

EDT 512 Computer-Based Instruction (71) Thursday, 7:00-9:40

- 1. Instructor** Dr. Barry Sponder | sponderb@ccsu.edu
- 2. Office** Barnard Hall, Room 308 | Phone 860-832-2049
- 3. Office Hours** T 3-4 PM | W 2-4 PM | Th 2-4 PM
- 4. Office Phone** (860) 832-2049 If I'm not in please leave a brief message. Identify yourself and speak slowly and loudly. Include your area code with your phone number. Finish with your name and number again. *However, email usually gets faster results.*
- 5. Websites** I will create a course website during the first class period that will serve as the class website. Students will create their own websites as well.
- 6. Course Materials**
1. We use Flash CS3
 2. Students will be required to join the class section of Lynda.com Details given during the first class session.
- 7. Readings** TBA
- 8. Course Description** The application of computer-based strategies for instruction including interactivity, adaptivity, feedback, branching and evaluation. Attention will be paid to basic programming skills and conventions, message design, screen design, flowchart development, storyboarding, and the application of principles of learning to the CBI process.
- 9. Course Objectives** Upon completion of this course students should be able to:
1. show competency in using fundamental programming skills for developing computer-based instruction (CBI) using Flash CS3.
 2. develop flowcharts for CBI programs.
 3. exhibit a mastery of screen design skills.
 4. create storyboards to assist in CBI development.
 5. evaluate the effectiveness of many types of CBI programs.
 6. adapt principles of learning to computer-based programs.
 7. learn and use Audacity for creating computer-based audio
 8. perform formative and summative evaluations of CBI programs.
 9. develop an instructional design plan for a CBI project.
 10. create a computer-based screen capture movie
 11. locate sources of funding for technology and apply for a grant.
- 10. Snow Days** If weather conditions are threatening, call the snow emergency number at (860) 832-3333. If classes are cancelled I will update you on the class Wiki. In that case we will meet online using Connect. Details TBA.

11. Course Projects and Activities

a. locate an RFP and write a grant proposal

Students will search for and locate a grant request for proposal (RFP) and then apply for the grant. Each year one or more students receive the grant they have applied for. (Due after the Spring break)

b. develop an ID plan for a computer-based instructional program.

In EDT 500 students learned the elements of an ID plan and now they will develop a complete plan for their CBI project. This plan will use a class template and guide students' project work. (Due last class)

c. develop a CBI program with Flash CS3 based upon the ID plan they create.

Using Flash CS3 students will develop a computer-based instructional program. The program should meet a perceived need and incorporate several of the multimedia features of Flash that are covered in the course. At the end of the semester, the program can be burned on a CD-ROM or DVD-ROM for use with target audience.

d. create one or more instructional screen capture tutorials

Using any one of a number of programs students will develop a five minute tutorial and post it online on their personal web page.

e. participate in class activities and Lynda.com. I will monitor class participation and students' activity online at Lynda.com

12. Attendance

Be there. If you know in advance can't attend one evening let me know in advance. Many course sections will be recorded so students should have access to all work in class. Repeated absence will affect your grade.

13. Students with Special Needs

If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible.

14. Philosophy of Instruction

This is a project-oriented class that builds upon the skills and concepts introduced in EDT 500 in addition to drawing on students' previous CBI experiences. Hands-on lab activities, lectures, demonstrations, written materials and group work are used to support learning. Students are encouraged to use their own computers and software to further the course experience. Additionally, students are expected to utilize on their creativity and problem-solving skills as they continue to develop into competent instructional designers. Students should spend *at least 6 to 10 hours a week at home* involved in course activities.

15. Grading

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|---|-----|
| 1. Grant Proposal | 10% |
| 2. Flash CS3 CBI Project | 40% |
| 3. ID Plan | 10% |
| 4. Homework Assts & Screen Capture Movies | 30% |
| 5. Class Participation & Lynda.com | 10% |

16. Lab Courtesies

Please observe the no food/drink /gum rules for the computer lab. During bad weather please leave umbrellas and wet coats outside. When leaving the lab please clean your area, shut down your machine and leave the chair, mouse and mousepad in an orderly fashion.

18. Course Topics and Activities

| Week | Topics | Lynda.com (Tentative) |
|---|---|---|
| 1, 2. Feb 4 | 1. Course Introduction & Lynda.com 2. What makes good CBI? 3. Class website and student pages 4. Student Projects 5. Flash CS3 Introduction | 1. Flash CS3 Essential Training intro, 1-5 2. Switching from Win to Mac (as necessary) |
| 3. Feb 11 | 1. Flash CS3 Activity 2. CBI Flowcharting & Storyboarding 3. Personalization Principles 4. Grant Writing Activity | |
| 4. Feb 18 | 1. Flash CS3 Activity 2. Screen Recording 3. CBI and Learning Styles 4. Grant Writing Activity | 1. Flash CS3 Essential Training 6-10 2. Switching from Win to Mac (as necessary) |
| 5. Feb 25 | 1. Flash CS3 Activity 2. CBI Research 3. CBI Technical Specifications 4. Grant Writing Activity | 1. Flash CS3 Essential Training 11-finish 2. Switching from Win to Mac (as necessary) |
| 6. Mar 4 | 1. Audio 2. Using Audio: Audacity 3. Using Audio: GB (1) 4. Using Audio in Flash CS3 | 1. Flash CS3 Essential Training 2. GarageBand '09 Essential Training |
| 7. March 11 | 1. Flash CS3 Review Activity 2. Using Audio: Garageband (2) 3. Garageband Activity | 1. Flash CS3 Essential Training 2. GarageBand '09 Essential Training |
| 8. March 18 | 1. Video and CBI 2. Video Production with iMovie 3. Flash CS3 and Video | 1. Flash CS3 Interactive Video Techniques 2. iMovie '09 Essential Training intro, 1-8 |
| March 23-27 Spring Break - Finish Flash CS3 Interactive Video Techniques | | |
| 9. April 1 | 1. Flash CS3 Test Development 2. Actionscripting (1) 3. Lab | ActionScript 2.0 Essential Training Flash CS3 Professional Beyond the Basics |
| 10. April 8 | 1. Actionscripting (2) 2. Converting Movies to Flash | ActionScript 2.0 Essential Training Flash CS3 Professional Beyond the Basics |
| 11. April 15 | 1. Actionscripting (3) 2. Lab | ActionScript 2.0 Essential Training Flash CS3 Professional Beyond the Basics |
| 12. April 22 | 1. Field Testing Student Projects 2. Lab | Flash CS3 Professional Beyond the Basics |
| 13. April 29 | 1. Creating a Flash Website 2. Lab | Flash Player 10 New Features |
| 14. May 6 | 1. Course Review 2. Lab | As Needed |
| 15. May 13 | Final Class All Work Due. | |