English Language Teaching and Learning through Multimedia

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Credits: 2 credits

The contents of this syllabus are subject to change

When we talk about learning with media, most of people immediately think of the use of computers and the Internet. One often forgets that paper-based materials such as books, posters, and brochures are also considered as media for learning. This course is designed to introduce the underlying concepts and the use of different types of media (e.g., non-projected media, projected visuals, audio, video, computer, and the Internet) to English language learners, so that they will access these materials to help their learning in general as well as learning of English language. We will also learn to design language teaching materials by Viewlet Builder and HyperCam. Students may apply the use of these media into teaching or presentations in their present/future workplaces.

Objectives

This course enables students to:

(1) identify and learn about a wide variety of uses of technology in education and English language learning

(2) experience learning of English language through the use of different types of media

(3) access the Internet and search for useful online English learning resources

(4) read about successful stories on English language learning via telecommunications

(5) develop your own English language learning sources using ViewletBuilder and/or HyperCam

(6) use other technologies to evaluate learning through media

Texts required

Shih, Doris Y-C., Ed. (2009). *English Language Learning through Multimedia Coursepack.*

References:

   Heinich, R., Molenda, M., Russell, J. D., & Smaldino, S. E. (1999). *Instructional media and technologies for learning* (6th ed.). Upper Saddle River, NJ: Merrill.

   Smaldino, S. E., Lowther, D. L., & Russell, J. D. (2008). *Instructional technology and media for learning* (9th ed.). Upper Saddle River, NJ: Pearson Prentice Hall.

Grading

1. In-class Participation…………………………………………………………….. 10%

2. Attendance (see explanation below)

3. HyperCam/Viewlet project.…………………………………………………. 25%

4. 10 Workstations (group-based)…………………………………………….... 20%

5. A reflective paper…………………………………………………………… 10%

6. Multiple activities & online discussion (to be announced)..………………... 35%

Attendance and Punctuality

Please come to class each time and on time. This is respect to yourself and your classmates. Each unexcused absence will result a 3% deduction from the final grade. If you are or will be absent for medical or personal reasons, please inform me in advance and show evidence (e.g. medical excuse notes). According to the university regulation, more than two unexcused absences or six excused absences result a failed grade for the course. I will provide a sign-in sheet for you to sign your name. Please do not sign for other people. I will be checking the handwritings.

Plagiarism

Plagiarism is forbidden. You must obey the principles of academic integrity. Please respect other people's work. If you quote or refer to certain people's work, remember to give credit to the author(s). A plagiarized product will result in a 0% of your assignment.

Collaboration

At different times in this class, you will work in small groups and complete collaborative learning or assignments. Please make sure that you contribute and complete your share of work in the group. By doing so, you will enhance your abilities in language as well as cooperative work.

Classroom Uses

This class will take place in a computer room. Therefore, I would like you to use the online environment for some activities. In the last few weeks of the course, I will design activities called **Media Workstation** that requires you to complete group work in classrooms other than the computer room. I will announce the location as time comes.

Schedule

No.	Date	Activities	Readings/Assignments
1	9/16	Getting started; *Learn & Live* (video); The development of Educational Technology in the US; What is learning?	Your expectations; Heinich et al., chp. 1
2	9/23	Non-projected media; Projected media	Smaldino et al., chp 8 & 9
3	9/30	Audio; Video	Smaldino et al., chp.10 & 11
4	10/7	Visit a museum (your own time)	
5	10/14	Computers; Computer-based multimedia & networks; Introduction about heart rate variability and media	Smaldino et al., chp. 5
6	10/21	Heart rate Variability and Media activity	Meet in Doris's office; Museum worksheet due
7	10/28	Yourselves as online learners; online learning strategies; Distance learning types; Video: *The History of the Internet*	Smaldino et al., chp. 6; Article: A learner's permit; Article: Distance learners
8	11/4	Foreign language learning through the Internet; Web 2.0; Search for ESL/EFL resources	
9	11/11	Midterm week; Introductions to Media Workstations	Media Workstations sheet
10	11/18	Media workstations	Media Workstations sheet
11	11/25	Complete Media workstations; Review & share reflections on Media workstations	Hand in Media workstations materials ;
12	12/2	Hypercam & Viewlet Builder	Hypercam Introduction
13	12/9	Hypercam & Viewlet Builder;	Viewlet Introduction
14	12/16	Hypercam & Viewlet Builder; Lab hour: Your application	Work on Viewlet/Hypercam
15	12/23	The Copyright Law & other issues; Virtual reality: The future?	Appendix C; Virtual Reality chapter
16	12/30	Is computer really good? *Learn & Live* (video); Finalize Hypercam or Viewlet project	Article: Computers in the Classroom;
17	1/6	Show us your Hypercam or Viewlet project	
18	1/13	Final week; Show us your Hypercam or Viewlet project; Wrap up	Hand in reflective paper