

EDIT 717 - Teaching with Technology 4: Hypermedia and Emerging Technologies

* Coding in **bold** reflects ISTE NETS standards for Educational Computing and Technology Facilitation

1. Course Description

This three credit hour course is designed to assist students in exploring and developing expertise with a variety of hypertext/hypermedia and multimedia tools. Emphasis will be placed on students' ability to use hypermedia/multimedia tools and to then teach others to use these tools. Attention will be paid to the ways in which the integration of hypermedia/multimedia tools in the K-12 curriculum can support learning. Skills developed in the other Technology Tools courses will be revisited and put into practice during this course. Attention will be paid to understanding the difference between hypermedia and multimedia. In addition, the course will examine a range of educational technologies expected to become important applications within the next three to eight years such as virtual reality and distributed learning.

2. Methodology

The course is structured around readings, reflections on those readings, class projects, on-line discussions and activities, and participation in a series of model lessons designed to reflect strategies for the integration of technology with the teaching/learning process. Using this collection of activities, the methodology of the course seeks to build clear bridges between technology know how, theoretical/research perspectives, and classroom practice.

3. Objectives

The following objectives have been established for the course:

1. Students will develop comprehensive understanding of the mechanics associated with a multimedia and hypermedia tools; **I-A, I-B**
2. Students will be able to use hypermedia tools to support their own learning and their professional development; **I-A, I-B, V-A, V-B, V-C, V-D**
3. Students will become familiar with research and curricular and instructional models related to multimedia/hypermedia and student learning; **II-A, II-B, II-C, II-D, II-E, II-F, III-A, III-B, III-C, III-D, III-E, VI-A, VI-B, VI-C, VI-D, VI-E, VII-C, VIII-C, VIII-E**
4. Students will become familiar with and be able to apply principles of layout and design in hypermedia environments including flowcharting; **I-A, I-B, II-A, II-B, II-C, II-D, II-E, II-F, III-A, III-B, III-C, III-D, III-E**
5. Students will design at least one lesson for their grade and/or subject matter interests using hypermedia tools and design and layout principles; **II-A, II-B,**

II-C, II-D, II-E, II-F, III-A, III-B, III-C, III-D, III-E, IV-A, IV-B, IV-C, VI-A, VI-B, VI-C, VI-D, VI-E, VII-C, VIII-C, VIII-E

6. Students will develop comprehensive understanding of the mechanics associated with a series of emerging technologies particularly digital video editing; **I-A, I-B**
7. Students will become familiar with research and curricular and instructional models related to using emerging tools particularly digital video editing to support student learning. **II-A, II-B, II-C, II-D, II-E, II-F, III-A, III-B, III-C, III-D, III-E, VI-A, VI-B, VI-C, VI-D, VI-E, VII-C, VIII-C, VIII-E**

4. Texts and Materials

1. Students need to obtain and read:
 - a.) Chapter 10 – Multimedia/Hypermedia (Norton & Sprague)
 - b.) Chapter 11 – Emerging Technologies (Norton & Sprague)
2. Students are expected to obtain and bring to class appropriate materials and supplies to include 3 ½ “ disks and note taking materials.
3. Students must have an email account (GMU provides free to students) and regular, systematic, easy access to both telecommunications and a computer.

5. Course Requirements

1. Attendance in class is mandatory, as discussions, lectures, and hands-on activities are important parts of the course.
2. Each student is expected to complete all readings and participate in all on-line discussions.
3. Each student is expected to participate in and complete all classroom projects.
4. Students who must miss a class are responsible for notifying the instructor (preferably in advance) and for completing any assignments, readings, etc. before the start of the next class.
5. All written assignments must be completed on a word processor. Assignments are to be turned in at the beginning of class on the date due. Late assignments will not be accepted without making prior arrangements with the instructor.

6. Course Assignments

1. Online Portfolio (20 points): Throughout their program of study, students are required to create and continually revise a professional, online portfolio. This portfolio should not be a collection of what the student has done, but rather a reflection of what they have learned. Templates and assistance will be provided during class to assist students in the creation and maintenance of this portfolio. All exhibits in the online portfolio will include a short reflection. At the end of the semester, a comprehensive, semester-wide reflection and

supporting samples of work will be added to the portfolio reflecting student learning related the semester's work. **Performance-based outcome for objectives 2, 3, 5, & 7.**

2. A Content Area Hypermedia Stack (50 points): Students, either individually or with partners, will prepare a hypermedia stack for their own students' use related to a content or skill in their teaching area. The stack will reflect the application of design and layout principles as well as effective use of hypermedia. Students will use either *PowerPoint* or *HyperStudio*. **Performance-based outcome for objectives 1, 3, & 4.**
3. Multimedia/Hypermedia Lesson Plan/Essay (25 points): Students will create a lesson plan that includes some aspect or aspects multimedia/hypermedia as part of the overall design. The lesson plan will be accompanied by an essay that describes why the lesson plan is well designed, making sure to integrate references to concepts presented in class or in the readings. This lesson plan and essay are due Week Ten at the beginning of class. **Performance-based outcome for objectives 3 & 5.**
4. Class Participation (10 points): The class depends heavily on class participation and completion of in class activities. Points will be awarded for participation and completion of these activities.

7. Evaluation

Since this is a graduate level course, high quality work is expected on all assignments and in class. Points for all graded assignments (see section 6) will be based on the scope, quality, and creativity of the assignments. All assignments are due at the beginning of class. Late assignments will not be accepted without making arrangements with the instructor.

Points will be assigned to all graded assignments using a rubric process. Both class participants and the course instructor will be involved in assessment of graded assignments. Prior to the due date for any assignment, the class will participate in the development of an assessment rubric. This rubric will result from a discussion of applicable course objectives and an elaboration of qualities and components associated with excellence in completion of the assignment.

When assignments are presented on the designated due date, class participants and the instructor will complete an assessment of the assignment using the rubric created in class. Class participants' ratings on the rubric will be averaged. Then the class participants' average will be averaged with the instructor's ratings on the rubric to compute a final point value for assignments. In this way, the development of the rubric will inform the final completion of the assignments as well as serve as the instrument for assessment and determination of points awarded.