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|  | **LMC-6213 Educational Applications of New Media**  **Educational Applications of New Media** |

**1. Instructor Name, Contact Information and Office Hours**

Instructor: Brian Magerko

Email: brian.magerko@lmc.gatech.edu

Phone:

Office: TSRB 319

Meetings by Appointment

**2. Course Prerequisites:**(None)

**3. Core Area/Attributes Fulfilled by this Class:** (None)

**4. Course Description**

Overview:

This course will cover predominant educational theories and their relationship to the design and development of new media. A focus will be on applying an understanding of educational design and practices to building real educational systems.

The main content of the course will be paper / media discussions during class and individual projects. Students will be required to do some programming to develop their projects.

This syllabus is intended to be a living document and is subject to change based on this chaotic system we all live in.

Discussions:

There will be a discussion topic for each week of the semester. Students will volunteer for / be assigned topics and will be required to research that topic, identifying 2-4 major works (enough for 3 hours of discussion) for discussion that week within the context of the themes of the class. A major work may include a media artifact, journal or conference publication, scanned book chapter, etc. The student will present the work in class (Powerpoint is helpful, but not required) and identify key points and questions to foster discussion in class. Using media examples of the discussion topic is heavily encouraged.

I heavily suggest researching your topics early. Some books may take time to get via interlibrary loan. Any special requests for books can also be brought to my attention. You will be responsible for scanning any materials needed for distribution.

The purpose of dictating topics is to provide a coherent structure for the learning process and to make sure major topics are not missed. The purpose of leaving the reading content up to assigned students is to both provide practice in the research / literature review process as well as to allow the content of the course to be guided by student interest.

The works will be posted to the resources section no later than three days before it will be presented and an announcement about the readings should be emailed out to the course email list.

Students will be graded on the research done for their topic as well as their presentations done on that topic for the week. Selections should be reviewed with the professor beforehand if at all possible. Selection of inadequate material will result in a lower presentation grade.

Projects:

Developing several quality digital media projects in a single semester can be challenging. Developing them with an educational focus in mind is doubly challenging. We will be focusing on the design and development of monthly projects in this course that reflect an understanding of our current discussion topics. The projects will be:

Project 1: A web-based educational experience focused on STEM content.

Project 2: A digital learning game focused on humanities content.

Grades will be based on sound educational design, documentation of the design and development process, project concept, and execution / polish.

**5. Learning Outcomes**

1. To strengthen design and development practices through reinforcement of documentation and iterative design practices

2. To provide hands-on experience designing and developing educational digital media applications

3. To enhance student knowledge on how to research and present topics as well as on the content of the topics covered

**6. Required Texts**

**Books**

Walter Benjamin, "The Work of Art in the Age of Mechanical Reproduction”

Joanthan Crary, Suspensions of Perception: Attention, Spectacle, and Modern Culture

Stuart Hall, ed., Representation: Cultural Representations and Signifying Practices

Bruno LaTour, Pandora’s Hope: Essays on the Reality of Science Studies

**7. Graded Assignments**

Course grades will be 1/3 participation (presentation of topics, involvement in discussions, etc.), and 2/3 project grades. No late work will be accepted for projects. Absences for days you are presenting cannot be excused unless under dire circumstances.

**8. Attendance Policy**

Attendance and punctuality are mandatory. Three or more unexcused absences will result in a half grade point reduction. An excused absence is one in which permission is requested in advance and you have a legitimate reason to skip class, such as an illness. You are expected to make up what you missed by checking with other students and reviewing lecture materials on the web site.

**9. Information for Students with Disabilities**

Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: <http://www.adapts.gatech.edu>

**10. Honor Code Statement**

Students are expected to adhere to the Georgia Tech Honor Code:

<http://www.honor.gatech.edu/plugins/content/index.php?id=9>

**11. Plagiarism Warning**

Plagiarism of any form will not be tolerated, and will result in a failing grade for the course. Plagiarism is not only the not credit copying of text from another's work but also:

Copying ideas or code from other digital artifacts. adaptation of code samples is not necessarily plagiarism. To facilitate your success on projects, I will always provide my own sample code and links to other samples. However, explicitly copying entire algorithms or sample applications and representing them as your own is not permitted. Use sample code and online resources as tutorials to help you write your own original code. Copying more than 10% of a code sample will be considered plagiarism.

Unauthorized collaboration between students: Students are encouraged to share and critique each others' work. You are allowed (and encouraged!) to work together with other students, but collaboration is only permitted on group projects. On individual assignments, you are expected to complete and turn in your own work.

Violating these terms will be considered a direct violation of academic policy and will be dealt with according to the GT Academic Honor Code.

**12. Course Schedule**

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| **Week #** |  | **Read /Project [Due]** |
| **Week 1** | Introduction |  |
| **Week 2** | Web 2.0 Uses in Education | Project 1 Released |
| **Week 3** | Constructivism & Constructionism |  |
| **Week 4** | Participatory Learning |  |
| **Week 5** | Situated Cognition |  |
| **Week 6** | Learning Style and Motivation Theory |  |
| **Week 7** | Cognitive Tutors |  |
| **Week 8** | Developing Digital Media for Children | Project 1 Due |
| **Week 9** | Virtual Environments | Project 2 Released |
| **Week 10** | SPRING BREAK |  |
| **Week 11** | Digital Game-Based Learning I |  |
| **Week 12** | Digital Game-Based Learning II |  |
| **Week 12** | Interactive Narrative for Learning |  |
| **Week 14** | Knowledge Acquisition |  |
| **Week 15** | Evaluating Educational Technology | Project 2 Due |