

# BAP 19D02P1: The Design of a Blended Learning Environment

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The main purpose of this project is to design a blended learning environment for a project-based teacher education mass course that uses both face-to-face and online instruction guided by engagement indicators. The project also aims to investigate the role of supporting learner-learner interaction online on students' achievement and engagement. Blended learning can be defined as "learning experiences that combine face-to-face and online instruction" (Graham, 2013, p. 7). This project will develop two versions of a blended learning environment guided by the engagement indicators put forward by the National Survey of Student Engagement (NSSE) Project based on a long tradition of prior research and theory regarding quality in higher education. The blended courses, to be offered in the area of teacher education, will combine online and face-to-face instruction using an e-learning development tool (to be budgeted as purchase of service). A set of criteria will guide the selection of the e-learning tool for the design and delivery of the online courses.

*Continuous technical support.* Projects involving the use of some form of software may require significant amount of technical support (based on the project director's experience with similar projects). For that reason, continuous technical support is the most important criterion as it allows the researcher solely focus on the content and academic aspects of the project.

*Cost effective.* The system should involve the services of hosting, technical support, and customization, when necessary, for a reasonable cost when compared to an in-house investment for such services, which would at least involve hardware (e.g., server), infrastructure (e.g., bandwidth), and technical personnel costs for the duration of the project.