



SUBJECT DATASHEET

Digital pedagogy

BMEGT51XX06322-94

I. SUBJECT DESCRIPTION

1. SUBJECT DATA

Subject name

Digital pedagogy

ID (subject code)

BMEGT51XX06322-94

Type of subject

contact hour

Course types and lessons

<i>Type</i>	<i>Lessons</i>
Lecture	0
Practice	8
Laboratory	0

Type of assessment

mid-term
grade

Number of credits

5

Subject Coordinator

<i>Name</i>	<i>Position</i>	<i>Contact details</i>
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Educational organisational unit for the subject

Department of Technical Education

Subject website

<https://edu.gtk.bme.hu>

Language of the subject

magyar - HU

Curricular role of the subject, recommended number of terms

Programme: **Mentor teacher programme**
Subject Role: **Compulsory**
Recommended semester: **1**

Programme: **Measurement-assessment teacher programme**
Subject Role: **Compulsory**
Recommended semester: **1**

Programme: **Adult Education Expert**
Subject Role: **Compulsory**
Recommended semester: **1**

Direct prerequisites

<i>Strong</i>	nincs/no
<i>Weak</i>	nincs/no
<i>Parallel</i>	nincs/no
<i>Exclusion</i>	nincs/no

Validity of the Subject Description

Approved by the Faculty Board of Faculty of Economic and Social Sciences, Decree No: 580466/11/2025 registration number. Valid from: 2025.06.25.

2. OBJECTIVES AND LEARNING OUTCOMES

Objectives

The course aims to provide students with a comprehensive understanding of digital pedagogy, its development, and practical applications. Students will explore the current challenges and opportunities of digital teaching and learning, with a focus on the pedagogical use of educational technologies and digital learning environments. They will gain insight into the core principles of modern instructional methodology, particularly regarding digitally supported learning processes. Through individual and group assignments, students will learn to apply digital pedagogical tools and Web 2.0 applications purposefully, thereby enhancing their pedagogical knowledge, methodological awareness, and digital competencies. The course also seeks to foster openness and critical thinking regarding the educational role of digital culture.

Academic results

Knowledge

1. Understands the fundamental concepts and key theories of digital pedagogy.
2. Has insight into the role of digital technologies in the learning process.
3. Knows the pedagogical principles of designing digital learning environments.

Skills

1. Able to use digital tools and applications for educational purposes in various teaching contexts.
2. Able to design, implement, and assess individual and group-based digital learning tasks.
3. Able to reflect on and develop their own digital pedagogical practice.

Attitude

1. Open to understanding and incorporating the educational role of digital culture.
2. Committed to active, learner-centered, and technology-supported forms of education.
3. Sensitive to learners' needs in developing their digital competences.

Independence and responsibility

1. Takes responsibility for their own professional development, particularly in digital pedagogy.
2. Capable of independent decision-making regarding the educational use of digital tools.
3. Applies digital pedagogical solutions consciously to support learning goals.

Teaching methodology

The course is based on practice-oriented, problem-solving, and collaborative learning methods. The learning process is supported by digital environments and up-to-date ICT tools.

Materials supporting learning

- A tanulási folyamatot kötelező és ajánlott szakirodalmak, valamint online elérhető tananyagok és digitális eszközhasználati útmutatók támogatják. A kurzus során a hallgatók hozzáférést kapnak tematikusan rendezett, nyitott oktatási forrásokhoz, illetve saját projektjeikhez kapcsolódóan válogatott digitális alkalmazásokhoz. A tananyag elsajátítását továbbá prezentációk, esettanulmányok, szemléltető videók és oktatási platformok segítik.
- The learning process is supported by required and recommended literature, open educational resources, and digital tool guides. Students gain access to structured, topic-specific online materials and digital applications relevant to their projects. The learning experience is enriched by presentations, case studies, demonstrative videos, and digital learning platforms.
- Szűts Zoltán: A digitális pedagógia elmélete (Akadémiai Kiadó, 2020)

II. SUBJECT REQUIREMENTS

TESTING AND ASSESSMENT OF LEARNING PERFORMANCE

General Rules

Assessment of the goals and learning outcomes defined in Sections 2.1 and 2.2 throughout the academic term. The evaluation covers knowledge, skills, attitudes, and competences related to autonomy and responsibility.

Performance assessment methods

The course is graded based on continuous assessment during the semester. Formative assessment: an individual assignment involving the design of a digital learning unit with a brief pedagogical rationale (50%). Formative assessment: active participation and task completion in group work during practical sessions, evaluating digital tool usage and collaboration (50%).

Percentage of performance assessments, conducted during the study period, within the rating

- Formative assessment (individual assignment): 50
- Formative assessment (active participation): 50

Percentage of exam elements within the rating

Conditions for obtaining a signature, validity of the signature

To obtain the signature, students must actively participate in at least 70% of the practical sessions and achieve at least 50% performance in the required formative assessments. Active participation cannot be made up after absence; however, the individual assignment may be submitted in a make-up period.

Issuing grades

Excellent	91
Very good	87-90%
Good	75-86%
Satisfactory	62-74%
Pass	50-61%
Fail	0-49%

Retake and late completion

Due to its nature, active participation cannot be retaken or made up. The individual assignment may be submitted once during the make-up period.

Coursework required for the completion of the subject

Részvétel a kontaktórákon	8
Felkészülés a teljesítményértékelésekre	71
Házi feladat elkészítése	71

Approval and validity of subject requirements

Consulted with the Faculty Student Representative Committee, approved by the Vice Dean for Education, valid from: 02.06.2024.

III. COURSE CURRICULUM

THEMATIC UNITS AND FURTHER DETAILS

Topics covered during the term

To achieve the goals and learning outcomes outlined in Sections 2.1 and 2.2, the course is structured around the following thematic blocks.

- 1 Fundamentals of Digital Pedagogy and Entry-Level Tools
- 2 Emerging Technological Approaches in Education
- 3 Digital Technologies in Educational Research
- 4 Interactive Assessment and Feedback with Digital Tools
- 5 Visualization and Learning Organization in the Digital Space
- 6 Digital Content Creation and Learner Engagement
- 7 Project Management Tools for Learning Organization
- 8 Digital Reflection and Self-Assessment

Additional lecturers

Approval and validity of subject requirements