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MULTIMEDIA FOR LEARNING: METHODS AND DEVELOPMENT (3TH EDITION) - BOOK REVIEW

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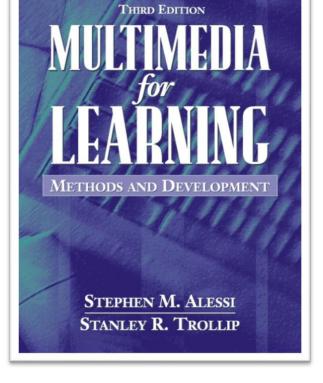
Multimedia for Learning: Methods and Development (3th Edition)

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About the authors



Stephen M. Alessi is an Associate Professor at the University of Iowa, on Psychological and Quantitative Foundations Department. He received his Ph.D. in Educational Psychology form University of Illinois in 1979. His principal research interests are Educational Technology, Multimedia Design, Web-Based Learning and Instructional Simulation. Stephen M. Alessi is an active member of American Educational Research Association, Association for Educational Communications and Technology, European Association for Research on Learning and Instruction and System Dynamics Society.

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Table of Contents

Preface

I. GENERAL PRINCIPLES

1. Introduction

A Short History of Educational Computing. When to Use the Computer to Facilitate Learning. The Process of Instruction. Methodologies for Facilitating Learning. Two Foundations of Interactive Multimedia. Developing Interactive Multimedia.

2. Learning Principles and Approaches.

Behavioral Psychology Principles.Cognitive Psychology Principles.Constructivist Psychology Principles.The Constructivist - Objectivist Debate.

3. General Features of Software for Learning

Learner Control of a Program. Presentation of Information. Providing Help. Ending a Program.

II. METHODOLOGIES

4. Tutorials

Questions and Responses.

Judgement of Responses. Feedback about Responses. Remediation. Organization and Sequence of Program Segments. Learner Control in Tutorials.

5. Hypermedia

Structure of Hypermedia. Hypermedia Formats. The Hypermedia Database. Navigation and Orientation. Support for Learning and Learning Strategies.

6. Drills

Basic Drill Procedure. The Introduction of a Drill. Item Characteristics. Item Selection and Queuing Procedures. Feedback. Item Grouping Procedures. Motivating the Learner. Data Storage and Program Termination. Advantages of Multimedia Drills.

7. Simulations

Types of Simulations. Advantages of Simulations. Factors in Simulations. Simulation Design and Development.

8. Educational Games

Examples of Educational Games. General Factors in Games. Factors in the Introduction of a Game. Factors in the Body of the Game. Factors in the Conclusion of a Game. Pitfalls Associated with Creating and Using Games.

9. Tools and Open-Ended Learning Environments.

Construction Sets. Electronic Performance Support Systems. Microworlds. Learning Tools. Expert System Shells.

Modeling and Simulation Tools.

Multimedia Construction Tools.

Open-Ended Learning Environments.

10. Tests

Computerized Test Construction. Computerized Test Administration. Factors in Tests. Other Testing Approaches in the Computer Environment. Security.

11. Web-Based Learning

What Is the "Web" in Web-Based Learning?Uses of the Web for Learning.Factors in Web-Based Learning.Concerns with Web-Based Learning.Advantages of Web-Based Learning.The Future of Web-Based Learning.

III. DESIGN & DEVELOPMENT

12. Overview of a Model for Design and Development

Standards. Ongoing Evaluation. Project Management. Phase 1. Planning. Phase 2. Design. Phase 3. Development. Establishing Expectations. The Evaluation Form.

13. Planning

Define the Scope of the Content.

Identity Characteristics of Learners and Other Users.

Establish Constraints.

Cost the Project.

Produce a Planning Document.

Produce a Style Manual.

Determine and Collect Resources.

Conduct Initial Brainstorming.

Define the Look and Feel of the Project.

Obtain Client Sign-Off.

14. Design

The Purpose of Design. The Audiences for Design Documents. Develop Initial Content Ideas. Task and Concept Analyses. Preliminary Program Description. Detailing and Communicating the Design. Prototypes. Flowcharts. Storyboards. Scripts. The Importance of Ongoing Evaluation. Client Sign Off.

15. Development

Project Management. Prepare the Text Components. Write the Program Code. Create the Graphics. Produce Video. Record the Audio. Assemble the Pieces. Prepare Support Materials. Alpha Testing. Making Revisions. Beta Testing. Final Revisions. Obtaining Client Sign-Off. Validating the Program.

Multimedia for Learning: Methods and Development (3th Edition) let the educator find out the implementation of the computer use in educational settings by combining learning theory and instructional strategies. Its main scope is to support the teacher to design multimedia application for learning and instruction.

The third edition has been broadly revised to comprise new methods to multimedia instruction as well as updating established methods such as tutorials, drills, simulations, games, and computer-based tests. Constructivist and instructivist attitudes are examined and presented. Like the other previous editions, the book shows eloquent traditional and modern approaches many multimedia educational issues, without being exactly oriented on a specific equipment or application.

The principal amendments on the third edition are:

- a widely restructured design to cover the newest applications and revised to eliminate obsolete issues;

- the new approaches on modern multimedia technologies (video and audio) and methods such as hypermedia and Web-based learning addresses the practical needs of teachers today (Chapters 5 and 11);

- the argument of open-ended learning environments presents a recent theme teachers will be fascinated to study (Chapter 9);

- the chapter summaries conclusion in order to highlight critical information.

The book is an excellent reference to all the multimedia issues related to planning, designing, testing and developing applications and it offers not only the theoretical and practical considerations of the many methods presented, but also implementation and personalization guidance. The method chosen by the authors are easily understandable by readers with medium computer-based knowledge and it is mainly structured on reviewing previous research and authorities, and then coming to their own well-reasoned conclusions.

References

1. Stephen M. Alessi, Stanley R. Trollip, Multimedia for Learning: Methods and Development (3th Edition) - Book Review

2. PearsonHigherEd.com

http://www.pearsonhighered.com/educator/product/Multimedia-for-Learning-Methods-and-Development/9780205276912.page

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