

**Part I C- Elective Paper**  
**Paper VII – KNOWLEDGE AND LEARNING MANAGEMENT**  
**Course Code: 908.13**

**COURSE OUTLINE**

Contact Hours: 108  
 Duration of Exam: 3 hrs.

Max. Weight : 32  
 No. of credits : 4

**Course Objectives**

1. To provide student teacher with theoretical support in the selected areas for knowledge and learning management
2. To develop appropriate strategies for unlocking the cognitive potentials for fostering the effective application of knowledge managerial system
3. To explore the resources and knowledge mining techniques for learning and knowledge management
4. To realize knowledge as an intellectual property right
5. To develop strategies for transforming static information into dynamic knowledge.

**Unit I: Knowledge and Learning Management (20 hrs)**

Concept of knowledge management – knowledge management strategies – goal planning – self change – knowledge management cycle knowledge management outsourcing – knowledge matrix and related pedagogy – Tapping the knowledge – Lesson designing - lines – Lims multi applicability of Trading knowledge – using personalized adoptions in learning – Trait and explicit knowledge - Nuggets –

Memes – Synaesthesia and knowledge clustering principles of knowledge.

**Unit II: Knowledge Networking (28 hrs)**

Meta learning - unlocking cognitive potential – meta cognition - meta task- cognitive map – cognitive operations – thinking skills – EQ outline skills – on line recriminate portal – information technology and knowledge management-knowledge Engineering-knowledge networking – Role informatics professionals in knowledge management process- strategies - knowledge management systems – person support system and expert system - Theories of knowledge - Evolutionary modes of knowledge - numerical model – benefits of knowledge management , Epistometrics.

**Unit III: Knowledge management techniques (30 hrs)**

M-leaning -3D learning tools virtual reality - 3D graphics – 3D learning tools - Collaborative 3D learning Environment - future trends of collaborative leaning environment virtual reality – Mobile learning , architecture and its application in practice – internet resources – e – learning

Human right, child right, women right, human right education and knowledge management

Intelligent tutoring system (ITS) satellite instructing TV programmes – SOCRATES, PLATO – e- learning - kiz learning approaches to –e- learning services – computer based learning – cloud computations- Blended learning multimedia skills .

**Unit IV Intellectual property right (10 hrs)**

IT enabled human resources Management career management – compounds of knowledge management and professional practices – ethics in IT Cyclic primary - harking – virus – activism software.

**Unit V: Transforming static information into dynamic knowledge**

**(20 hrs)**

- Process, conceptual knowledge, holistic thinking, analytical /creative understanding higher order thinking – the mind organization into schematic pattern – multiple intelligences into active pattern – Manipulating dynamisms of thinking – Brain storming webs, graphic organizers – mind mapping .

**Advanced Practicum (Any two)**

- ❖ Prepare a resourceful BLOG
- ❖ Creation of website
- ❖ Creation of lesson module in U-tube
- ❖ Preparation of interactive animation kit
- ❖ Preparation of a profile on multi intelligence

## REFERENCES

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6. Drucker, P. (1994). Post- Capitalist Society New York: Haper Collins.
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9. Argote, L. (1991) Organizational Learning Creating , retaining and transferring knowledge, Norwell, MA Kluwer.
10. Bishop, C. (1995) Neural Networks for Pattern recognition New York: Oxford University Press.

11. Cassidy, J. (1991). "Using graphic organizers to develop critical thinking". *Gifted Child Today*, 12(6) pp.34-36
12. Novak, J.D. and Gowin, D.B. (1984). *Learning how to learn*. New York: Cambridge University Press.
13. Robinson, D.H. (1998). "Graphic organizers as aids to text learning". In *Reading research and instruction*, 37 (2), pp.85-105

**Part I C – Elective Paper****Course Code 908.13 – Knowledge and Learning  
Management**

Time: Three Hours

Maximum weightage : 32

**Part-A****Answer any two questions from part A  
Each question carries 4 weightage**

1. Examine knowledge management techniques.
2. How does knowledge management help learning and sharing of information?
3. Explain knowledge management strategies.
4. Discuss the future trends of virtual learning.

**(2×4= 8 weightage)****Part-B****Answer any six questions  
Each question carries 2 weightage**

5. How can you make use of mobile learning in classrooms?
6. Explain the features of collaborative 3D learning environment.
7. Examine the relevance of human right education.
8. Give a brief description of Theories of Knowledge.
9. How far brain storming webs advantageous in transforming information?
10. Explain the importance of ethics in IT.
11. What are the problems encountered in knowledge management?
12. Give a short note on cloud computing.

**(6×2 = 12 Weightage)**

**Part C****Answer any six questions. Each carries 1 weightage**

13. Explain knowledge matrix.
14. Define knowledge tapping.
15. Explain knowledge management cycle.
16. Give a short note on e-resources.
17. Compare CMS and LMS.
18. What is virtual reality?
19. Illustrate collaborative 3D learning environment.
20. What is intelligent tutoring system?

**(6×1 = 6 Weightage)****Part D****Answer all questions. Each carries ½ weightage**

21. Define Epistemetrics.
22. What is blended learning?
23. What do you mean by cyber piracy?
24. What is mind mapping?
25. What is ITS?
26. What is neuronal model?
27. What is Moodle?
28. What is podcastings?
29. Define synaesthesia.
30. Compare tacit and explicit knowledge?
31. Define Nuggets
32. Give two merits of Human rights education in virtual environment.

**(12×½ = 6 weightage)**