EDTECH 513 Multimedia

Syllabus – Spring 2014

Instructor:

K. Diane Hall, Ed.D.
Adjunct Professor, Dept. of Educational Technology
Boise State University
Cell Phone (call or text): (806) 433-5947
Boise email: khall1@boisestate.edu
Personal email: kdhall@amaonline.com

Email or cell phone (call or text) are two very easy and quick ways to contact your instructor.

Course Description

Research-based principles of multimedia learning are combined with technical skills of multimedia production to produce a series of digital multimedia projects for classroom and online applications.

The EDTECH Program

The Department of Educational Technology supports the study and practice of facilitating and improving learning of a diverse population by creating, using, and managing appropriate technological processes and resources. Believing technology is a tool that enhances and expands the educational environment, we promote the use of current and emergent technologies for teaching and learning in a dynamic global society. Educational technologists are leaders and innovators, serving in institutions of higher education, public or private school settings, federal, state or local educational agencies, and in education-related businesses in the private sector.

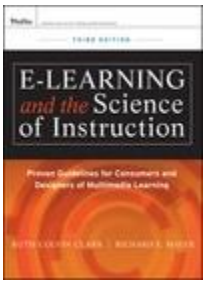
Department of Education Technology Mission Statement

Course Objectives

In this course, you will:

- apply design principles which specify optimal conditions for learning;
- demonstrate personal skill development using software applications of your choice;
- apply principles of multimedia learning to the development of instructional messages specific to the learning task;
- identify appropriate media to produce effective learning environments using technology resources;
- create audio/video instructional materials which use computer-based technologies;
- apply authoring tools to create effective hypermedia/multimedia instructional materials or products;
- develop instructional materials and products for various distance education delivery technologies; and
- identify and apply copyright and fair use guidelines within practice.

Required Course Text



e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning, 3rd Edition

Ruth C. Clark, Richard E. Mayer

ISBN: 978-0-470-87430-1

Hardcover

528 pages

August 2011

Suggested Software

This course was designed to use free, open-source software. Your instructor will suggest specific tools that will enable you to complete the various multimedia projects.

Hardware Requirements

You will need a computer with speakers and Internet access. High speed Internet access yields the best results in this class.

A microphone will be required for this course for sound recording and potential web conferencing. A web-cam is also strongly recommended.

Schedule and Assignments

Boise State Academic Calendar: Please be aware of all deadlines and dates contained in the BSU Academic Calendar, which can be accessed through BroncoWeb: http://broncoweb.boisestate.edu

Posting of Assignments: Detailed information about assignments will be posted in Moodle. Assignments typically begin on Tuesdays and are due on Monday by 11:55 pm Mountain Time unless otherwise posted.

Note that the default email address in Moodle is your BSU email address. Please check your personal information in Moodle to see if the email address listed there is the one you with to be contacted with. If not, please change it right away.

Assignment Submission: Weekly assignments are usually due on Mondays at 11:55 pm Mountain Time with new weekly activities and assignments beginning on Tuesdays. The final weekly assignment is due on Friday, May 9. Assignments will be submitted in various formats. The methods will be described in each weekly assignment.

Grades: Your assignments will be reviewed and posted within one to two weeks after the assignment due date. Many assignments are peer- and instructor-reviewed.

Group Work: This course requires active participation, with some assignments being shared and evaluated by your classmates. In today's networked environment, it is essential you learn how to collaborate online and assess your own work.

Assignments & Projects

Week:	Assignments/Projects:	Points:	Due Dates:
1	Add image/bio to class directory	0	Jan. 27
2	Week 2 Self-Assessment	10	Feb. 3
3	Assignment 1: Learning Log	100	Feb. 10
4	DB#1: Multimedia & Contiguity Principles; Creative Commons Assignment	50 10	 Feb. 17
5	Project 1: Multimedia Instruction	100	Feb. 24
6	DB#2: Audio Recording; DB#3: Learning Styles	50 50	 March 3
7	DB#4: Podcast Critique	50	March 10
8	(Begin planning your podcast episode to submit in Wk.9	--	March 17
9	Project 2: Podcasting	100	March 24
10	(Spring Break!)	--	March 31
11	Assignment 2: Coherence Analysis	100	April 7
12	DB#5: Personalization Principle	50	April 14
13	DB#6: Elements of a Good Digital Story	50	April 21
14	Project 3: Digital Story	100	April 28
15 & 16	Project 4: Worked Example Screencast; DB#7: Course Reflection; Final Course Evaluation	100 50 30	 May 9
Total Possible Points:		1000	

Accommodations: To request academic accommodations for a disability, contact the Office of Disability Services, Admin 114, (208) 426-1583. Students are required to provide documentation of their disability and meet with a Disability Specialist prior to receiving accommodations. Information about a disability or health condition will be regarded as confidential.

