

Micro Degree/Certificate Program Summer 2025

Course Title	Blending Creativity and AI: Digital Skills for Learning and Employability
Course Duration	July 21, 2025 - August 8, 2025 (15 weekdays, 3 hours/day, 3:00 pm – 6:00 pm Japan Standard Time, GMT+9)
Instructor	Dr. Vanitha N, Associate Professor, Department of Information Technology, Women's Christian College, Chennai, vanitha@wcc.edu.in
Target Audience	Any Undergraduate and post-graduate students from ACUCA member institutions

Course Description

This course students to explore and evaluate digital tools and platforms that enhance self-directed learning and professional development. Through hands-on experience, students will master skills in image editing, video production, animation, and AI-powered content creation. The course emphasizes the integration of emerging technologies such as AI, AR/VR, and interactive quizzes to enhance learning and career opportunities. Students will apply these skills in a capstone project, showcasing their ability to create professional-quality content. The course is designed to provide students with the knowledge and hands-on experience necessary to effectively utilize digital tools for personal development, career advancement, and entrepreneurial ventures.

Online Course Design

To ensure the successful achievement of the course outcomes and optimize student learning, the course will follow a structured and interactive format. The course will integrate the following elements:

- 1. Modular Structure:** The course will be divided into 15 weekly modules, each focusing on specific digital skills and AI applications.
- 2. Active Learning:** Students will engage in hands-on activities, projects, and collaborative work that require applying learned skills in real-world scenarios.
- 3. Multimedia Resources:** The course will use diverse resources like video tutorials, readings, interactive quizzes, and case studies to ensure diverse learning styles are catered to.
- 4. Flexibility with Deadlines:** Assignments will have clear deadlines, but flexibility will be provided, especially for project work, to accommodate different learning paces.
- 5. Continuous Feedback:** Regular formative assessments and peer feedback will help monitor progress, ensuring that students are continually improving their skills.

Learning Objectives

By the end of this course, students will be able to:

1. Explore and evaluate a range of online learning platforms and digital tools to enhance self-directed learning and professional development.
2. Develop proficiency in using image editing, video production, animation, and storytelling tools to create engaging educational and employability-oriented content.
3. Integrate artificial intelligence tools into content creation and assessment workflows to improve efficiency, creativity, and accuracy.
4. Design and produce interactive and immersive content, including AR/VR experiences and digital quizzes, tailored to diverse learning and workplace contexts.
5. Apply acquired digital skills through a capstone project that demonstrates innovative use of emerging technologies to address real-world learning or career challenges.

Assessment Methods

- **Short Assessments/Activities (Daily):** To assess knowledge of digital tools and concepts.
- **Peer Reviews (ongoing):** Students will give and receive feedback on assignments and projects.
- **Capstone Project (Week 14-15):** A comprehensive project where students demonstrate proficiency by using AI and digital tools in creating content for educational or business purposes.
- **Final Presentation:** Students will present their final project and portfolio, showcasing the skills they've acquired.
- **Reflection Papers:** At the end of the course, students will submit a reflection paper about their learning journey, challenges faced, and how they plan to use the skills in their careers or businesses.

Instructional Strategies/Activities

1. Online Lectures

Online lectures combining theoretical concepts of digital tools, AI applications, and employability skills with practical demonstrations on how to use various digital and AI platforms.

2. Hands-On Session

Practical sessions where students work on projects involving image editing, video production, animation, and AI tool integration. This session will allow students to apply theory in real-world scenarios.

3. Group Discussion

Breakout sessions where students discuss the impact of digital tools and AI on various industries, such as education, healthcare, and small businesses, to understand how these technologies drive change in employability and entrepreneurship.

4. Case Studies

Real-world examples highlighting how AI and digital tools have transformed businesses and careers. Case studies could include companies using AI for content automation or individuals leveraging digital skills for freelancing opportunities.

5. Interactive Quizzes

Quizzes that focus on testing students' knowledge of the digital tools and AI technologies discussed in the course, helping them assess their understanding of the tools' practical applications.

6. Capstone Project

A final project where students integrate AI, digital tools, and content creation techniques into a comprehensive project that demonstrates their creative and technical skills, while addressing real-world challenges in employability or business.

7. Peer Feedback Sessions

Structured peer review sessions where students present their projects to classmates, offering constructive feedback and suggestions for improvement, thereby enhancing collaborative learning and critique skills.

