Global Learning Semesters
Course Syllabus
Course: COMP-363 Computer Based Learning II
Department: Multimedia
Host Institution: University of Nicosia, Nicosia, Cyprus

Course Summary		
Course Code	**Course Title**	**Recommended Credit Hours**
COMP-363	Computer Based Learning II	3
Semester Offered	**Contact Hours**	**Prerequisites**
Fall, Spring	42	Comp-363 Computer Based Learning I
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. There is no theoretical stage, therefore all is taught through practical assignments. A series of small projects leading to the final stage which is the final project. 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 the advanced level of 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

The course is delivered through a mixture of lectures, lab presentations, lab tutorials and practical exercises and assignments.

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
Norman, D. A. (1989). The design of everyday things. New York: Doubleday.
Norman, D. A. (1993). Things that make us smart. Defending human attributes in the age of the machine.
Cambridge, MA: Perseus Books.