Fall Semester 1999

EDUC 463 - 4 Multimedia for Curriculum Design

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E01.00

PREREOUISITE

Educ 401/402 (or permission from the instructor)

COURSE DESCRIPTION

This course focuses primarily on the evaluation of multimedia software packages in relation to important curricular, instructional and software design issues. A secondary focus will be the student design and production of a multimedia package for use in an educational setting.

COURSE OUTCOMES

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

Evaluate commercially available software packages against know characteristics of effective instruction; Explain and discuss software and interface design principles related to the effective display of educational material (e.g. page layout, use of colour, design consistency, etc.);

Evaluate the implementation of educational software in a variety of learning environments against a range of expected learning outcomes, classroom processes and individual learner and teacher needs; and Synthesize what has been learned in the evaluation of commercial software and apply to the development of a simple multimedia production.

ASSIGNMENTS

Students will demonstrate competence with the required learning outcomes for the course by completing four types of assignments:

- 1. Presentation and written critique of a commercially produced educational multimedia software.
- 2. A position paper on the implementation of educational multimedia software into a curricular area of the students choosing (e.g. Using multimedia in the secondary science classroom) which will be based on a critical analysis of readings taken from current educational literature integrated with information presented in class.
- 3. A learning journal of reflecting on effective principles of software and interface design as it relates to effective multimedia presentations of educational material.
- 4. Completion of simple multimedia instructional units using presentation software, multimedia authoring software and WWW authoring software.

EVALUATION

Course evaluation will be based on mark distribution as follows:

Software evaluation - 15% Position paper - 25% Learning journal - 25% Multimedia projects (2) - 35%

REQUIRED TEXT

Welsh, M. (1997). Orchestrating multimedia. Concord, ON: Irwin. ISBN: 077252503X (165 pages/Paperback)

Several readings (available online and from current literature) will be provided to complete the academic and theoretical framework for the course.

OPTIONAL TEXT

Grabe, M. & Grabe, C. (1998). *Integrating technology for meaningful Learning*. Houghton Mifflin. ISBN: 0-395-87136-0 (452 pages/paperback)

OTHER COURSE COSTS:

Students will be expected to purchase material to complete projects and pay for photocopying of readings used in class and for completion of projects.

TENTATIVE CLASS SCHEDULE:

·	Lecture	Lab
Week 1	Course Introduction	Lab Resources Demos
Week 2	What is Multimedia?	Multimedia Tools
Week 3	Internet as Multimedia	Internet as a Multimedia Resource
Week 4	Presentation Applications	PowerPoint, ClarisWorks
Week 5	Multimedia Design	Evaluation of Multimedia
Week 6	Multimedia in the Classroom	HTML & Claris HomePage
Week 7	Multimedia Student Projects	HyperStudio
Week 8	Audio & Video in Multimedia	Creating Audio Clips
Week 9	Copyright and Ownership	Creating Video Clips
Week 10	Teacher Role in Multimedia	Lab time
Week 11	Research Findings (Science) - Group Presentations of Research	
Week 12	Research Findings (Humanities) - Group Presentations of Research	
Week 13	Multimedia Presentations of Multimedia Projects (Peer Evaluation)	