



# Broward Community College

## Course Outline

STATUS:   A  

COMMON COURSE NUMBER:   OST 1841  

COURSE TITLE:   Instructional Design for Multimedia  

CREDIT HOURS:           3          

**CONTACT HOURS BREAKDOWN:**

Lecture/Discussion	<u>          48          </u>
Lab	<u>                          </u>
Other	<u>                          </u>
Contact Hours/Week	<u>          3          </u>

**CATALOG COURSE DESCRIPTION:**

Prerequisite: OST 1831

Corequisite: None

This course will give the student an in-depth study of the instructional design process based on learning theories for multimedia. Students will conduct a needs analysis, a task analysis, design multimedia elements using storyboards and flow charts, apply interactive strategies to multimedia elements, and evaluate the success of a multimedia project, with emphasis on making content clearer and more meaningful with multimedia.

General Education Requirements - Associate of Arts Degree, meets Area(s):  
 General Education Requirements - Associate in Science Degree, meets Area(s):

**UNIT TITLES:**

1. Assessment and analysis.
2. Content development.
3. Learning theory.
4. Human/computer interactivity.
5. Create a prototype.

## **I. Course Overview:**

Upon successful completion of this course, the students should be able to study the instructional design process based on learning theories for multimedia.

## **II. Units:**

### **Unit 1. Assessment and Analysis**

#### General Outcome:

- 1.0 The students should be able to assess and analyze how learners learn.

#### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Perform a needs analysis.
- 1.2 Perform a task analysis.
- 1.3 State training objectives.
- 1.4 Conduct a comprehensive user analysis for a multimedia project.
- 1.5 Determine whether multimedia is an appropriate solution to a communications problem.
- 1.6 Analyze case studies in learning theory and instructional design.

## Unit 2. Content Development

### General Outcome:

2.0 The students should be able to develop content for multimedia projects using instructional design methods.

### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 2.1 State the purpose and goals of a multimedia project.
- 2.2 Create complete content outlines.
- 2.3 Create structural outlines and navigation metaphors.
- 2.4 Create flow charts and interaction structure diagrams for multimedia projects.
- 2.5 Prepare scripts.
- 2.6 Prepare a storyboard for a multimedia project.
- 2.7 Discuss the effectiveness of each of the methods used.
- 2.8 Participate in class critiques of content development.

### Unit 3. Learning Theory

#### General Outcome:

3.0 The students should be able to apply learning theory to the creation of multimedia projects.

#### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 3.1 Define methods of how learners learn.
- 3.2 Discuss how learners master skills.
- 3.3 Determine the appropriate learning process for the audience.
- 3.4 Apply learning theory to hierarchy, linear, multitrack, interactive stories, virtual space, modular, constructive, and simulation methods of multimedia development.

## Unit 4. Human/Computer Interactivity

### General Outcome:

4.0 The students should be able to design multimedia for human/computer interactivity.

### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Define interface methodology.
- 4.2 Define interface motifs and aesthetics.
- 4.3 Analyze effective interface motifs and aesthetics.
- 4.4 Create interface motifs and aesthetics.

## Unit 5. Create a Prototype

### General Outcome:

5.0 The students should be able to create a prototype design for a multimedia project.

### Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 5.1 Analyze successful designs for multimedia.
- 5.2 Create a prototype design for a multimedia project.
- 5.3 Read professional journals and magazines to see successful design.
- 5.4 Evaluate the prototype design.
- 5.5 Participate in classroom critiques of prototypes.
- 5.6 Research jobs available in the field.
- 5.7 Remain technically current.
- 5.8 Network with local professionals in the field.