LINC 80A: MULTIMEDIA IN THE CLASSROOM I

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 252.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will evaluate existing multimedia technology and determine fitness for curriculum.
- A successful student will incorporate multimedia into a lesson plan.

Description

Explores the pedagogy and computer-based software tools used to effectively design and manage multimedia in the learning process. Best design practices and hands-on experience with computer-based multimedia authoring tools will be used to produce a student-centered project, such as an audio book, animation, musical slideshow, video composition, or interactive presentation. Course content is appropriate for students, entrepreneurs, media designers, and educators.

Course Objectives

The student will be able to:

1. Define computer-based multimedia.
2. Examine pedagogy.
3. Gain skills in student-centered multimedia project design.
4. Design and develop a student-centered project which utilizes multimedia software tools.
5. Create and edit a multimedia presentation using computer-based software.
6. Evaluate the impact of multimedia on learning.

Course Content

1. Define Computer-Based Multimedia
   a. Definitions
   b. Software Applications
   c. Hardware and Software Components
2. Examine Pedagogy
   a. Project-Based Learning
   b. Production Process
3. Gain Skills in Student-Centered Multimedia Project Design
   a. Good Multimedia Design
   b. Bad Multimedia Design
   c. Create Multimedia Project Evaluation Criteria for Education
4. Design and Develop a Student-Centered Project which Utilizes Multimedia Software Tools
   a. Analyze Purpose of Multimedia Project
   b. Select Multimedia Tools, Resources
   c. Design Project
5. Create and Edit a Multimedia Presentation Using Computer-Based Software
   a. Develop Project
      i. Multimedia Authoring Software
      ii. Adding Graphics, Sound, Animation, Video
      iii. Basic Editing: Cut, Copy, Paste
      iv. Advanced Techniques, Special Effects
   b. Review and Edit Project
      i. Setting up Slideshow or Player for Presentation
6. Evaluate the Impact of Multimedia on Learning
   a. Analyzing a Multimedia Project
   b. Critique/Feedback Process
   c. Writing a Project Reflection/Review

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and/or ongoing access to internet capable computers or tablets.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Creating the multimedia project using characteristics of quality defined by the class
Writing an evaluation critique and reflection for their own and classmates' final projects, with emphasis on use of constructive comments and suggested improvements with respect to established characteristics of good multimedia design
Participating in class discussions and critiques

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Students will write notes, listen, and participate in lecture presentation and class discussion using the terminology of the software product and publishing industry

Students will observe an instructor-led demonstration and engage in practice of software and hardware techniques
Students will engage in in-class presentations and peer review to critique class projects

Representative Text(s) and Other Materials

Pillars, Wendi. <u>Visual Impact</u>. 2021.

Instructor-assigned notes and materials.
When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Writing assignments include an multimedia design plan, peer evaluations, and critical analysis of finished multimedia project
2. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities

Discipline(s)

Instructional Design/Technology