgrading system, need for upgrading softwares, periodic maintenance and servicing

Module V : Pratical Session/Assignments References

- Colin Perkins RTP: Audio and Video for the Internet
- Cliff Wootton A practical guide to video and audio compression: from sprockets and rasters to macroblocks

- Colin Perkins RTP: Audio and Video for the Internet
- Bart G. Farkas Secrets of Podcasting, Second Edition: Audio and Video Blogging for the Masses [2 ed.]



PGDL – 013 Gamification of Learning

Course objective: Transition to entertainment based educational practices

Module I: Gamification : Concept of Gamification, History of Gamification in Learning, Game elements that can facilitate learning, Benefits, Application, Effectiveness, Criticism

Module II : Game Design Elements : design elements, Points, Badges, Leaderboards, Performance graphs, Meaningful stories, Avatars, Teammates

Module III : Areas for Gamification: Marketing, Inspiration, Health, Work, Crowdsourcing, Education and training, Politics, Technology design, Authentication

Module IV: Legal Restrictions and Criticism :

Need for Multiple Legal Restrictions, Virtual Currencies, Virtual Laws, Cyber crime data privacy effects on next generation Module V : Pratical Session/Assignments

References

- Karl M. Kapp The Gamification of Learning and Instruction Fieldbook: Ideas into Practice
- David Horachek Creating E-Learning Games with Unity: Develop your own 3D e-learning game using gamification, systems design, and gameplay programming techniques
- Shreekant W Shiralkar (auth.) IT Through Experiential Learning: Learn, Deploy and Adopt IT through Gamification [1 ed.]



PGDL – 014 MOODLE

Course objective: Provides an about the most popular elearning software - MOODLE

Module I: Moodle Philosophy and Experience :

History and Evolution of Moodle, Changes that had been incorporated in the Learning Process, Comparative differences with respect to other LMS Advantages and Disadvantages

Module II : Menu and Editing Mode :

The Moodle Front Page, Anonymous, Guest, and Registered Access , The Main Menu, Blocks , Site Description Available Courses, Inside a Course Blocks , Topics , Join a Discussion, Complete a Workshop, Assessing Other Students' Work, Editing Mode , Normal versus Editing Mode, The Edit Icon

Module III: Creating Course and Categories :

Organizing Course Categories Putting a Course into Several Categories Creating Courses The Course Settings Page Category Full Name and Short Name ID Number Summary Format Course Start Date Enrolment Period Number of Weeks/Topics Using Group Mode Availability Use Enrollment Keys to Regulate Access Guest Access Cost Hidden Sections News Items to Show Show Grades and Show Activity Reports

Module III: Grading of Course : Features for Teachers Moodle's Logs Page Export Logs using phpMyAdmin Using Scales for Feedback, Rating, and Grading Applying a Scale to an Activity Establishing Custom Scales Grades Viewing Grades Categorizing Grades Creating and Viewing Categories Using Extra Credit Grading on a Curve When to use Curve and When to use Weight Compensate for a Difficult or Easy Category by Weighting Grades Weight Dropping the Lowest Scores in a Category Giving Bonus Points Hide Ungraded Activities Points, Percents, and Letter Grades

Module VI: Pratical Session/Assignments

References

- William Rice Moodle. E-Learning Course Development
- Jason Cole, Helen Foster Using Moodle: Teaching with the Popular Open Source Course Management System [Second Edition]
- João Pedro Soares Fernandes Moodle 1.9 Teaching Techniques



PGDL – 015 Google Classroom

Course objective: gives insight to GOOGLE based learning platforms and related applications.

Module I: Creating and Managing a Class :

Making a Class and Adding Students, Sharing Links, Utilizing Google Classroom Assignments and Resources, Quick Conversations with the Questions Feature Announcements for Your Students,

Module II: Tasks and Assignment :

Google Classroom Tasks : Utilize a rubric, Maintain motivation with different challenges, Focusing on the learning outcomes, Student Submission of Assignments

Module III: Student-Teacher Interaction :

Engagement through videos, Video facilitates collaboration and learning, Feasibility in access, Engagement through Student-Student Interaction

Module IV: Useful Apps for Google Classroom :

Math Apps Assorted VR Apps Skill Building Apps and other apps Things Students Can Do Using Google Classroom, Due Dates , Change Ownership, Assignment listings

Module VI: Pratical Session/Assignments References

- Miller, Mark GOOGLE CLASSROOM: An Easy Google Classroom Guide, For Teachers and Students, to Make Your Digital Class
- Annie Brock Introduction to Google Classroom
- Infused, Ted Google Classroom: A 2020/2021 Comprehensive And Simple User Guide To Online Teaching And Learning With Step By Step Instructions, Tips And Tricks For Teachers
- Douglas, Grace Google Classroom: A Beginner's Guide to Online Teaching for Teachers and Students. Get the Best from Distance Learning and Teaching with Google and Learn How to Manage Virtual or Blended Classrooms



Google Classroom

PGDL – 016 Internship/Live Project

Course objective: To develop a pilot module in association with any education or likeminded institutions for teaching or training purpose. Based on the level of enrollment and popularity of the module, marks will be assigned.