LINC 96B: HANDHELD DIGITAL MEDIA DEVICES I

Foothill College Course Outline of Record

Heading	Value
Units:	0.5
Hours:	6 lecture per quarter (6 total per quarter) This course meets 1 time 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 292A.
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

- Use a hand-held device for different application contexts with respect to the devices common and unique functions
- Define hand-held devices
- Explain the applications of hand-held devices to different educational and training contexts in light of its limitations and affordances.

Description

This introductory course is for those interested in exploring how hand-held devices can be applied in an education or training setting. Provides hands on experience with hand-held devices such as smartphones, tablet computers, iPods, etc. Participants will learn how to operate the hand-held, explore available software for the device, and learn how to use it for educational, training or other projects.

Course Objectives

The student will be able to:
A. Define hand-held devices
B. Explain the applications of hand-held devices to different educational and training contexts in light of its limitations and affordances
C. Use a hand-held device for different application contexts with respect to the devices common and unique functions
D. Identify software applications for hand-held devices that can be used or adapted for educational or training purposes
E. Develop a media product (e.g., podcast, vodcast, presentation, web site, or application) that can be effectively used on a hand-held device
F. Implement the student's own media product on a hand-held device with a target audience
G. Evaluate the results of the implementation of the student's own media product

Course Content

A. Define hand-held devices
1. Definition
2. Types of hand-held devices (smartphones, ipods, mp3 players, readers, tablets, netbooks, etc.)
B. Explain the applications of hand held devices
1. Education uses (compare and contrast)
2. Training uses (compare and contrast)
C. Use a hand-held device for different application contexts
1. Information access
2. Information creation
3. Record audio
4. Input data
5. Photography
6. Location services
7. Personal data storage
8. Gaming
D. Identify software applications for hand-held devices
1. Education
2. Utilities
3. Productivity
4. Entertainment
5. Communication
6. Collaboration
7. Location services
E. Develop a media product that can be effectively used on a hand-held device
1. Podcast
2. Vodcast
3. Presentation
4. Mobile website
5. Application
F. Implement the student's own media product on a hand-held device with a target audience
1. Design evaluation process and instrument
2. Conduct evaluation, collect data
G. Evaluate the results of the implementation
1. Analyze data
2. Report on data with recommendations for improvement

Lab Content

Not applicable.

Special Facilities and/or Equipment

A. 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.
B. When taught via the Internet: Students must have current email accounts and/or ongoing access to computers with email software, web browsing capability, and access to the World Wide Web.

Method(s) of Evaluation

The student will demonstrate proficiency by:
A. Creating the hand-held project using characteristics of quality defined by the class
B. 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

C. Participating in class discussions and critiques

Method(s) of Instruction

During periods of instruction the student will be:
A. Writing notes, listening, and participating in lecture presentation and class discussion using the terminology of the software product and publishing industry.
B. Observing an instructor-led demonstration and student practice of software and hardware techniques.
C. Engaged in in-class presentations and peer review to critique class projects.

Representative Text(s) and Other Materials

A. Instructor-assigned notes and materials.

1. Textbook example: Barnes, Mark D. Teaching the iStudent: A Quick Guide to Using Mobile Devices and Social Media in the K-12 Classroom (Corwin Connected Educators Series). Corwin, 2014.

B. When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered by email and on the World Wide Web, and discussion may be handled with internet communication tools.

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

A. Writing assignments include a project design plan, peer evaluations, and critical analysis of projects, technology tools.

B. Outside assignments include conducting project development, writing the project plan, reading, and participating in online peer collaboration activities.

Discipline(s)

Instructional Design/Technology