Multimedia Learning Tools Portfolio

EMPIRE STATE COLLEGE

The Center for Learning and Technology (CLT) has created a portfolio/catalog of exemplary learning objects that demonstrate how the media is effectively used in online learning. Unlike other learning object repositories that are primarily organized by subject matter rather than use, our catalog is primarily organized by teaching strategy, using subject headings already familiar to faculty. Through searching and browsing the catalog, faculty may become acquainted with the various types of learning objects applicable to their instructional needs.

It is our hope that this catalog will serve to instruct and inspire our faculty in making informed decisions when selecting learning objects for their online courses. We are also hoping to use this format as a template for a comprehensive learning object repository for our institution.

The catalog is accessible at http://www.esc.edu/mediaportfolio

The Organization of the Content

As previously stated, the catalog records are organized by teaching strategy as opposed to media format. Existing multimedia repositories, such as MERLOT and SMETE, are primarily focused on reusable content, are thus organized by subject matter rather than use. Our need rests not in finding supplemental content, but in identifying innovative uses for faculty to use their existing content in new and innovative ways.

Unless otherwise indicated, the categories we selected are modified versions of the secondary classification scheme, "Type of Material," as identified by MERLOT repository.[1]

I. Content Presentation

The presentation of information that makes up the content of a learning experience. This information can be presented in textual, visual or audible format and includes concepts, models, theories or other data pertinent to a learning experience.

- **Animation / Illustration**: The dynamic or static visual representation of concepts, models, processes, and/or phenomena that allows students to view such processes in space or time.
- **Case Study**: Illustrations of a concept or problem using a scenario that can be explored in depth.
- **Lecture/Presentation**: A linear sequence of learning content. May include support materials such as graphics, audio narration and/or interactivity.
- **Navigation**: A resource that aids students in locating and accessing learning content on a web site.

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[1] Multimedia Educational Resource for Learning and Online Teaching (MERLOT). "Help: Contribute Material." <http://www.merlot.org/help/HelpAddMaterial.po> accessed September 24, 2004.

II. Skill Development

Instructional process designed to help students acquire the skills needed for specific activities or functions.

> - **Quiz / Test**: An assessment device intended to monitor or appraise the abilities of students.
> - **Tutorial**: Activity or presentation intended to demonstrate how to perform a discrete task.

III. Knowledge Application

Activity where students apply their acquired skills and knowledge to practical problems or situations.

> - **Puzzle / Game**: Individual or group problem-solving activities that have cognitive, social, behavioral, and/or emotional dimensions related to educational objectives.[2]
> - **Simulation**: An approximation of a real or imaginary experience where student actions affect the outcome of the activity

The Catalog Record

Each catalog record provides an example of the media within the context of its use and a brief explanation of how it was developed to meet a particular instructional challenge. The record also provides information to help faculty to organize their thoughts when looking to request a learning object consultation from CLT.

Catalog Record Template

The Challenge	The Context
This section summarizes the problem the instructor or developer needs to address with the multimedia.	This section provides a demonstration of the media itself within the context of its use in the online learning activity. Where possible, the actual wording of the course text is used to provide additional context for the media.
The Solution This section summarizes how CLT developed the media to meet the challenge.	The text-only alternative is also available as a link in this section.
The Specifications This section outlines the media type, file size, development time, and the course it appears in.	**The Requirements** This section outlines the information needed by CLT to create this particular learning object. Downloadable worksheets are available to help organize the thoughts of faculty.

[2] Modified definition for the subject heading "Educational Games," as defined by the ERIC Thesaurus (http://www.eric.ed.gov/) accessed September 24, 2004.