I. Catalog Description and Credit Hours of Course:

This a product-oriented course that examines the role of a variety of media sources in the classroom. Working with sound, photos, and video to design multimedia presentations will be a focal point of the course, and the integration of multimedia productions to in the content curriculum will be addressed. (3)

II. Prerequisite(s):

None

III. Purposes or Objectives of the Course:

The participants will:

A. Examine instructional design as they relate to multimedia.

B. Read and discuss literature describing the evolution of computers in the classroom.

C. Investigate available World Wide Web sites that can be used as resources to enhance the content curriculum, including freeware and shareware sites for educators.

D. Build multimedia presentations for use in the classroom.

E. Examine limitations of using computers in the classroom, including hardware and software limitations.

IV. Expectation of Students:

A. To read and discuss literature examining technology integration in the schools.

B. To examine the basic instructional design features of effective multimedia presentations.

C. To participate, individually and in groups, in activities to build multimedia presentations that incorporate a variety of video materials, scanned images, sound and other reference materials to supplement the content curriculum.

D. To examine and evaluate commercial multimedia programs available as supplements to instruction.
E. To write a research paper examining one element of multimedia (sound, images, color, etc.) and its impact on learning.

V. Content:

A. Changing Roles for the Teachers: 9
   Moving from the Industrial to the Information Age
   1. Discussion: National and Regional Implications
   3. Review of commercial software programs.

B. Storyboards and Writing Objectives: 9
   1. Review of writing learning objectives
   2. Introduction to storyboarding
   3. Discussion: The Importance of Planning in Multimedia
   4. Guided Practice: Building Content-Directed Presentations in PowerPoint

C. Screen Design and Learning: 12
   1. Research review: Impact of color and graphics on learning
   2. Discussion: Selecting and Designing Effective Graphics
   3. Using Projection Instruments to Display Presentations
   4. Basic Instructional Design

D. Working with Images and Sound: 15
   1. Using Authoring Programs
   2. Importing Text and Graphing from Other Applications
   3. Accessing Information On-Line
   4. Downloading Text and Images from the World Wide Web
   5. Using Image Editors
   6. Using Projection Panels for Whole-Class Instruction

Total Hours: 45

VI. Textbook(s):

   TBA

VII. Evaluation:

A. Attendance and participation.
B. Multimedia software development.
C. Article reviews.
D. Software evaluations.
E. Midterm and final examination
F. Research paper.
VIII. Knowledge Base:


