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Spring 2-1-2007

### C&I 571.01: Planning, Preparing, and Assessing Educational Technology Media

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**Welcome to C&I 571:  
Planning, Preparing, and Assessing Educational Technology Media  
Spring, 2007**

**Instructor:**

Sally Brewer, Ed.D.  
Education 101  
406.546.9478 (cell)  
[Sally.Brewer@mso.umt.edu](mailto:Sally.Brewer@mso.umt.edu)

**Office Hours:**

Monday, 1:00 – 3:00 p.m.  
Tuesday, 3:30 – 5:30 p.m.  
Thursday, 10:30a.m. – 12:30 p.m.

Available for real time chat by appointment through e-mail.

**Technical  
Support:**

IT Central Help Desk  
8:00am -5:00pm  
406-243-4357 or  
[itcentral@umontana.edu](mailto:itcentral@umontana.edu)

For after hours support:

For login and password, contact IT Central Operations,  
406-243-2606

Blackboard technical support:

Call Marvin Paulson,  
Computer Support Specialist: 406-243-6394  
[courseware-support@umontana.edu](mailto:courseware-support@umontana.edu)

**Course  
Description:**

This graduate level 3-credit course extends the overview of instructional media introduced in C & I 306 and continued in C & I 515. It focuses on the design, development, implementation, and evaluation of instruction media for a variety of teaching and learning situations.

**Objectives:**

By the end of the semester, the students will be able to:

1. Demonstrate skills in planning instructional media
2. Demonstrate skills in producing instructional media
3. Demonstrate skills in evaluating instructional media that they have produced
4. Demonstrate skills in locating and evaluating instructional materials and software for diverse curriculum areas
5. Demonstrate strategies for incorporating instructional media into the curriculum
6. Demonstrate skills in using current technologies in instructional settings
7. Discuss the impact of digital natives on how we teach and learn.

**Textbooks**Required:

Ivers, K. & Barron, A. (2006). Multimedia projects in education: Designing, producing, and assessing. (3<sup>rd</sup> ed.). Westport, CT: Libraries Unlimited.

Recommended:

American Psychology Association. (2001). Publication Manual of the American Psychology Association (5<sup>th</sup> ed.). Washington, DC: American Psychology Association.

Ordering information:

You may purchase most of these books online at:

<http://web.umtbookstore.com/umtbookstore/textbooks.htm>

or by calling: (406) 243-1234 (Missoula area)

(888) 333-1995 (Outside Missoula)

**Selected Bibliography:**

Cognition and Technology Group at Vanderbilt. (1999).

Technology for teaching and learning with understanding: A primer. Boston: Houghton Mifflin.

Dick, W., Carey, L., & Carey, J. (2004). The systemic design of instruction. (6<sup>th</sup> Ed.)

New York: Harper Collins.

Gagne, R. M., Briggs, L. J., & Wager, Walter W. (1992). Principles of instructional design. (4<sup>th</sup> ed.). Fort Worth: Harcourt Brace Jovanovich.

Smaldino, S. E., Russell, J. D., Heinich, R., Molenda, M., & Cavanaugh, C. (2006). Instructional media and technologies for learning (8th ed.). Upper Saddle River, NJ: Prentice Hall.

Jonassen, D., Howland, J., Moore, J., & Morra, R.M.. (2003).

Learning with to solve problems with technology: A constructivist approach. (3<sup>rd</sup> Ed.) Upper Saddle Brook, NJ: Prentice Hall.

**Assignment overview**

<b>Small projects (100 pts. each)</b>	<b>Medium projects (150 pts. Each)</b>	<b>Major project (250 points)</b>
Design model	Multimedia report	Final project
Who is our audience?	Graphics project	
Midterm	Audio project	
Webquest review		
Chats (10 pts. Each)		
500 possible points	450 possible points	250 possible points

**Assessment**

Assignments will each be assessed using the rubric for that assignment. Total points possible on each assignment are included with the assignment description.

Class participation is required from all students and will be given a grade that is averaged with the rest.

Total possible points for this semester = 1200 points

**Grading Scale**

A	95-100	C+	81-83
A-	92-94	C	78-80
B+	90-91	C-	76-77
B	87-89	D	68-75
B-	84-86	F	<68
C+	81-83		

**My Expectations of you**

1. Students are expected to send in their assignments by the due date. The due dates for each assignment are noted on the assignment page.
2. Students are expected to participate in ALL threaded discussions.
3. All work should be presented in a professional manner. They should be proofread before sending. Assignments containing errors in spelling, punctuation, APA style, and so on will receive a **10% score reduction**.

**Academic honesty:**

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at <http://www.umt.edu/SA/VPSA/index.cfm/page/1321>.

**How to Send and Name Assignments**

1. In the subject line, type Course Number + First Initial + last name + Assignment number  
(e.g., 571SbrewerA1)

Note: I will provide the assignment number in the assignment details.

2. If you send an assignment as an attachment, be sure to put **your name** and the assignment number on the attached document.

**Online Chat time:**

Monday, 8:00 – 9:00 p.m.

**You should expect from me**

1. A response to an email within 72 hours. (If you need immediate help, put HELP in the subject line and I will respond in 24 hours.)
2. Threaded discussions may be responded to by individual responses or via a summary email to the class as a whole.
3. Graded papers returned within a week of the due date.

**Dynamic Schedule**  
**C&I 488: Spring 2007**

<b>Week</b>	<b>Topics</b>	<b>Assignments *</b>	<b>Chat topic</b>
<b>1</b> 1/22	Course Overview	Read syllabus	<b>No chat</b>
<b>2</b> 1/29	What is Multimedia ? How can it improve teaching and learning?	Read chapter 1 Report on MM in your subject area	Chat 1: Course Overview
<b>3</b> 2/5	Design models	Read chapter 2 Design your model	
<b>4</b> 2/12	Analyze your target audience	M generation Digital Natives Gaming generation	Report on MM due Chat 2: MM in different subject areas
<b>5</b> 2/19	President's Day		<b>No Chat</b> TD: Design models
<b>6</b> 2/26	Planning MM projects	Chap. 3 and 4	TD: Audiences Chat 3: Audiences
<b>7</b> 3/5	Developing Media elements: Graphics and Animation	<b>NCCE is in Spokane (3/6-9)</b>	Chat 4: planning MM projects
<b>8</b> 3/12	Developing Audio elements podcasts		Chat 5: Adding audio
<b>9</b> 3/19	Developing Video elements Webcasts Midterm mailed	Graphics project due	<b>No Chat</b>
<b>10</b> 3/26	Spring Break		<b>No Chat</b>
<b>11</b> 4/2	Evaluating MM projects	Read chapter 7 Audio project due Midterm due	Chat 6: Evaluating MM projects
<b>12</b> 4/9	Webpages in Education	Read chapter 9	Chat 7: Adding video
<b>13</b> 4/16	MM as a tutorials and simulations	Anchored instruction Webquest review due	Chat 8: Webpages in education
<b>14</b> 4/23	Gaming in Education		Chat 9: Tutorials and simulations
<b>15</b> 4/30	Wrap up		Chat 10: Gaming
<b>16</b> 5/7	Finals week	Final project due	

\* You will find more detailed instructions about your assignments under **Assignments**.