

Cluster	Subject Title	Instructor	Credit	Semester
S-P	Design and Utilization of Instructional Media	Yang-Hsueh Chen, Ph.D	2	Winter 2022
Subject Description				
<p>The ability to design and implement technology-infused instruction has become one of the prerequisites for teachers in the 21st century. Accordingly, this course introduces emerging media technologies and their tacit applications. Homemade, modified, and collected free materials will be organized to enrich the content of a specific subject area, and the ASSURE instructional design model will be utilized as a roadmap to plan and carry out instructions in situ. Students are expected to gain knowledge and skills of educational media and technologies; also they will develop a pragmatic, realistic, and innovative mindset of media application in and beyond educational contexts.</p>				
Objective				
<ol style="list-style-type: none"> 1. Understand the definition, category, and historical development of educational media. 2. Explore and familiarize with emerging learning tools and their instructional applications. 3. Search for open and free online educational resources. 4. Systematically design technology-enhanced instruction with the ASSURE model. 5. Carry out/trial teaching with the ASSURE lesson plan and related media/materials in the online learning environment. 6. 				
Learning Method				
Reading, listening to lectures, online discussion, in-class presentation, and writing of an ASSURE lesson plan				
Content				
<ol style="list-style-type: none"> 1. Course introduction, survey of prior knowledge, arrange study groups 2. Educational media: A historical overview; Top Tools for learning 2021 3. Top tool practice (I): Diigo 4. Top tool practice (II): Trello 5. Instructional design, Design Thinking, and the ASSURE model 6. Creative Commons (CC) and open educational resources (OER) 7. Top tool presentation 8. Image processing 9. Website design 10. Final project (ASSURE trial teaching) presentation 11. Course wrap up 				
Requirement				
<ol style="list-style-type: none"> 1. Readings. Students are expected to have completed the readings assigned to them. 2. Attendance and participation. Students are required to attend the class and participate in class discussion and activities. 3. In-class media assignments. Several in-class media assignments (e.g., image processing) will be distributed in class. Students are expected to complete them and turn them in by the time required by the instructor. 4. Group oral presentation. Students are expected to select a tool from “Top tools for learning 2021”, play with it, and then conduct an oral presentation about it’s functions and educational applications in class. 5. Final project. Each group will write an ASSURE lesson plan, develop/collect teaching materials, and conduct a trial teaching in class. Specific details on this final group project will be explained at the first class. 				
Evaluation				
(Individual) In-class assignments (media search, Diigo outliner, image processing, etc) (40%) (Individual) Participation/Online discussion (10%) (Group) Top tool presentation (20%) (Group) Final Project: ASSURE lesson plan and trial teaching (30%)				
Textbook and reference				
Smaldino, S. E., Russell, J. D., Heinich, R., & Molenda, M. (2004). <i>Instructional technology and media for learning</i>				

(8th ed.). Upper Saddle River, NJ: Prentice-Hall.

Top Tools for Learning 2021: <https://www.toptools4learning.com/>

Creative Commons: <https://creativecommons.org/> <https://search.creativecommons.org/>

Open Education Resources: <https://www.oercommons.org/>

Ninite: <https://ninite.com/>

Taipei Multimedia Resource Center: <http://tmrc.tp.edu.tw/>

Education Market : <https://market.cloud.edu.tw/>

Cospaces: <https://cospaces.io/edu/>

Pre-course reading and preparation (if any)

TBA