

Course Description

Applied Instructional Design: Digital Media is an online course that focuses on some tech tools that could be used when designing an online course. The example tools are aimed at higher levels of student engage and the creation of presences in the online learning environment.

Course Learning Objectives

- Identify best practices when using technology
- Differentiate between strong and weak videos used in learning
- Compare various Apps and E-Learning software which could be used in course design
- Understand accessibility when using multi-media in learning

Required Course Materials

No course materials required.

Course Expectations

This is an asynchronous course that requires no specific meeting times. The video lectures and required online discussions will require a minimum total of 30 hours for students to complete over the five weeks of instruction. Since there will be no face-to-face meetings it is essential that students check their e-mail as well as the Canvas site regularly.

Grading & Assignments

The final course grade will reflect the extent to which the student demonstrates mastery of the subject matter as well as the quality of work put forth in assignments and discussions. In general, average quality work that meets requirements will earn a grade of C; higher grades will be awarded for work that reflects greater overall quality and more thorough fulfillment of the requirements.

All assignments are due by the scheduled dates. To avoid late penalties, students must contact the instructor at least 24 hours in advance of the assignment due date. The late penalty is applied after the initial score for the assignment is determined.

- One day late: 10% grade reduction
- Two days late: 30% grade reduction
- Three days late: 60% grade reduction
- Four days late: 100% grade reduction/grade of zero awarded

Discussion board work is time sensitive. Consequently, late discussion board posts will receive no credit unless a prior arrangement with the instructor is made.

Course Calendar

Week 1: Theory and Research

Week 2: Video Tools

Week 3: Web Apps

Week 4: E-Learning Software

Week 5: Accessibility and Multi Media

Each week will include readings, discussion board postings and assignments.

Note: This schedule may be revised, if necessary, to better meet stated learning objectives. Any substantial syllabus changes will be communicated in a timely manner.