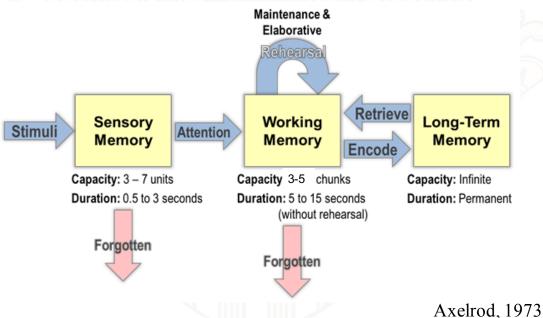
Cognitive Load Theory: Implications for Instructional Design

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Information Processing Model



Working Memory

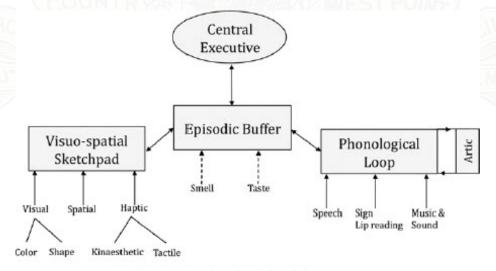


Fig. 8. A revised model of working memory.

Baddeley, Allen, & Hitch, 2011

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Schemas

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

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Types of Cognitive Load

- Intrinsic
 - Addition, subtraction, multiplication, division
 - Element interactivity
 - Manage it
- Extraneous (Irrelevant)
 - Gamification, teamwork, online
 - Reduce it
- Germane (Relevant)
 - Schema construction
 - Increase it

Eight Principles of Cognitive Theory Applied to Multimedia Design

- 1. Multimedia principle
 - Deeper learning from pairing words and pictures
- 2. Contiguity principle
 - Deeper learning from presenting words and pictures simultaneously rather than sequentially

Eight Principles of Cognitive Theory Applied to Multimedia Design

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

Mayer, 2002

Eight Principles of Cognitive Theory Applied to Multimedia Design

5. Redundancy principle

 Deeper learning when words are presented as narration rather than as both narration and onscreen text

6. Personalization principle

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

Eight Principles of Cognitive Theory Applied to Multimedia Design

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 non-signaled

Mayer, 2002

Instructional Gold Standard

- Worked examples
- Diversity of examples
- Decompose complex tasks and support

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