Cognitive Load Theory: Implications for Instruction

LESSEP 2018-1

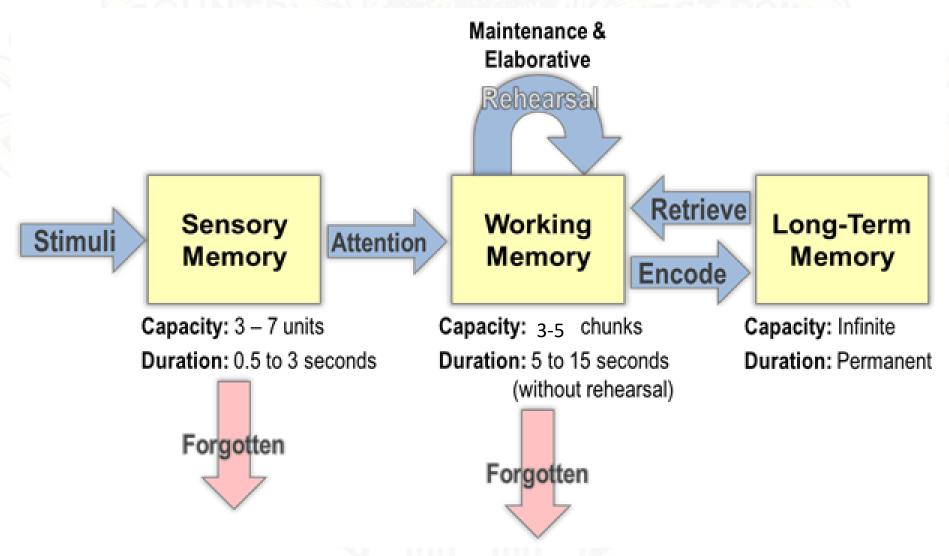
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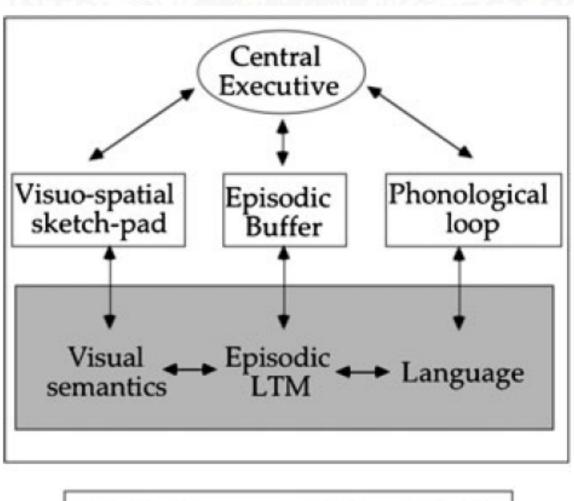
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Information Processing Model



Axelrod, 1973

Working Memory



Schemas

- "A schema is a pre-existing assumption about the way the world is organized." (Singer, 1968)
- Piagetian Schema Development:
 - Assimilation
 - Accommodation

Types of Cognitive Load

- Intrinsic
 - Addition, subtraction, multiplication, division
 - Is a function of element interactivity
 - Manage it
- Extraneous (Irrelevant)
 - Gamification, teamwork, online environment, etc.
 - Reduce/Eliminate it
- Germane (Relevant)
 - Schema construction
 - Increase it

Eight Principles of Cognitive Load Theory Applied to Multimedia Design

1. Multimedia principle

 Deeper learning from words and pictures than from words alone

2. Contiguity principle

Deeper learning from presenting words and pictures simultaneously rather than sequentially

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3. Coherence principle

 Deeper learning when extraneous words, sounds, images are excluded

4. Modality principle

 Deeper learning when words are presented as narration rather than as on-screen text

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5. Redundancy principle

 Deeper learning words are presented as narration rather than as both narration and on-screen text

6. Personalization principle

 Deeper learning when words are presented in conversational style rather than in formal or academic style

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7. Interactivity principle

 Deeper learning when learners are allowed to control the presentation rate than when they are not*

8. Signaling principle

 Deeper learning when key steps in the narration are signaled rather than not

Instructional Gold Standard

- Worked examples
- Diversity of examples
- Decomposition of complex tasks
- Scaffolding/Support

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