

The Development of Computer Courseware

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Class - Thursdays - 12:30 - 3:15, 124 Stone

Purpose of the course: To provide experience in the design and development of a CBI instructional program.

Readings for the course: There is no text for this course. The academic portion of the course will be supplemented by reading you do in trade magazines, journals or books I have placed on reserve, or what you can find in the CRC. The class will be divided into 7 groups. Starting in week 2 each group will give a 20 minute report on what they found on their assigned topic. The written assignment will be a one-two page list of guidelines on the topic from the readings, that will be duplicated and handed out to the class. (If you get it to me by Wednesday before the class I will duplicate it for you.) The presentation will include the use of an Authorware program to demonstrate the topic you are talking about. If your group needs extra help before making the presentation, will meet with you. The presentation will leave 10 minutes for questions from the class.

When you read I want you to consider answers to the following questions:

1) What are the important ideas in the literature?; 2) What are the implications for the design of Computer Based Instruction?,- and 3) What questions does the literature leave unanswered?

Keep a log of time spent on your project. Software production is a time consuming process. I expect you to keep a journal including a careful log of the time you spend on this course, and what you did during that time. You will hand in or e-mail me the journal at the start of each class.

Your lesson is due on 11/25. Whatever you have done at this time will be turned in for a grade. You will submit your lesson to me as if I were a publisher, and you wanted to convince me to publish and market it.

The submission package will include:

- 1) The CAI design strategy (due on 10/12)
- 2) The lesson itself (from the "inbox")
- 3) The Teacher' and Learner's guide as appropriate.
- 4) Any adjunct materials needed with the lesson.
- 5) A paper copy of the posttest (if it isn't on the computer)
- 6) A formative evaluation report

- 7) A letter explaining what you did & why I should consider publishing this software.

Don't kid yourself. This course demands at least 10 hours per week on the project. We only meet one day a week, but that time will be used for Authorware instruction, discussing CBI topics, answering programming questions, collecting and returning assignments and some group discussion. You will have to work establish a schedule for yourself in order to finish the course on time.

Grades: Grades will be based on timely completion of the presentation (20%), Course journal and log (20%), formative evaluation report (20%) and the final product (40%). The grades will be based on points (100 total), and grades will be assigned as follows: 85+ A; 75-84 B; 65-74 C; 74 F. Pluses and minuses will be given subjectively with regard for effort, attendance, and class participation.

Authorware Workshops: For the first 9 weeks there will be in-class workshops designed to familiarize you with commonly (and not-so-commonly) used features of Authorware. These workshops will include demonstrations, workaids, and exercises which give you the opportunity to practice the types of things you'll want to do in the courses you design.

You'll benefit most from these workshops if:

- 1) You'll take a "damn the torpedoes" approach and do the exercises plus,...open windows you don't understand, click choices just to see how it changes things, select menu items just to see what happens, etc.. You'll want to be a little more careful with your own course, but in the exercises I suggest you try things out, follow your intuition, make a mess if need be.
- 2) Start as early as possible thinking about your project, the types of things you'd like to do, etc.. This will help you bridge what you learn in the workshops to your own course development. For example, if the course workshop is on creating a menu screen, you might think of menu screens you will use in your lesson.
- 3) Try the workshop exercises at least once again later in the week. Change them a little, mess around.
- 4) Look at what other students have done. These projects will be on the LRC network in the "inbox", and can be viewed on any computer. However, they will only be left on the network for 2 weeks.