

Global Learning Semesters

Course Syllabus

Course: COMP-362 Computer Based Learning I

Department: Multimedia

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
COMP-362	Computer Based Learning I	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	Comp-161 Interactive Multimedia
Department	Level of Course	Language of Instruction
Multimedia	Upper Division	English

Course Description

We will review research on computer-based learning and identify principles of effective CBL. Completion of courses in multimedia and experience with digital imaging are strongly recommended. The class is not about teaching any software. The focus of the course is on the principles of good design. By the end of this course students will be able to: Identify and discuss the major kinds of CBL programs, identify the major phases of CBL development, use effectively and efficiently the capabilities of a multimedia authoring tool to create instructionally sound, computer-based lessons, prepare a proposal, content outline, flowchart, storyboard, and prototype for the given project, design an appropriate navigation structure and user interface, author a prototype interactive multimedia lesson that executes without problems, identify features of interactive courseware that demonstrate sound learning principles, and evaluate and critique educational software.

Instructor

Poppy Aristidou

Course Aims and Objectives

This course is an introduction to computer based learning (CBL) and technology integration in education and training. Issues to be covered include learning principles and approaches, characteristics of educational software, types of computer based learning, goal specification, needs assessment, selection of strategies, instructional design for computer-based instruction, interface design, structuring of the information, navigation design, and project management.

Teaching Methods

This course is an introduction to computer based learning (CBL) and technology integration in education and training. Issues to be covered include learning principles and approaches, characteristics of educational software, types of computer based learning, goal specification, needs assessment, selection of strategies, instructional design for computer-based instruction, interface design, structuring of the information, navigation design, and project management.

Course Teaching Hours

42 hours (18 hours lectures/presentations + 24 hours laboratory work). The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Class participation:	10%
Class projects:	30%
Final Exam:	60%

Readings and Resources

Required Textbook

Notes and online resources

Recommended Reading

Alessi, S. M., & Trollip, S. R. (2001). *Multimedia for learning: Methods and development*. (3rd edition). Boston: Allyn Bacon.