LEARNING SCIENCES (LRN_SCI)

LRN_SCI 201-0 Cognition and Action (1 Unit) Perspectives on thinking and learning; how individuals reason and accomplish tasks, both on their own and in interaction with each other and with their immediate environments.

LRN_SCI 202-0 Culture, Language, & Identity (1 Unit) Social and cultural dimensions of learning, particularly how diverse linguistic and cultural tools mediate forms of identity, learning experiences, and participation in and transformation of social life.

LRN_SCI 214-0 Culture and Cognition (1 Unit) Explore the cultural ground of cognition. How do cultural environments structure and orient our conceptual knowledge, and how do these cognitive processes feedback into cultural systems? Key topics include conceptual development, knowledge organization, causal reasoning, moral psychology, and environmental psychology. Jointly, the topics are integrated through a focus on social and ecological thought. We will engage in cultural artifact analyses, field experiences, and research inquiries. Combined with LOC 214-0; may not receive credit for both courses.

LRN_SCI 301-0 Design of Learning Environments (1 Unit) Conceiving, building, and testing products and services to help people learn. Topics include the human-centered design process, principles for designing learning environments, and agile project management and communication techniques.

LRN_SCI 302-0 Social Contexts of Education (1 Unit) Societal structures that organize, supply, and channel individual learning experiences and how they provide the formal and informal settings in which social interaction takes place, particularly in urban settings. How participation in these socializing settings molds the development of individuals’ capacities and forms their goals. Combined with TEACH_ED 302-0; may not receive credit for both courses.

LRN_SCI 306-0 Learning with New Media (1 Unit) Examines ways to study and learn from social media spaces and how digital platforms shape presentation of content and information sharing practices.

LRN_SCI 307-0 Designing Interactive Media and Technology for Learning (1 Unit) Building on theory in the learning sciences and a broad set of multimodal technological tools, students develop and test a collection of learning technologies and examine ways to assess the educational impact of their inventions. Prerequisite: COMP_SCI 110-0 or permission of instructor.

LRN_SCI 308-0 Redesigning Everyday Organizations (1 Unit) Concepts and methods for understanding and studying cognition and learning and putting these concepts and methods to use in a design/change project. Combined with LOC 308-0; may not receive credit for both courses.

LRN_SCI 309-0 Inclusive Making (1 Unit) Excitement for the Maker Movement continues to grow. Part of this growth stems from the idea that Making provides a means for democratization of fabrication and invention. While this is true, in part, the practices and people that are typically included under this brand are limited. In particular, issues of diversity, equity and inclusivity are seldom at the forefront in the design and implementation of Makerspaces, the tools used or the artifacts created. Hence, the purpose of this course is to bring issues of diversity, equity and inclusivity to the forefront. In particular, the goals of this course are to push students to 1) critically explore Making as a practice that promotes democratization, 2) develop interfaces that allow a broader population of students to participate in digital fabrication and 3) design artifacts that positively impact accessibility and inclusivity. The course will include guest speakers, laboratory portions and a projects that encourages students to develop publishable scholarship and/or functional prototypes, as they work in interdisciplinary teams. This is a hands-on project course. All students will design and implement interactive technologies. For this reason you will be expected to do computer programming and digital fabrication. However, all projects can be completed in teams. Hence, it is not essential that all students come with prior knowledge in computer programming and digital fabrication. Additionally, a portion of class and office hours will be devoted to helping students gain familiarity in basic digital fabrication and computer programming.

LRN_SCI 313-0 Tangible Interaction Design and Learning (1 Unit) Explores the use of tangible interaction to create innovative learning experiences, including distributed cognition, embodied interaction, cultural forms, and design frameworks. Combined with COMP_SCI 313-0; may not receive credit for both courses. Prerequisite: COMP_SCI 110-0.

LRN_SCI 338-0 Learning and Teaching with Technology (1 Unit) Theory and practice of designing school environments that integrate new technologies and media. Combined with TEACH_ED 338-0; may not receive credit for both courses.

LRN_SCI 351-0 Topics in Learning Sciences (1 Unit)