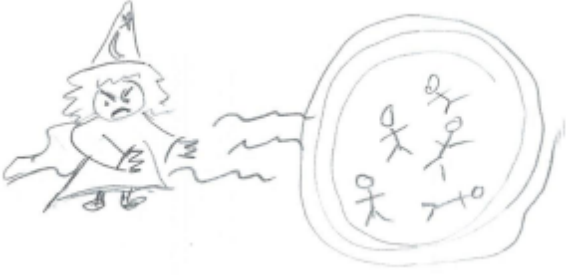
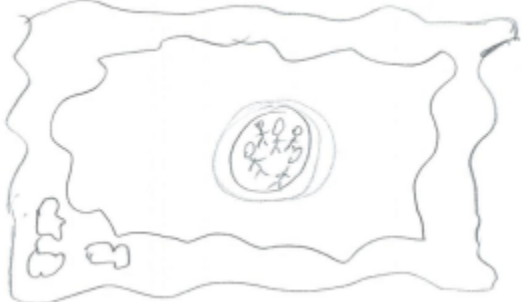
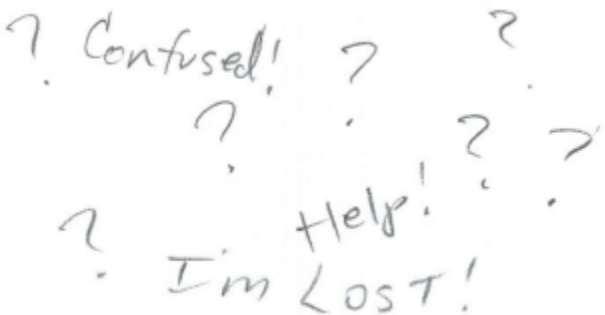

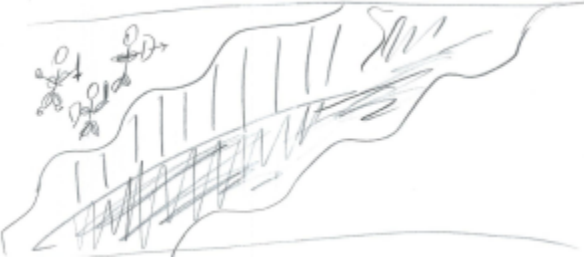
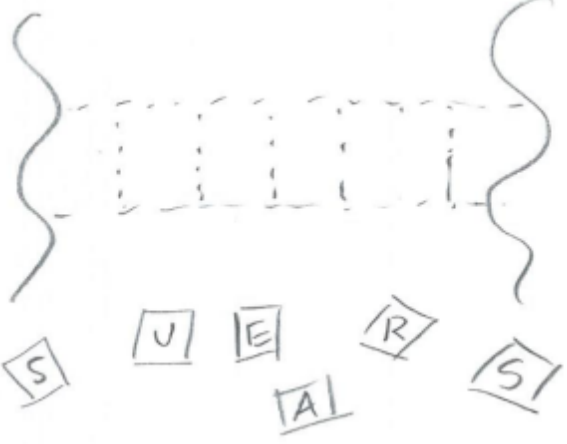






