A virtual learning environment for introductory programming.

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Author
Allison, Ian K.
Orton, Paul
Powell, Heather

Citation

Abstract
Teaching of initial programming is a significant pedagogical problem for computing departments. It is shown that by understanding the changing characteristics of computing students helps to identify their learning approaches and requirements. These findings are used to explain the rationale for the development and use of a virtual learning environment to support the learning of introductory programming.

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Teaching – Virtual Learning Environments. 2 Levels of VLE use. A useful framework for considering different ways of using VLEs to support or deliver courses is one developed by Mason (1998). Mason identifies three models: • Content and support model – where pre-prepared content is delivered in print or online, and support is provided online. The Handbook for Economics Lecturers. 2.1 Posting course information and existing course materials. A straightforward and convenient way for lecturers to ensure that students have access whenever they want to access handbooks, reading lists, lecture slides, handouts, assignment details and marks is to make these available through a VLE. Materials can be periodically uploaded into the VLE, which acts as a course archive.