

## Telecommunications and Distance Learning [1 credit hour]

This module will address the technology behind a variety of distance learning (DL) strategies, including many aspects of interactive television (satellite, compressed, and web-based). Students will develop skills associated with using DL technologies as effectively as possible to facilitate learning. Product: Students will generate reports critiquing a variety of DL environments from both instructor as well as learner perspectives. In addition, students will plan a distance learning program to meet specific DL instructional goals.

### Course Objectives:

- Define "distance education"
- Explain the difference between synchronous and asynchronous distance learning.
- Describe the ITMA program according to Coldeway's four quadrants.
- Identify advantages of collaboration between peers or students a worthwhile effort.
- Discuss for or against the need for a national distance learning university in the United States.
- Discuss how distance education could change the task of learning at your school or place of work.
- Identify ways of designing an effective instructional message.
- Define noise as it relates to the communication process in distance education environments.
- Reflect on the present ITMA program and describe things that have helped or hindered communication with others (faculty, staff, or peers) in the ITMA program.
- Identify the role of verbal and visual symbols in distance education environments.
- Analyze video delivery systems for distance education.
- Describe characteristics of distance learners.
- Identify ways in which distance education courses can help schools and learners.
- Discuss the need for conducting learner analysis in distance education environments.
- Describe differences in responsibilities of students enrolled in a synchronous vs. asynchronous distance course.
- Reflect on the Introduction to Instructional Technology course and discuss the importance of interaction in distance education.
- Define psychological distance. Identify the importance of rapport in distance education environments.
- Identify ways of minimizing psychological distance.
- Suggest the role of a learner in lessening the effects of psychological distance?
- Assess the role of two-way video in distance education.
- Discuss strategies for instructor success in selecting and using distance education technologies.
- Describe the "iterative design process" in the design process.
- Analyze fundamentals for developing distance learning courses.
- Identify steps to follow in designing a virtual classroom.
- Evaluate and critique a distance learning course.