MULTIMEDIA DESIGN AND DEVELOPMENT

1	Course Title:	MULTIMEDIA DESIGN AND DEVELOPMENT	
2	Course Code:	BIL3008	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	3	
6	Semester:	6	
7	ECTS Credits Allocated:	6.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	2.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	---	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Doç. Dr. ERHAN ŞENGEL	
15	Course Lecturers:	Yrd. Doç. Dr. Erhan Şengel	
16	Contact information of the Course Coordinator:	Yrd. Doç. Dr. Semiral Öncü	
17	Website:		
18	Objective of the Course:	It is the purpose of this course to help students learn the fundamental concepts and principles for designing, developing and evaluating software for educational contexts. Students gain skills to develop and evaluate educational multimedia. They reinforce their understanding by working on multimedia hands-on through up-to-date educational design software.	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Explains the concept of computer-based instruction.
		2	Recognizes the authoring software common to the PC environment.
		3	Uses at least one type of authoring software to prepare educational software.
		4	Defines the process of course software preparation and plans the process according to the authoring software.
		5	Knows the purpose, the importance and the function of scenarios in software design and is able to prepare scenario.
		6	Knows and is able to perform user interaction, feedback, navigation, graphical design and arrangement in multimedia design.
		7	Is able to add images, videos, animation, and so forth based on instructional design principles.
		8	Knows the test design principles in computer-based instruction and is able to design tests.
		9	Defines the procedures and the techniques for preparing and evaluating multimedia applications.
		10	Is able to evaluate multimedia applications.
21	Course Content:		
	Course Content:		

Week	Theoretical	Practice
1	The history and evolution of computer-based instruction (CBI)	Creation of the groups.
2	Types of CBI I – Tutorials. Types of CBI II – Hypermedia.	Finalizing the group distributions. Discussion of the readings given the last week. Research: Book chapter or article. Library research.
3	Types of CBI III Practice-Application Software Types of CBI IV – Simulations. Getting to know the Adobe Captivate program. Getting to know the Adobe Captivate interface.	Group discussion on practice and application software. Topic selection for the homework. Studying the Adobe Captivate interface.
4	Types of CBI V – Educational Games. Types of CBI VI – Open-ended Learning Environments. Software training (recording modes). Full motion recording (FMR). Image slideshows.	Group discussion on educational games and open-ended learning environments. Hands on practice of creating a new project in Adobe Captivate. Creating the calendar for homework.
5	Slides Text captions. Images and drawing objects.	Hands on practice of slides, text captions, images and drawing objects.
6	Types of CBI VII – Measurement and Assessment. Types of CBI VIII – Web-based Instruction.	Group discussion on measurement and assessment and web-based instruction.
7	Pointers and highlight boxes. Rollovers and zoom areas. Working with audio.	Group study on flowcharts.
8	Working with media. Organizing projects and interactive objects. Scenario Design.	Group study on scenario design.
9	Variables, actions and widgets.	Hands on practice on variables, actions and widgets.
10	Templates. Questions and question pools.	Application of templates to captivate files. Hands on practice on questions and question pools.
11	Publishing and exporting. Reviewing a project. Aggregator.	Hands on practice on publishing options.
12	Aggregator. Learning management systems (LMS). SCORM.	Group discussion on SCORM readings.
13	SCORM (continued). Evaluating computer based instructional materials – the concept of quality software.	Hands on practice on publishing adhering to SCORM.
14	The purpose and the methods in software evaluation.	Practicing evaluation on DynEd, Vitamin and/or software that were produced by past students.

22	Textbooks, References and/or Other Materials:	Alessi, M. & Trollip, S. (2001). Multimedia for learning: Methods and development (3rd. ed). Boston: Allyn & Bacon. İpek, İ. (2001). Bilgisayarla öğretim, tasarım, geliştirme ve yöntemler. Ankara: Tıp Teknik. Şimşek, N. (1998). Bilgisayar yazılımlarının değerlendirilmesi. Ankara: Siyasal Kitabevi. Silverman, F. H. (1998). Authoring books and materials for students. Academics and Professionals. Diğer Kaynaklar Odabaşı, F. (1998). Bilgisayar destekli eğitim (Ünite 8). Hoşcan, Ş. ve diğerleri (editörler) İlköğretim öğretmenliği lisans tamamlama programı: Bilgisayar içinde. Anadolu Üniversitesi Yayınları: Eskişehir
23	Assesment	

TERM LEARNING ACTIVITIES	**NUMBER**	**WEIGHT**
Midterm Exam	1	25.00
Quiz	0	0.00
Home work-project	1	25.00
Final Exam	1	50.00
Total	3	100.00
Contribution of Term (Year) Learning Activities to Success Grade		50.00
Contribution of Final Exam to Success Grade		50.00
Total		100.00
Measurement and Evaluation Techniques Used in the Course		

24 ECTS / WORK LOAD TABLE

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	13	3.00	39.00
Homeworks	1	15.00	15.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	10.00	10.00
Others	0	0.00	0.00
Final Exams	1	60.00	60.00
Total Work Load			180.00
Total work load/ 30 hr			6.00
ECTS Credit of the Course			6.00

25 CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS

	PQ1	**PQ2**	**PQ3**	**PQ4**	**PQ5**	**PQ6**	**PQ7**	**PQ8**	**PQ9**	**PQ10**	**PQ11**	**PQ12**	**PQ13**	**PQ14**	**PQ15**	**PQ16**
ÖK1	5	0	0	0	0	0	0	3	1	5	5	5	5	0	0	0

ÖK2	5	0	5	5	0	3	1	0	0	5	5	5	3	0	0	0
ÖK3	5	0	5	5	0	2	1	0	0	5	5	5	3	0	0	0
ÖK4	5	5	3	0	0	0	0	0	0	5	5	5	4	3	0	0
ÖK5	3	0	0	0	0	0	0	0	0	5	5	5	4	0	0	0
ÖK6	5	5	5	0	0	0	0	0	0	5	5	5	5	5	0	0
ÖK7	5	5	5	0	0	0	0	0	0	5	5	5	5	5	0	0
ÖK8	5	0	0	0	0	0	0	0	0	5	5	5	2	0	0	0
ÖK9	5	3	0	0	0	0	0	0	1	5	5	5	2	0	0	0
ÖK10	5	3	0	0	0	0	0	0	0	5	5	5	1	0	0	0

LO: Learning Objectives PQ: Program Qualifications

Contribution Level:	**1 very low**	**2 low**	**3 Medium**	**4 High**	**5 Very High**