Full Description of the Assignment

Interactive Multimedia Object. The major means of assessment or the bulk of the chosen artifact is an interactive multimedia object. An object is defined as an instructional unit of an online course (or a small part of supplemental material used in face-to-face courses). The unit is also intended to be reused by another course or for other instructional purposes. The interactive object is developed based on a design document file and a research-based design rationale, and it also undergoes an evaluation process at the end. In short, this artifact includes an interactive object, a design document file, a design rationale, and an evaluation report.

Upon completion of this project, you will demonstrate the ability to (1) plan a multimedia/hypermedia learning object for a specific instructional need, (2) produce the planned leaning object using available resources, and (3) evaluate the learning object for quality and effectiveness.

Part 1: Design Document. Following the Dick and Carey model, you will document the design process of this learning object. Perhaps it is time to continue your unfinished multimedia proposal from EDTC 6321 Instructional Design class. You are given an opportunity to take out the storyboard you may have created from the previous class and develop the video, audio, or other multimedia components you proposed. If the proposal does not show any promise, you will need to start this proposal from the beginning. For the purpose of this course, the design document is not expected to be as explicit as what the Dick and Carey text describes. This way you will save more time for the actual production part (Part 2). Having said this, the document must be furnished in a way that shows some planning. See Course Project Rubric at the bottom for more information.

This part is worth 5% of the final grade. To receive full credit, you must not only follow the appendix (located in Rubric) in your documentation also submit the URL of the completed part to the instructor via Assignment link at the bottom of this webpage by the due date. Suggested format: *.html

Part 2: Learning Object. The bulk of this course project is to develop the proposed learning object.

Your task now in Part 2 is to produce this learning object. You are required to develop a self-contained (in some cases it is also self-paced) instructional module with a topic of your interest to your students or colleagues in a computer-/Web-based training setting. This module must include one (at least) or a mixed form of multimedia/hypermedia (better) as the primary component. Follow the design document you have furnished (Part 1) and start to carry out the design using all possible resources (see Syllabus for some of these resources).

Stay focused and patient because you will need this in the development of this learning object. Whenever you feel frustrated or overwhelmed, email the class or the instructor for some support. Sometimes taking a breather or your mind off things at hand by playing with your pets or spending time with family helps. Here are some more friendly reminders/suggestions. Once you have made the plan, stick to it and make it happen unless things "go awry." Start with a software program you are comfortable or familiar with. For instance, Camtasia from EDTC 6320 Instructional Technology is a good start. You may also want to take advantage of the Q&A session when the class meets and share your thoughts or ask questions. Probably most importantly, before you start, take a careful look at the rubric at the bottom of this page by which your work is evaluated. Also, see Course Project Rubric for more information.

This part is worth 30% of the final grade. To receive full credit, you must not only follow the rubric but also
submit the URL of the completed part to the instructor via Assignment link at the bottom of this webpage by the due date. Suggested format: Not applicable.

**Part 3: Summative Evaluation.** As soon as your learning object is submitted, you will continue the course project and proceed to summative evaluation. (This is not suggesting that formative evaluation be discouraged. You are advised to conduct a formative evaluation on an informal scale while developing Part 2. And, keep the evaluation results handy for your own information.) Summative evaluation is too imperative to be missed. With this evaluation, you will prove effectiveness and quality of your learning object. What are these two concepts? Effectiveness normally refers to student achievement. You conduct an evaluation by running your learning object by a good sample of target audience (refer back to the goal statement for the proper number of target audience). The assessment part of the learning object measures and assesses the intended learners as of how much they have achieved. The assessment results are then analyzed and evaluated against the pre-determined standards set by performance objectives in your design document. If the results and standards match or learners outperform the set standards, effectiveness is proved.

Quality, on the other hand, usually deals with issues such as typos and errors. You may have a subject matter expert or a colleague read through your learning object for typos, errors, illegibility, or inconsistency. A copy editor or a technical writer may be even better. The goal is to reduce such quality issues as much as possible.

Drawn from the Dick and Carey model, six questions are used to document the evaluation process.

1. What is the purpose of the evaluation session?
2. Who is involved in the session? What is his/her profile?
3. Where is the session taking place?
4. What are the results?
5. What is your reaction to the results?
6. What is your action to the results?

See Course Project Rubric at the bottom for more information.

This part is worth 10% of the final grade. To receive full credit, you must not only answer all the six questions in about 600 words but also submit the URL of the completed part to the instructor via Assignment link at the bottom of this webpage by the due date. Suggested format: *.html

**End-of-class Reflection.** Prior to final presentation, students will post the URL of their final draft of the interactive object to the designated forum along with a reflective writing piece in about 400 words. The posting must depict all the multimedia/hypermedia design principles applied to the produced object. This activity provides an opportunity for students to self-assess the strengths and weaknesses of their own work. See Discussion Board for more information.