Confidentiality and Privacy Statement: The Family Educational Rights and Privacy Act (FERPA) affords students certain rights with respect to their education records. To read about these rights, please go to: http://registrar.boisestate.edu/ferpa.shtml

Faculty Initiated Drop: Please be advised that if you do not attend class at least once during the first week, you will be dropped from class.

Each assignment will be graded based on given criteria and/or a rubric. You can check your progress in Moodle by clicking the Grades link on the left-hand navigation bar. Progress is updated as assignments are evaluated throughout the semester.

Each assignment or project includes a rubric to guide your work. You can access and view rubrics by clicking the Rubrics tab on the top menu bar. Please review the Discussion Forum Guidelines for information on how you will be assessed in graded forums.

Your final grade will be based on the following point scale:

- A: 900 - 1000 points
- B: 800-899 points
- C: 700-799 points
- D: 600-699 points
- F: 599 and below

Time Management: It is a good idea to schedule specific times to work on your assignments each week and keep the appointment with yourself. Plan to spend 15 - 30 hours per week on this class. The amount of time actually needed will depend on entry-level skills. It is in your best interest to start early on each assignment to give yourself time to fix technical problems or get help before the due date passes.

The types of assignments and the level of interactivity vary from week-to-week. This is not a self-paced course, and projects involving collaboration with peers are required.

Communication with the instructor and/or students in the class can be readily accomplished through Moodle messaging, or eMail List in Moodle. A *Student Lounge* is provided for casual student discussions. This provides an opportunity for you to visit with other class members and discuss topics related and not related to this course.

Your instructor will provide as many opportunities for us to discuss questions and problems as a class as possible. Please feel free to post announcements and questions to our course News Forum, as many of your questions might apply to other classmates too.

Plagiarism Policy

For this course, we will be adhering to the BSU Student Code of Conduct. We will also observe U.S. copyright laws in this course.

According to the BSU Student Code of Conduct: "Cheating or plagiarism in any form is unacceptable. The University functions to promote the cognitive and psychosocial development of all students. Therefore, all work submitted by a student must represent her/his own ideas, concepts, and current understanding. Academic dishonesty also includes submitting substantial portions of the same academic course work to more than one course for credit without prior permission of the instructor(s)."

For this course, plagiarism will apply to three categories: Cheating, Non-attribution, and Patchwriting:

1. **Cheating:** Borrowing, purchasing, or obtaining work composed by someone else and submitting it under one's own name. The minimum penalty is an **"F"** in the course; the maximum penalty, suspension from the university.

2. **Non-attributions**: Failing to cite passages or ideas from the work of another. First-time offense is review of source attribution and revision of the paper. Continued non-attribution in work will result in an "F" in the course and possible suspension from the university.
3. **Patchwriting**: Writing passages that are not copied exactly, but have been borrowed from another source. First offense: review and revision of assignment. Continued patchwriting will result in an "F in the course and possible suspension from the university.

Important Note: Both citation *and* quotation marks are required whenever you copy exact words and phrases from a source. When you paraphrase or summarize but do not copy exactly, citation is still required. When in doubt, cite. Over-citation is an error, but under-citation is plagiarism. Your citations should follow APA style, 6th edition.

AECT Standards Addressed in Course

The assignments in this course have been aligned to the *Standards for the Accreditation of School Media Specialist and Educational Technology Programs (AECT Standards).*

Standard	Assignment
Standard 1: DESIGN Candidates demonstrate the knowledge, skills, and dispositions to design conditions for learning by applying principles of instructional systems design, message design, instructional strategies, and learner characteristics.	
1.2 Message Design Message design involves planning for the manipulation of the physical form of the message.	Any of the projects
Standard 2: DEVELOPMENT Candidates demonstrate the knowledge, skills, and dispositions to develop instructional materials and experiences using print, audiovisual, computer-based, and integrated technologies.	
2.2 Audiovisual Technologies Audiovisual technologies are ways to produce or deliver materials by using mechanical devices or electronic machines to present auditory and visual messages.	Worked Example Screencast Project
2.3 Computer-Based Technologies Computer-based technologies are ways to produce or deliver materials using microprocessor-based resources.	Multimedia Instruction EDTECH Learning

	Log
2.4 Integrated Technologies Integrated technologies are ways to produce and deliver materials which encompass several forms of media under the control of a computer.	Podcast Project Worked Example Screencast Project Digital Story Project
Standard 3: UTILIZATION Candidates demonstrate the knowledge, skills, and dispositions to use processes and resources for learning by applying principles and theories of media utilization, diffusion, implementation, and policy-making.	
3.1 Media Utilization Media utilization is the systematic use of resources for learning.	Coherence Analysis EDTECH Learning Log