Multimedia Projects

1. Create a portfolio of 3 multimedia projects.

   - Each stack will have a different focus

      #1. The first will be a stack called "Meet Me". You will learn HyperStudio using your biography as the content. Jeff Peach and several other teachers at Magnolia Intermediate School use this as the introductory multimedia assignment with their students. The objective of this project is to become familiar with the software. No written description necessary but simple DDD-E should be implemented.

      One way of looking at this project is that it is a stack that introduces the concept of multimedia presentations. If you give this project to your students, for example, the project creates opportunities for your students to think about the basics of presentation early in the year. The "Meet Me" project also introduces students to one another in an engaging, captivating manner and embodies the idea of multimedia.

      This project is due in the fourth week and is worth 20 % of the total grade for the Multimedia class.

      #2. The second will be a stack that teaches curricular content or concepts to students in your subject area. See the PDF document for more specific details and written requirements.

      This assignment is worth 30% of your grade and will be due in class on the tenth week.

      #3. The third assignment will be an integrated-multimedia project designed to record to video tape. This project incorporates elements of multimedia into a portion of an existing unit of the curriculum you already teach.

      This assignment is worth 30 % of your grade and will be due during the last week of the semester. See the PDF document for more specific details and written requirements.

   Notes on the projects:
   - Projects do not need to be on the same topic but may overlap.
   - Projects and written material may be developed by teams of 2 or 3 students.
   - Team composition may change for each project.
   - Stacks may be submitted for instructor review. Be prepared to spend some time before or after class if necessary.

2. Paper: Potential Uses of Hypermedia in Instruction
   This assignment is worth 20% and due in the last week of class.

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- Write a paper in which you describe specific ways you would (will / do) incorporate multimedia / hypermedia into your instruction. Describe …

  - Specific applications for instructor-created projects
    - include a rationale for use including how the projects would improve instruction
  - Specific applications for student-created projects
    - include a rationale for use including how the projects would improve learning
  - What would be needed to make this happen.
  - Personal thoughts and reflections on integrating multimedia / hypermedia into your instruction