



EDTECH 513

Multimedia

Syllabus, Spring 2012

Your Instructor

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

EdTech 513 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.

[College of Education Conceptual Framework](#)

[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

Required Text



e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning, 2nd Edition

Authors: Ruth Colvin Clark, Richard E. Mayer

ISBN: 978-0-7879-8683-4

Publisher: Pfeiffer

Where to Buy Text?

Text should be ordered immediately if it has not already been purchased. You can buy at one of the following locations:

[Amazon \(highly recommended!\)](#)

[Boise State University Bookstore](#)

[Barnes and Noble](#)

If you purchase from a web site such as [Half](#) or [Ebay](#) where you can purchase text books used from individuals, please be aware that you may not receive your textbooks for several weeks after your purchase date. If ever using these types of web sites, please purchase your books several weeks in advance of the beginning of the course.

Suggested Software

	Windows	Mac
Anti-Virus Software (Free or minimal cost)	ClamWin Free Anti-Virus Norton Anti-Virus	Norton Anti Virus
Application Tools	Microsoft Office OpenOffice (free)	Microsoft: Mac OpenOffice (free)

Web Browsers (Free)	FireFox for Windows	FireFox for Mac
Flash Players (Free)	Quick Time	Quick Time
Image Editing Software	Fireworks GIMP (free)	Fireworks GIMP (free)
Sound recording/editing software (free)	Audacity	Audacity GarageBand (included in Mac OS X)
Digital Story	50 Tools	50 Tools
Screen Capture	Jing Project (free) Camtasia (free trial)	Jing Project (free) Camtasia for Mac (free trial)

Software/Hardware Requirements

Students and educators are eligible for discounts for certain software. Two places you can purchase software at a discount are: [BSU Bookstore](#) and [Academic Superstore](#). Check there before purchasing any software such as Dreamweaver.

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>

EDTECH 513 Course Schedule

Weekly topics
Week 1: Ready, Set, Go!
Week 2: eLearning
Week 3: Multimedia Learning
Week 4: Multimedia & Contiguity Principles
Week 5: Multimedia Instruction

Week 6: Modality & Redundancy Principles
Week 7: Critiquing Podcasts
Week 8: Recording a Podcast
Week 9: Podcasting Project
Week 10: Coherence Principle
Week 11: Break
Week 12: Personalization Principle
Week 13: Digital Storytelling
Week 14: Digital Story Project
Week 15: Worked Example Screencast Project
Week 16: Screencast Project

Posting of Assignments: Detailed information about assignments will be posted in Moodle. Assignments typically begin on Mondays 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 wish to be contacted with. If not, please change it right away.

Assignment Submission: All assignments must be submitted by Mondays, 11:55 pm Mountain Time or on the due dates in your assignment. Assignments will be submitted in various formats whether it is via Discussion Board, Email, or posting to our student websites, etc. The methods will be outlined in each weekly assignment.

Grades: Your assignments will be reviewed and posted within one to two weeks after the assignment due date. Depending upon the assignment, you will receive a rubric with comments or receive points earned for assignment completion.

Assignments & Projects

Assignments	Points
Week 2 Self-Assessment	10
Assignment 1: Learning Log	40
DB#1: Multimedia & Contiguity Principles	20
Creative Commons Assignment	10
Project 1: Multimedia Instruction	100
DB#2: Audio Recording	30
DB#3: Learning Styles	20

DB#4: Podcast Critique	20
Project 2: Podcasting	100
Assignment 2: Coherence Analysis	100
DB#5: Personalization Principle	20
DB#6: Elements of a Good Digital Story	20
Project 3: Digital Story	100
Project 4: Worked Example Screencast	100
DB#7: Course Reflection	20
Course Evaluation	10
Grand Total Points	720

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/catalogs/ugrdcurrent/frontpages/chapter2/confidentiality.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.

Grades

Each assignment will be graded based on given criteria and 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	648-720
B	576-647
C	504-575
D	432-503

F

431 and below

Course Expectations

Course Prerequisites: In order to be successful in this course, your instructor recommends you:

1. have successfully completed EDTECH 502: Internet for Educators;
2. know how to embed multimedia content and create links to webpages; and
3. be competent in downloading and installing software programs.

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 8 - 15 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.

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*: <http://www.aect-members.org/standards/standards2004.doc>

Standard	Assignment
<p>Standard 1: DESIGN</p> <p>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.</p>	
<p>1.2 Message Design</p> <p>Message design involves planning for the manipulation of the physical form of the message.</p>	<p>Any of the projects</p>

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

Late Assignments

Sometimes situations occur that prevent us from working on our assignments on time especially with many of your busy schedules. During the course, every student will be permitted **one** late assignment without losing any points; however, the assignment cannot be turned in more than a week late. Any other assignments that are late past this first initial late assignment will have one letter grade per day deducted from it.

During the last two weeks of class, all assignments must be turned in on time and cannot be

submitted late.

The instructor is not responsible for any text or software that is not obtained in enough time to complete the assignments.

Academic Honesty

For this course, we will be adhering to the [BSU Student Code of Conduct](#) along with generally accepted [Fair Use Policies for Instructors](#). We will also observe [U.S. copyright laws](#) in this course. Several great links to copyright information are available on the BSU Academic Technologies site at: <http://itc.boisestate.edu/resource.htm>

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 the following standards will be used:

- All students are expected to create original works for each assignment. Projects and papers written for other courses should not be reused for this class. To fairly assess each student, original work is needed in order to assure everybody is receiving the most out of the class and that the concepts are understood.
- All project text should be original text written by each student. Any content that is referenced or has small amounts of material quoted should be cited using APA format.
- Images or other media used in projects should be original, used with permission, or come from public domain. Terms and conditions for usage should be checked before being used

In the event of academic dishonesty a complaint is filed with the BSU Student Conduct Office with supporting documentation. This complaint remains on file and actions may be taken against the student (e.g., loss or credit, reduction in grade, etc.).