LINC 82B: DEVELOPING INSTRUCTIONAL MATERIALS

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2021
Units:	3
Hours:	3 lecture per week (36 total per quarter)
Advisory:	Basic skills using standard computer systems and internet-based technologies; some experience with multimedia is advised, but not required.
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

- Understand the application of ISD principles to design of instructional resources.
- Develop a variety of computer media instructional resources.
- Develop a variety of computer media instructional resources

Description

This instructional design and development course builds on the coursework of LINC 82A and focuses on refining the skills needed for making digital media for education or business learning contexts. Students interested in the study of instructional design will rapidly design, develop, and evaluate presentations, infographics, posters, digital resources, multimedia, and websites for particular learning styles. Special emphasis is given for using collaborative tools to facilitate and manage group projects.

Course Objectives

The student will be able to:
A. Apply Instructional Systems Design (ISD) principles to design and development of instructional resources
B. Analyze examples of effective instructional resources used in classroom and training settings
C. Ensure project alignment between objectives, instructor activity, learner activity, and assessment
D. Compare print, online, and computer media projects
E. Identify online instructional resources
F. Develop a variety of instructional print resources
G. Develop a variety of computer media instructional resources
H. Match learner profile with instructional project features
I. Develop project to align with objectives, activities, and assessment

Course Content

A. Instructional resource design
1. Revise existing materials or create new materials
2. Method of delivery
3. Best media to match instructional objectives
B. Effective instructional resources
1. Best practices
2. Examples of print and non-print materials
3. Online resources
C. Alignment
1. Learning objectives
2. Instructor and learner activities
3. Assessment
D. Comparison of print, online, and computer media resources
1. Best media type for particular objectives and learning environments
E. Online instructional resources
1. Online resources already available
2. Online tools for creation of online resources
F. Develop print resources
1. Job aids
2. Handouts
3. Manuals
G. Develop computer media resources
1. Multimedia (infographics, posters)
2. Video (screen casting)
3. Websites (interactive, information, survey)
H. Match learner needs with project features
1. Which collaboration tools to use?
2. Which websites provide appropriate information?
3. How do you build collaboration among students?
4. Which forms of video are most effective?
5. How might interactive components facilitate learning?
I. Develop project alignment
1. Learner needs
2. Learning objectives
3. Learning environment

Lab Content

Not applicable.

Special Facilities and/or Equipment

A. When offered on/off campus: Lecture room equipped with computer projector system, whiteboard, and internet connectivity. Computer laboratories with internet connectivity and computers or internet enabled devices running standard operating systems (e.g., iOS, MacOS, Windows, Android, Linux)
B. When taught online via Foothill Global Access students must have current email accounts and/or ongoing access to computers with email and web browsing capability

Method(s) of Evaluation

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

Designing and developing an instructional project that includes collaboration
Presenting the product or project to peers, capturing feedback, and using it to revise the product or project
Making constructive contributions to class discussions and peer review feedback

Method(s) of Instruction

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

Writing notes, listening, and participating in lecture presentation
Observing an instructor-led demonstration and/or actively practicing the demonstrated skills
Presenting and communicating their ideas in discussion and/or participating in peer reviews

Representative Text(s) and Other Materials

Cennamo, Katherine, and Debby Kalk. Real World Instructional Design, 2nd ed.. 2018.

Golombisky, Kim, and Rebecca Hagen. White Space Is Not Your Enemy: A Beginner's Guide to Communicating Visually through Graphic, Web & Multimedia Design, 3rd ed.. 2016.

Lester, Paul Martin. Visual Communication: Images with Messages, 8th ed.. 2019.

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

A. Writing assignments include a major course project and multiple developmental projects, online discussion response, and critical analysis of peer's educational projects.
B. Outside assignments include conducting project development, writing the instructional plan, reading, and developing the project through an iterative process.
C. When taught online these methods may take the form of video, audio, animation and webpage presentations. Writing assignments are completed online.

Discipline(s)

Instructional Design/Technology