

## **I. COURSE DESCRIPTION**

The purpose of this course is to introduce students to a variety of Hypermedia tools, particularly web-based tools. Students will develop a variety of media and integrate them into an authoring tool.

## **II. RATIONALE**

Hypermedia is a relatively new term created to describe the fusion of two other new technologies: *multimedia and hypertext*. The purpose of this course is to provide exploration in a variety of Hypermedia tools. Hypermedia software allows students and faculty to participate in the utilization of computer-based technology as it relates to the educational process. This approach to teaching and learning is being fueled by the increased use of hardware and software. Therefore, new and different sets of skills are required to actively participate in this new generation of technology utilization

## **III. COURSE GOALS/OBJECTIVES**

**Standards in parentheses for each objective are based on the International Society for Technology in Education (ISTE). These are program standards for Advanced Programs in Educational Computing and Technology Leadership**

- A. To become familiar with the Hypermedia research and trends and to explore its roots (4.1.2)
- B. To become familiar with Hypermedia-based authoring tools in both Macintosh and Windows environments (4.2.1)
- C. Students will become familiar with basic HTML programming and scripting (4.2.3)
- D. Students will become familiar with visual design elements and principles (4.2.4)
- E. Students will be able to utilize design concepts effectively (4.2.4)
- F. Students will apply instructional design principles to effectively design web-based instructional products (4.2.6)
- G. Students will deliver presentations using computer projection systems (4.3.3)
- H. To become familiar and integrate QuickTime and other video and sound technologies (4.2.4)
- I. The students will be able to explain the different authoring paradigms (4.2.2)

## **IV. COURSE OUTLINE**

Week 1: Discussion of syllabus and policies. Assigning of readings

- Week 2: Discussion of Hypermedia research and trends and exploration of its roots. Discussion of the different authoring paradigms.
- Week 3: Overview of Visual design Principles. Development and critiquing of screen designs.
- Week 4: Introduction to the use of sound in interactive multimedia computer-based instructional products
- Week 5: Introduction to the use of digital video in interactive multimedia computer-based instructional products
- Week 6: Introduction to Photoshop. Manipulation of graphics, creation of screen interfaces
- Week 7: Graphics continued. Integration of digital photography.
- Week 8: Introduction to basics of web authoring including HTML programming
- Week 9: Introduction to basics of Adobe GoLive
- Week 10: Site Design and management
- Week 11: Explanation of Smart Tabs, such as rollovers, floating boxes
- Week 12: Explanation of final project
- Week 13: Project work
- Week 14: Project work
- Week 15: Project work
- Week 16: Project Presentations

## **V. REQUIRED/OPTIONAL TEXTS**

Williams, R. (1994). *The non-designers design book*. Peachpit Press Inc.  
Williams, R. & Tollett, J. (2000). *The non-designer's web book*. Peachpit Press Inc.  
Instructional materials, notes and web sites will be handed out during class session.

## **VI. INSTRUCTIONAL STRATEGIES/ACTIVITIES/TECHNOLOGY**

Students will be required to participate in class discussions. These discussions will be based on assigned student readings. Students will be required to complete group projects throughout the semester including a final group project where they will develop a web site. Students will also be required to develop an interface for their electronic portfolio. Specifics on the activities for this class may be found in section VIII below.

The class will be held in a computer laboratory. Students will be required to use the computer projection equipment for the presentation of their work to colleagues. The students will have to use the course web site to access materials and resources. All questions outside of class can be addressed to the instructor through e-mail. Students will be required to make use of all a variety of multimedia hardware and software.

Any student who has a disability that substantially limits learning in a higher education setting may contact the Office of Accessibility (formerly known as Services for Students with Disabilities) for information regarding their eligibility for reasonable

accommodations. The office is located in Spicer Hall 124, 972-7928 (Voice) or 972-5764.

## VII. EVALUATION/STUDENT ASSESSMENT

- A. Summarize two web sites on Hypermedia and Learning: An Introduction and Hypertext: The Convergence of Contemporary Critical Theory and Technology (Objective A. 10%). Students will discuss the two articles in class.
- B. Develop an interface for an electronic portfolio using Photoshop. (Objectives D,E, F 10%). This interface may be used in the development of your electronic portfolio.
- C. Participate in class discussions on interface design of screen, text, graphics, audio and video, discussion of authoring environments and its appropriateness in classroom, and authoring paradigms. (Objectives B, D, E, F, H, I – 10%). These discussions and notes will assist you in the development of the electronic portfolio.
- D. Create a digital video clip using a digital camcorder and edit the video using iMovie. (Objective H –10%). The video clip can be inserted into your electronic portfolio
- E. Import or digitize a sound clip and edit the sound using SoundEdit (Objective H –10%).
- F. Complete final class projects (Objective B, C, D, E, F, G, H - 50%). The project can be integrated into your electronic portfolio.

The course grade will be derived from class projects, web site readings and other assigned exercises. Students will be required to work outside of lab time to complete assigned projects.

The points earned on course projects will determine the course grade. Based on total points earned, final grades will be assigned as follows:

A	95 - 100 %	C	73 - 75 %
A-	90 - 94 %	C-	70 - 72 %
B+	86 - 89 %	D+	66 - 69 %
B	83 - 85 %	D	63 - 65 %
B-	80 - 82 %	D-	60 - 62 %
C+	76 - 79 %	F	Below 60 %

## 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](http://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](http://www.uakron.edu/access) and the Office of Accessibility at (330) 972-7928.

## IX. BIBLIOGRAPHY

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