## Assignment 4: Storyboard


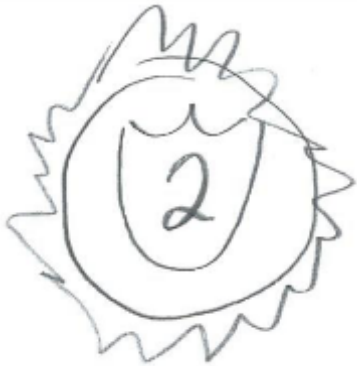


by  
Wilma Hodges  
EDD 7005-OL1  
Instructional Media


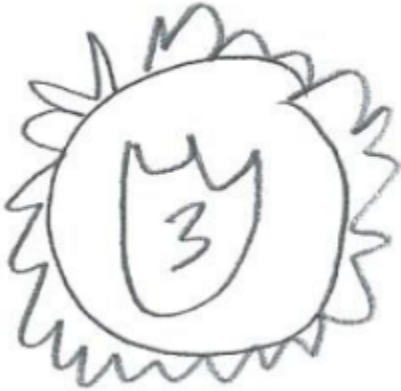


Nova Southeastern University  
July 17, 2013




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| [black screen background]   | <p>(estimated time 5 seconds)</p> <p>A long time ago,<br/>In a classroom far, far away,</p>                                      |
|    | <p>(estimated time 5 seconds)</p> <p>An evil wizard trapped a class of students in a desolate online landscape,</p>              |
|   | <p>(estimated time 5 seconds)</p> <p>Surrounding them with a series of challenges designed to keep them stuck forever.</p>       |
|  | <p>(estimated time 5 seconds)</p> <p>There, they know only confusion and darkness, and can learn nothing.</p>                    |
|  | <p>(estimated time 5 seconds)</p> <p>Only you can save them!<br/>Solve the riddles, defeat the monsters, and free the class!</p> |





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|    | <p>(estimated time 5 seconds)</p> <p>The Chasm of Misunderstanding</p> <p>The path to enlightenment lies ahead. Can you select the right letters before the Orcs strike you dead?</p> |
|   | <p>(estimated time 15 seconds)</p> <p>Place the letters in the correct order to create a path across the chasm.</p>   |
|  | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Oh No! Ferocious Orcs are closing in!</p>  |

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|    | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Hurrah! You have crossed the chasm, leaving the Orcs behind you on the other side.</p> <p>Level 1<br/>Lore Gained: Guiding Principle 1 - Practice the ASSURE model (Smaldino, 2012).</p>  |
|    | <p>(estimated time 5 seconds)</p> <p>The Road to Nowhere</p> <p>Drag-racing demons are on your tail! Beat them to the exit ramp, if you want to prevail!</p>   |
|  | <p>(estimated time 15 seconds)</p> <p>What do you do?</p> <ul style="list-style-type: none"> <li>A. Give up. They are driving a Lamborghini Diablo and you are in a VW Golf. There's no way you can outrun them.</li> <li>B. Swerve right, then left, and practice defensive driving maneuvers you learned from watching cop shows on TV. Your skill at the wheel can more than make up for the technology of their ride.</li> </ul> |
|   | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Oh No! The Demons are running you off the road!</p>   |

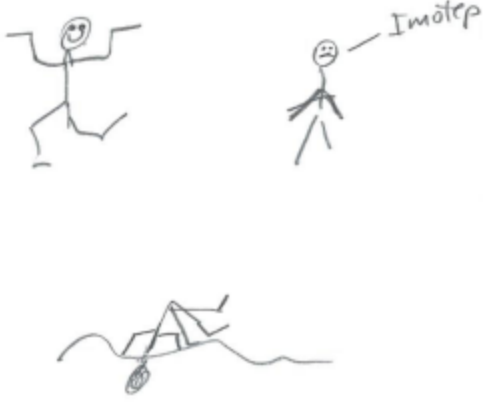

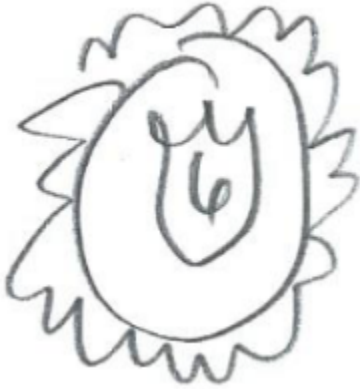
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|    | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Yes! Your fancy maneuvers keep them from passing you and you make it to the exit ramp!</p> <p>Level 2<br/>Lore Gained: Guiding Principle 2 – Always remember that media is the delivery vehicle for instruction, but has no direct effect on learning. (Clark, 1983)</p> |
|  | <p>(estimated time 5 seconds)</p> <p>The Devil You Know</p> <p>They say knowing someone's true name gives you power over their souls. Name the genesis of this definition, before being eaten by a ghouls!</p>  |
|  | <p>(estimated time 15 seconds)</p> <p>Select the true name of the oracle below. This oracle gave us the definition of Educational Technology that we all know.</p> <ul style="list-style-type: none"> <li>A. Sloan</li> <li>B. ITC</li> <li>C. AECT</li> <li>D. USDLA</li> </ul>  |





