

Interactive Learning Media Design (EDIT 5624)

The Course Structure:

How do designers design when there is no design model to follow? In these instances, designers have an implicit knowledge of the factors involved in a design problem based on their experiences and are able to understand the aspects that deserve priority attention and their interaction with others that may be just as important. The problem, then, is how to produce these same experiences in novice designers so they can build this knowledge. One way to approach the problem is to identify and explain the concepts involved in the design problem and present examples and non-examples for each of the concepts while demonstrating the interactions among the various concepts.

Because there is no model for the design of interactive learning media (ILM), this course takes the student through an examination and analysis of several concept involved in ILM. It is not intended to cover all concepts, however it provides sufficient introduction for the student to gain an appreciation for the complexity of designing ILM.

This course includes modules on the following topics:

1. Introduction
2. Design
3. Interactivity
4. Learning
5. Media
6. Affordances of Media
7. Usability
8. Engaging Learners
9. Users, Stakeholders, and Context
10. Content
11. Designing Interactivity
12. The Design Brief

The student will review real world media and analyze them according to the topic of the module. Through this process, students will develop an understanding of the topic and be able to articulate an application of the topics in a single design document.