

**SIMON FRASER UNIVERSITY
SUMMER SEMESTER 2004**

**EDUC 463-4
MULTIMEDIA FOR CURRICULUM DESIGN
(E01.00)**

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Office: TBA
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WEDNESDAY 17:30-21:20
EDB 8501

PREREQUISITE: Educ 260 (or permission from the instructor)

COURSE DESCRIPTION

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

EXPECTATIONS

Students are expected to create a curriculum design project of their own, which they can use directly in their instruction in classroom settings. The projects will contain different multimedia and ideas that the students assume can reflect their educational and curriculum concepts and methods. The organization of the projects should demonstrate the students' ability to work with different software programs and combine them in a logic and aesthetic way related to curriculum aspects. The projects will be burned on CD-Roms and they will represent a ready-to-use product for students' future experience as teachers.

Students are expected to participate in online discussions using First Class Online Conferencing and this is considered to be their participation part of the course.

They are also expected to take initiative in finding relevant online articles from educational journals on the Internet and share them with the rest of the group on First Class. Participants are also expected to provide a reflection of their own on an online journal article that they find relevant and in connection with their educational concepts and ideas.

ASSIGNMENTS

Participation: 20% of the grade

The participation part of the course will be assumed on the basis of the students' participation in First Class Conferencing. Quantity and quality of posted messages will be taken into account.

Online Journal Article Reflection: 20% of the grade

Students are expected to find an online journal article that they find interesting and relevant to using technologies in curriculum design and write a reflection on this article. (not more than 3 pages) Make sure you include the source of the article, its author and title.

Curriculum Design Project: 60% of the grade

This project is due at the end of the course. The actual date will be posted on the course syllabus. Students' projects may contain Power Point presentation, iMovie, text documents, HTML pages and other multimedia that they will design in the sessions during the semester. So students need to make sure they collect materials and artifacts all through the course because these will be included in their curriculum design projects. The projects will be evaluated on the basis of students' creativity, ideas and technological skills demonstrated in students' work.

REQUIRED READINGS:

1. Various online resources – links will be provided in the website of the course
2. Online Journals available on the SFU Library Website: www.lib.sfu.ca
3. Additional readings provided during the course.

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