The University of Akron   **WEB-BASED LEARNING SYSTEMS**
College of Education   **5100:632**
Educational Foundations and Leadership   **3 credit course**

I.   Course Description

The purpose of this project-based course is to help students become proficient in the design and development of web-based learning systems for training and education. Emphasis will be placed on creating highly interactive, pedagogically sound environments that can be used to enhance student learning by supplementing or supplanting traditional methods of instructional delivery.

II.   RATIONALE

The increasing use of the World Wide Web as an instructional delivery method is having a tremendous impact on training and education. The purpose of this course is to equip educators with the knowledge and skills necessary to develop effective web-based training systems for either of these environments.

III.   COURSE GOALS/OBJECTIVES

Upon successful completion of this course, students will be able to:
1. Create a site using Macromedia Dreamweaver
2. Create a site using Macromedia Fireworks
3. Create a site using Macromedia CourseBuilder
4. Create a site using Macromedia Learning Site
5. Create a design document using Microsoft Word
6. Create a navigational flowchart using Microsoft Word
7. Create a storyboard sequence using Microsoft Word
8. Create an introduction page & user interface
9. Create an interactive learning sequence
10. Create an interactive end-of-course exam

IV.   COURSE OUTLINE

This course has been designed so that students can complete it in-class (instructor-led), online (self-paced), or as a combination of the two. All in-class lab sessions will center around step-by-step demonstrations and hands-on development. If you decide to complete some or all of the work outside of class, please notify the instructor so that project modules will be available when you need them. Also remember that you will be responsible for securing access to all necessary software if you are working outside of class.

<u>Partners</u>
Although projects 1-4 must be graded individually, you may work together with a partner in completing projects 5-10 for a shared grade.

<u>Learn the tools</u>
Project 01: Create a site using Macromedia Dreamweaver
Project 02: Create a site using Macromedia Fireworks
Project 03: Create a site using Macromedia CourseBuilder
Project 04: Create a site using Macromedia Learning Site

<u>Design the project</u>
Project 05: Create a design document using Microsoft Word
Project 06: Create a navigational flowchart using Microsoft Word
Project 07: Create a storyboard sequence using Microsoft Word

<u>Build the project</u>
Project 08: Create an introduction page & user interface
Project 09: Create an interactive learning sequence
Project 10: Create an interactive end-of-course exam

Adjustments to due dates may be made if we require more or less time for particular projects. Changes will be reflected on the WebCT calendar.

V.   REQUIRED/OPTIONAL TEXTS

All required readings and lab handouts will be available online as Adobe Portable Document Format (PDF) files. To view and/or print these documents, you will need the Adobe Acrobat Reader. The templates used for the design projects will be available as Microsoft Word files. To use these files, you will need Microsoft Word (Macintosh or Windows).

VI.   INSTRUCTIONAL STRATEGIES/ACTIVITIES/TECHNOLOGY

As noted in the Course Outline, this course has been designed so that students can complete it in-class (instructor-led), online (self-paced), or as a combination of the two. All in-class lab sessions will center around step-by-step demonstrations and hands-on development.

<u>Computer Hardware</u>
We will be using Power Macintosh G3 computers and Mac OS 9 in this course. All of the software tools we will use are cross-platform making it possible to work seamlessly between a Macintosh located in the lab and a Windows machine located outside of the lab (or vice-versa).

Software Tools
We will use the following software tools in this course:
Macromedia Dreamweaver 4
Macromedia Fireworks 4
Macromedia CourseBuilder Extension for Dreamweaver 4
Macromedia Learning Site Command Extension for Dreamweaver 4
Microsoft Word
WebCT

Other Tools
A valid UAnet ID.
A Personal Home Page account on the University's GoZips server.
A zip disk (this will be provided).

VII. EVALUATION/STUDENT ASSESSMENT

Your final grade will be the aggregation of points earned on the 10 projects, each of which is worth 10 points. There are 100 points available. Each project will be scored according to a scoring guide. It is recommended that you use the scoring guides and the competency criteria to determine when your projects are ready for evaluation. You are also encouraged to ask for instructor feedback before submitting a project for evaluation. If you unsatisfied with the grade you receive on a project, you may arrange with the instructor to redo the assignment. Projects are due on the dates indicated in the Web CT calendar. Projects that are not posted by the due date will lose 1 point for every day that they are late.

VIII. STUDENT ETHICS AND OTHER POLICY INFORMATION

For further information about The University of Akron's policies regarding student ethics and conduct, please consult the following sources: http://www3.uakron.edu/gradsch/gradbull.html, then select "General Information" (academic honesty); or www.uakron.edu/studdev/conduct.html (Student Code of Conduct). Any student who feels she/he may need an accommodation based on the impact of a disability please consult www.uakron.edu/access and the Office of Accessibility at (330) 972-7928.

IX. BIBLIOGRAPHY

These texts and articles are intended to extend your understanding in the area of web-based learning.

Kahn, B.H. (Ed.) (1997). Web-Based Instruction. NJ: Educational Technology
    Publications Inc.

Kahn, B.H. (Ed.) (2001). Web-Based Training. NJ: Educational Technology Publications
    Inc.

Williams, R. and Tollett, J. (2000). The Non-Designer's Web Book (2nd Edition). CA: Peachpit Press Inc.