LEARNING OBJECT/MODULE EVALUATION

(Adapted from the MERLOT Module Review Form (MERLOT, 2000) and (Bennett & Metros, 2001))
The information gathered from this questionnaire will be confidential and anonymous, and will be used solely for the purposes of a research Thesis for the MComp at Unitec.

Learning Object/Module Title:
Brief description:
Location/URL:
Learning Goal:
Target audience:

Reviewer Details:		
Circle one: MAINZ Student, MAINZ Tutor, Sound Operator		
Course:		
Location:		
Contact (optional) Email:	Name:	Phone:

Some Definitions:

Learning Object: "Any digital resource that can be reused to support learning. The term "learning objects" generally applies to educational materials designed and created in small chunks for the purpose of maximizing the number of learning situations in which the resource can be utilized." (Wiley, 2002)

Reusability: The ability to use a learning object within different learning contexts.

Pedagogy: "the activities of educating or instructing or teaching ;activities that impart knowledge or skill" (HyperDictionary, 2003)

System Requirements: You will need a PPC Macintosh OR Pentium Windows computer, with a CD quality sound card, 1024 by 768 colour monitor, and QuickTime 6 installed (http://www.apple.com/quicktime).

Tick the appropriate column for each statement.

	Reusability	Strongly Agree	Agree	Neither Agree or Disagree	Disagree	Strongly Disagree	N/A
		5	4	3	2	1	
A	The Learning Object is clear and concise						
B	Demonstrates a core concept						
C	Is relevant to Audio Engineering						
D	Provides accurate information						
E	Can be used in different learning contexts						
F	Is easily available in different formats (e.g. web, CD, HD, Windows, Mac)						
G	Summarizes the concept well						
H	The Learning Object is customizable						
I	Comments/Improvements:						

	Quality of Interactivity	Strongly Agree	Agree	Neither Agree or Disagree	Disagree	Strongly Disagree	N/A
		5	4	3	2	1	
A	Is easy to use						
B	Has very clear instructions						
C	Is engaging – interesting to use						
D	Is visually appealing						
E	Emulates a realistic environment						
F	Provides feedback to the user						
G	Comments/Improvements:						

	Potential effectiveness as a teaching tool	Strongly Agree	Agree	Neither Agree or Disagree	Disagree	Strongly Disagree	N/A
		5	4	3	2	1	
A	Supports a variety of learning objectives						
B	Is effective in increasing understanding of the concepts						
C	Reinforces concepts progressively						
D	Provides opportunities for formative or summative assessment						
E	Can be used to demonstrate relationships between concepts						
F	Is very efficient (one can learn a lot in a short period of time)						
G	Comments/Improvements:						

Thanks for your time and feedback.

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References:

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HyperDictionary. (2003). *Pedagogy*. Retrieved 8 October, 2003, from http://www.hyperdictionary.com/dictionary/pedagogy

MERLOT. (2000, 11-27-0). *Evaluation Standards for Learning Materials in MERLOT*. Retrieved 23 February, 2003, from http://taste.merlot.org/eval.html

Wiley, D. (2002). Learning Objects - a definition. In A. Kovalchick & K. Dawson (Eds.), *Educational Technology: An Encyclopedia*. Santa Barbara: ABC-CLIO.