MULTIMÉDIA PARA A EDUCAÇÃO

Code: 27217

Main Scientific Area: Computer Graphics and Multimedia

Lecturer: Duarte Filipe Oliveira Duque

Language of Instruction: Portuguese

Regime: T1

Contact Hours: 24h Total Workload: 57h

ECTS: 3,0

Objectives

In this UC it is intended to introduce students to different media for the presentation of content and its exploration, either through its editing or its creation, for the creation of interactive activities.

Learning Outcomes

Students will design and develop their own educational media and integrate media in online learning projects, lessons or units to be delivered in a blended or fully online format.

Course Contents

1. Introduction to Educational Media

2. Text

3. Accessibility and Universal Design for Learning

4. Graphics

5. Audio

6. Video

7. Interactive Media 8. Designing and Assessing Student Media Projects

Recommended Bibliography

- Julia Sonnevend and Colin Agur (2016) Education and Social Media, Toward a Digital Future. Christine Greenhow. ISBN: 9780262529044

- Ricardo Mendoza-Gonzalez (2016) User-Centered Design Strategies for Massive Open Online Courses (MOOCs). ISBN-13: 978-1466697430

- Tse-Kian Neo (2010) Multimedia Learning Environments: Developing a framework of teaching and learning in teacher-centred, mixed-mode and student-centred classrooms. ISBN-13: 978-3838304496 - The Sound of Innovation. Stanford and the Computer Music Revolution.

Learning and Teaching Methods

With this program students will learn the main applications of multimedia in educational contexts. Thus, they will be able to develop pedagogical activities that take advantage of these mediums in creating learning contents that better capture the attention and interest of the recipients. The practical development of an activity will also allow its evaluation and validation.

Assessment Methods

The evaluation will focus on the practical component.

The evaluation criteria will be:

- Proposal of activity to be developed (15%) - Project execution (85%)