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|    | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Aack! Ghouls rush in to claw at you!</p>   |
|   | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Correct! The AECT oracle is the true name!</p> <p>Level 3<br/>Lore Gained: Guiding Principle 3 – Understand the meaning of the discipline. “Educational technology is the study and ethical practice of facilitating learning and improving performance by creating, using, and managing appropriate technological processes and resources” (Januszewski &amp; Molenda, 2008, p. 1).</p> |
|  | <p>(estimated time 5 seconds)</p> <p>Plagiarism's Labyrinth</p> <p>Twisting and turning, which path is real?<br/>Find your way through this maze with Minotaur on your heels!</p>   |
|  | <p>(estimated time 15 seconds)</p> <p>Choose your path.</p> <ul style="list-style-type: none"> <li>A. You rush headlong down the Copy and Paste Corridor straight ahead.</li> <li>B. You go left into the Hallway of No Name.</li> </ul>  |





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|   | C. You turn right into the Path of Fair Use.  |
|    | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Help! You feel Minotaur's hot breath on the back of your neck! You are caught!</p>   |
|   | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Right! You win free of the maze and leave Minotaur stamping in rage at your escape!</p> <p>Level 4<br/>Lore Gained: Guiding Principle 4 – Always abide by Copyright law. (Simonson et al., 2012)</p> |
|  | <p>(estimated time 5 seconds)</p> <p>The Catacombs of Silence</p> <p>Ghosts drift silently through these halls. How will you reach them to break down the walls?</p>  |
|   | <p>(estimated time 15 seconds)</p> <p>What do you do?</p>   |




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|    | <p>A. Run away screaming. Minotaur wasn't such bad company after all.</p> <p>B. Freeze in terror and don't make a sound. Maybe they won't notice you.</p> <p>C. Use a Ouija board to communicate with the spirit world and convince them to help you.</p>  |
|    | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>You feel the icy touch of death as ghosts surround you and drain the life-force from your body.</p>   |
|   | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Yes! Talking to a living person reminds the spirits of who they used to be and they agree to help you find your way out of the catacombs.</p> <p>Level 5<br/>Lore Gained: Guiding Principle 5 – Foster open communication. Communication between learners and facilitators is essential for effective distance education. (Anderson &amp; Kuskis, 2007)</p> |
|  | <p>(estimated time 5 seconds)</p> <p>The Desert of Boredom</p> <p>Dry as dust, the mummies close in. How will you escape the paralysis they bring?</p>   |










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|    | <p>(estimated time 15 seconds)</p> <p>What do you do?</p> <ul style="list-style-type: none"> <li>A. Start off with a joke, “A Mummy, a Priest, and a Camel walk into a bar...” and then begin singing and dancing to the song “Walk like an Egyptian.”</li> <li>B. Chant “Imotep” over and over in a monotone and shuffle around in a circle.</li> <li>C. Bury your head in the sand.</li> </ul> |
|   | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Uh oh... The mummies didn’t like that. They reach out to strangle you with desiccated, linen-wrapped hands...</p>   |
|  | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Excellent! Pretty soon you have them tapping their shriveled toes and singing along.</p> <p>Level 6<br/>Lore Gained: Guiding Principle 6 – Make learning fun. (Sheldon, 2011)</p>   |
|   | <p>(estimated time 5 seconds)</p> <p>Blind Cyclops’ Bluff</p>  |

