

Syllabus

Designing Multimedia Courseware for Language Learning

Course-level Learning Goals

1. Students will understand the characteristics of designing multimedia courseware for language course.
2. Students will understand the methodology and be able to analyze, design, development, implement, and evaluation multimedia courseware for language learning.
3. By experiencing ADDIE process, students will explore the design guidelines, principles, exemplary presentation techniques, and development tools together.
4. Students will be interested in further developing and researching on the topics.

Course Timeline:

The course contains eighteen modules. Typically, these modules will ask you to:

- read the lecture
- join one or more activities
- gather specific kinds of materials
- reflect on the collected data using principles given in lecture
- work as a team to complete certain assignment
- respond to your online course colleagues

Course Modules

Module 1: Orientation

Overview and Module Goals:

1. What is multimedia courseware for language learning?
 - 1.1 What is multimedia?
 - 1.2 What is courseware for language learning?
 - 1.3 Multimedia courseware design
2. Types of courseware for language learning
 - 2.1 By characteristics of content
 - 2.2 By type of packaging

Discussion topics:

1. Why does multimedia represent for an important technical breakthrough?
What are the meanings of the breakthrough?
2. What is design? What is multimedia design for courseware?

Ongoing Assessment

1. Students give examples of courseware and non-courseware, list them on course website with reasoning explanation and supportive evidences.
2. Students give good and bad examples of using different media in courseware and present reasons that support their conclusions.
3. Through out the course, each student designs and develops a courseware to be presented at the end of the course. In this module, students begin to initial thinking by selecting one from four given topics. The topic shall be submitted before next module. Students can choose to do the project individually or in a group of two. The group members are not allowed to change before completing the project.

Module 2

Overview and Module Goals:

1. How to analyze, design, develop, implement, and evaluation courseware?
2. What is the different emphasis between designing for teaching and design for learning?
3. What is the different between designing traditional classroom instructions and designing multimedia courseware?
4. How to organize a content flowchart?
5. How to evaluate authoring tools?
6. What is courseware development plan (proposal)?

Discussion topics:

1. What are characteristics of multimedia courseware design? What issues should be brought to designers' attentions when designing courseware for elementary students?
2. Different focuses when designing courseware for different disciplines
3. What is the different emphasis between designing for teaching and design for learning?
4. What are differences between content flowchart and concept map?
5. What the purposes for writing courseware development plan (proposal)? What topics should be included in that document?
6. What the differences between the interfaces for web pages, PowerPoint pages, and other non-web-based pages

Module 3

Overview and Module Goals:

1. Students will understand the purpose for writing a courseware development plan (proposal).
2. Students will understand the criteria for a good courseware development

plan (proposal).

Discussion topics:

1. What is the most difficult task in writing courseware development plan (proposal) and why?
2. Why should we need a courseware development plan (proposal)? What the criteria for a good courseware development plan (proposal)?
3. What are tips for writing a good courseware development plan (proposal)?
4. What are the considerations for choosing a packaging type?
5. What are the good and bad influences for different copyright granting, authorizing and licensing? Do you agree that licensing is a barrier for information circulation? Why?

Module 4-8

Overview and Module Goals:

1. Students will understand how to conduct detailed planning for their projects.
2. Students will understand what are interface and the major concerns when designing one.
3. Students will understand the necessary and methods for marking different content, presentation techniques, and hyperlinks on script board.

Discussion topics:

1. What are interface and the major concerns when designing one?
2. Is it necessary to mark different content, presentation techniques, and hyperlinks on script board? Why?
3. Is it necessary to provide the opportunity for users to confirm Exit before actually close down that page? Why?

Module 9

Overview and Module Goals:

1. Students will understand the purpose for planning a development management and the major concerns for the plan.
2. Students will understand the importance for gathering up media before starting authoring.

Discussion topics:

1. Why is it necessary to manage the process of development?
2. Will there be one best way for managing development? What makes a good development management plan?
3. Is it necessary to gather up all kinds of media before starting authoring the courseware?

Module 10 - 16

Overview and Module Goals:

1. Students will understand the critical skills for design and developing a courseware.
2. Students will understand the characteristics of good web pages.
3. Students will understand the common defects for design and developing courseware.

Discussion topics:

1. From the design and developing experience, what skills do you think you need to improve?
2. Could you summarize the common characteristics of those most appreciated works?
3. Which part of task spent the most of your time on developing? Why?
4. What could be improved when you reflect on your design and developing experience?

Module 17-18**Overview and Module Goals:**

1. Students will understand criteria for evaluating multimedia courseware.

Discussion topics:

1. What are the key issues for evaluating multimedia courseware?
2. What are the dimensions for evaluating multimedia courseware? What are weighted percentages for each dimension? Why?

Ongoing Assessment

1. Students present their final projects group by group.
2. A discussion will be held after each report. Students who do not make report in that class should be the responders to raise questions.