CI 484	**Multimedia for Learning**	**Fall 2007**

INSTRUCTOR

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http://ci.siu.edu/forums/ci484fall07/

DESCRIPTION

An introduction to the evaluation, design, and development of interactive instructional multimedia programs. The instructional methods of Tutorial, Drill-and-Practice, Simulation, and Games are covered. Instructional theory and design principles are covered. Projects include designing, developing, and use-testing an interactive instructional multimedia program.

Between-class discussion and activities use the ci484 forum. It is the students' responsibility to check the forum regularly.

OBJECTIVES

After completing CI 484, students will be able to:
- Describe the basic principle s of behavioral, cognitive, and constructivist learning theories.
- Compare various media, methods, instructional strategies, testing strategies, and delivery systems.
- Evaluate interactive multimedia instructional programs.
- Work with a client to assess audience, objectives, budget, and production schedule to develop a multimedia program.
- Design and develop an interactive multimedia program that meets a particular instructional need.

PROJECTS

Group projects involve planning, designing, and presenting a multimedia instructional program. A key attribute of multimedia designers is the ability to work in groups and students will be evaluated on this aspect.

TEXT

Alessi, S. M., & Trollip, S. R. ((2001). *Multimedia for learning: Methods and development* (3rd edition). Allyn and Bacon: Boston.

OFFICE HOURS

Tuesday, 1-4 pm and Wednesday, 1-3 pm. Also by appointment.

GRADING

The following activities will receive grades as shown below:

- Participation (including on-line forum)…………...….10%
- Activities (primarily multimedia evaluations)………..………………………..….………20%
- Mid-term....…………………………………..…… 30%
- Projects………….……………….……….…………..40%

Schedule for Fall 2007

Week	Topic	Assignment (for class)
8/22	Introduction to Interactive MM	
8/29	Discussion – ID principles Multimedia Checklist	Ch. 1-3 – General Principles
9/5	Tutorials	Ch. 4 – Tutorials / **Tutorial evaluation**
9/12	Formative Evaluation	Project 1 – **Tutorial Project (rough)**
9/19	Tutorial Revision (in-class)	Project 1 – **Tutorial Formative Eval /**
9/26	Drill Activity	Ch. 6 - Drills
10/3	Games (drill-based)	Ch. 8 – Games
10/10	Games (simulation)	**Drill or Game evaluation**
10/17	Spring Break	
10/24	Simulations	Ch. 7 – Simulations / **Sim. Evaluation**
10/31	Mid-term exam Project 2 - Introduction	Review Ch. 1-4, 6-8
11/7	Project 2 – Proposal Planning	Ch. 12-15 (selected) **Project Proposal due**
11/14	Project 2 – Group Work	**Project Storyboard / Flowchart due**
11/21	Thanksgiving Break	
11/28	Project 2 – Group Work	
12/5	Project 2 – Presentations	**Final Project due**
Finals	Presentations (backup)	

This schedule is subject to change.