Course Syllabus Containing Planned Lessons /Activities / Evaluation for the Entire Program

Week	Content	Activities	Evaluation
1	Overview of Online Learning Opportunities	Introduction to online learning platforms, self-directed learning tools	Quiz on online platforms; Reflection on preferred platforms
2	Online Learning Platforms	Hands-on exploration of Online Learning Platforms	Submit a comparison of three platforms
3	Overview of Digital Contents and Tools in Education and Employability	Introduction to tools for content creation	Create a simple digital image using one tool
4	Image Editing	Practical session on image editing tools	Create an edited image related to a personal project
5	Video Recording and Editing	Explore video editing software	Submit a 1-minute edited video on a specific topic
6	Animation	Introduction to animation tools	Create a short-animated video using available tools
7	Digital Storytelling and Presentation Making with AI	Design a digital story and presentation using AI tools	Create and submit a digital presentation with AI integration
8	Using AI Tool in Learning and Content Creation	Hands-on with AI tools for content creation	Submit AI-assisted content creation (article or story)

Week	Content	Activities	Evaluation
9	Technical Documentation Creation	Introduction to technical documentation tool	Create a research article using technical document tool
10	AI Powered Document Checker	Explore tools for AI-driven content review	Use an AI tool to check and improve a previously created document
11	AR & VR Content Making	Hands-on with AR/VR creation tools	Create a simple AR/VR experience using available tools
12	Interactive Quiz Creation	Introduction to quiz-making platforms	Create and share an interactive quiz
13	Case Study: Impact of Emerging Technologies in Transforming Education and Careers	Analyze case studies of AI integration in education and business	Group discussion and case study analysis
14	Create and Present a Project	Capstone project development	Final project submission and peer review.
15	Course Summary, Reflections, and Evaluations	Final reflections and course evaluation	Submit a course reflection paper and final project presentation

Scores

Methods	Scores (%)
Participation and Engagement	20%
Daily Assignments	50%
Final Project	30%

Detailed Classroom Management Plans and Strategies

The course will be conducted 100% online through live, synchronous sessions to enable real-time interaction between instructors and students.

- Course platform like Google Classroom will be used to monitor student progress, manage assignments, and communicate updates.
- Interactive teaching methods such as live discussions, simulations, and case studies will be incorporated to maintain engagement.
- Clear guidelines will be communicated at the beginning of the course regarding attendance, assignment deadlines, participation, and expected conduct.
- A weekly checklist will be shared to help students stay organized and on track with lessons and submissions.

- Rubrics will be provided for all major assignments and projects to ensure students understand the evaluation criteria.
- Active learning strategies will be used during live sessions, including group activities, breakout discussions, and brainstorming tasks.
- Peer feedback and Q&A sessions will be included to promote student interaction and collaborative learning.
- Multimedia content like short video clips and interactive quizzes will be used to enrich the virtual learning experience.
- Timely and constructive feedback will be given to students to support continuous improvement and motivation.

Learning Outcomes

Upon successful completion of this course, students will be able to:

1. Understand how digital and AI tools enhance learning and open up new opportunities for income generation.
2. Use image, video, and animation tools to create professional-quality content.
3. Create engaging presentations and stories using AI tools.
4. Utilize AI-driven platforms to automate content creation and assessment for small businesses or freelance work.
5. Design and present a digital portfolio or project that showcases creative and technical skills.

Reference Books:

1. Kammer, Jenna, and Lauren Hays. *Digital Literacy Made Simple: Strategies for Building Skills Across the Curriculum*. International Society for Technology in Education, 2023.
2. Kelley, Tom, and David Kelley. *Creative Confidence: Unleashing the Creative Potential Within Us All*. Currency, 2013.
3. Luckin, Rose. *AI for Learners: Empowering Students for the Future*. Routledge, 2022.

Web References:

1. <https://toptools4learning.com/>
2. <https://www.zoom.com/en/products/screen-recorder/>
3. <https://www.gimp.org/tutorials/>
4. <https://online-video-cutter.com/>
5. <https://www.instructables.com/How-to-Animate-in-Adobe-Flash/>
6. <https://www.canva.com/>
7. <https://mobidev.biz/blog/augmented-reality-development-guide>
8. <https://www.grammarly.com/>
9. <https://www.overleaf.com>