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|    | <p>Don't turn a blind eye to the perils ahead.<br/>This one-eyed monster is after your head!</p>   |
|    | <p>(estimated time 15 seconds)</p> <p>Choose your weapon.</p> <ul style="list-style-type: none"> <li>A. Red text on blue bottle that says Sleeping Potion.</li> <li>B. Teeny tiny text on an object that reads Magic Beans.</li> <li>C. Large legible text on a club that says Big Stick.</li> </ul>                                     |
|  | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>You pause and squint too long, trying to read the text on the poorly designed visuals before making a choice, and the Cyclops scoops you up and drops you in a cage. You're trapped!</p>  |
|  | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Good job! The Big Stick is sufficiently scary and the Cyclops cowers away from you, protecting his one eye from sharp, pointy objects.</p> <p>Level 7<br/>Lore Gained: Guiding Principle 7 – Follow good design principles for all visual materials. (Smaldino, 2012)</p> |

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|    | <p>(estimated time 5 seconds)</p> <p>The Wolfman's Cabin</p> <p>He huffed, and he puffed, and he blew their house down. Now it's up to you and your crew to turn things around!</p>   |
|    | <p>(estimated time 15 seconds)</p> <p>What do you do?</p> <ul style="list-style-type: none"> <li>A. Curse your luck and kick at the debris.</li> <li>B. Try to rebuild it yourself. Hey, you've watched plenty of DIY Network shows.</li> <li>C. Convince the little pigs to work together with you to reconstruct the cabin.</li> </ul>  |
|  | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>That doesn't do you any good! The cabin remains in ruins.</p>  |
|  | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Great! The little pigs pitch in, and before you know it the cabin is rebuilt. The pigs are so grateful that they help you navigate through the woods to the edge of their land.</p> <p>Level 8</p> <p>Lore Gained: Guiding Principle 8 – Encourage community building. The social constructivist approach to learning tells us</p> |

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|   | that learners work together to construct knowledge as a group. (Anderson & Kuskis, 2007)  |
|    | <p>(estimated time 5 seconds)</p> <p>Isles of the Undead</p> <p>No man is an island, and that goes for learners too. Select the right diversion, before the zombies get you!</p>  |
|   | <p>(estimated time 15 seconds)</p> <p>Pick a diversion.</p> <ul style="list-style-type: none"> <li>A. You blast a fog horn loudly.</li> <li>B. You blind them with a bright flashing light.</li> <li>C. You set off an explosion of sound, light, and heat by setting fire to a nearby stack of fireworks.</li> </ul> |
|  | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Oh no! Only a few of the zombies are distracted by this tactic. The others rush in to eat your brains.</p>   |

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|    | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Hurray! All of the zombies are momentarily stunned, and you juke past them like Chris Redfield in a Resident Evil thriller.</p> <p>Level 9<br/>Lore Gained: Guiding Principle 9 – Design instructional materials that appeal to a variety of learning styles. (Smaldino, 2012)</p>             |
|   | <p>(estimated time 5 seconds)</p> <p>Dragon's Hoard</p> <p>All that glitters is not gold. Beware false treasures you may behold.</p>  |
|  | <p>(estimated time 15 seconds)</p> <p>How will you defeat the dragon?</p> <ul style="list-style-type: none"> <li>A. Don a shiny suit of armor and charge him head-on with sword and shield.</li> <li>B. Best him in hand to claw combat.</li> <li>C. Shoot an arrow through the patch of missing scale on his underbelly when he takes to the air.</li> </ul> |
|   | <p>(estimated time 5 seconds)</p> <p>[incorrect response]</p> <p>Bad choice! The dragon is more than your match in brute strength. He laughs as he closes in, prepared to roast you with his firebreath...</p>  |

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|   | <p>(estimated time 5 seconds)</p> <p>[correct response]</p> <p>Yay! You found the dragon's weakness and shot him through the heart.</p> <p>Level 10<br/>Lore Gained: Guiding Principle 10 – Select appropriate instructional media based on the best fit for the learning objectives, not simply because it is flashy. (Smaldino, 2012)</p> |
|  | <p>(estimated time 5 seconds)</p> <p>Drat! My evil plan would have worked, it hadn't been for you meddling ITDErs!</p>  |
|  | <p>(estimated time 5 seconds)</p> <p>Eureka! You have won! The online students are saved!</p>   |

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