

LRC 560 – Multimedia Literacy

Dr. David Betts

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Course Description –

This course will examine theoretical bases for instructional design, and explore several important multimedia production tools. We will create multimodal objects, integrating text, graphics, animation, sound and video for classroom use. LRC 560 students will create computer-mediated interactive multimedia presentations for teaching and learning. A variety of multimedia tools and Internet resources and research will be covered. National issues and developments in Learning Technologies will be discussed. The emphasis of this course will be on the uses of computer technology in the classroom.

Course Focus:

1. Theoretical bases for instructional design
2. Research findings pertaining to the use and evaluation of multimedia and Internet uses and resources.
3. Analysis of effective uses of multimedia and the Internet in teacher professional development.
4. Development of an interactive multimedia presentation
5. Development of interactive multimedia web site for the classroom.

Course Objectives

Students will:

1. Read and discuss the textbook and related readings.
2. Create and maintain an interactive multimedia web site.
3. Participate in the class social computing medium.
4. Create an interactive multimedia presentation as a group.
5. Create an independent interactive multimedia presentation.
6. Research and evaluate multimedia educational software and WWW resources.
7. Maintain awareness of national issues in Learning Technologies.
8. Create an annotated bibliography of research articles on a related theme.

Major Assignments

1. Midterm Multimedia product. "Multimedia and literacy instruction.
2. Final Multimedia Project
3. Class web Page with resources.
4. Annotated bibliography. Select five current journal articles related to multimedia technology in education. Give the citation (APA style), and write a page or so in summary of research questions addressed, population, methodology, findings, and implications.
5. Software Critique. Review five educational software programs (examples of an interactive multimedia presentation). Create a rubric. Give your rationale for evaluation.

Textbooks

Required:

- Richey, R.C.; Klein, J. D. & Tracey, M.W. (2011). *The Instructional Design Knowledge Base*. New York: Routledge.
- Waldrup-Fuin, N. & Harrigan, P (2004). *First Person: New Media as Story, Performance, and Game*. Cambridge, MA:MIT Press.

Recommended:

- Counts, E. L. (2004,) *Multimedia Design and Production for Students and Teachers*. New York: Pearson.