

**COURSE SYLLABUS**  
**American University of Beirut**  
**Faculty of Arts and Sciences**  
**Department Education**

Course Number: EDUC 220

## **Instructional Media and Techniques**

### **1. Course Learning Outcomes:**

Students are expected to complete projects, and provide written answer to essay questions about:

- **Text editing and designing for educational applications;**
- **Importing graphics files into educational materials;**
- **Editing digital images to maximize their usefulness in education;**
- **Producing original digital images and graphs;**
- **Using computer graphics to produce various kinds of visual support materials such as transparencies, flash cards, graphs, posters, etc.;**
- **Editing, producing and using digital audio in educational applications;**
- **Importing animation clips and integrating them into educational materials.**
- **Producing original computerized animations for educational purposes;**
- **Importing, editing, producing and using video clips and integrating them into educational materials.**
- **Importing educational materials from the Internet;**
- **The benefits of using hypermedia and Internet technologies in education;**
- **Discussing the characteristics of Internet applications that are suitable for educational use; and**
- **Producing web-based educational materials.**

### **2. Resources Available to Students**

- Textbook: Lengel, J. (2002). The Web Wizards Guide to Web Design. Addison Wesley, Boston, U.S.A.
- Manuals, computer help items, and instructor notes.

### **3. Grading Criteria**

Projects: 60%

Exams: 30%

Class participation: 10%.

In addition to showing evidence of completing the applications by the students, the projects will be assessed in the middle and the end of the course in light of the following criteria:

- Site content management (i.e. organization, file size, etc.);
- Proper media selection;

- Mastery of techniques (i.e. image manipulation, linking, interactivity aspects, graphic layout, etc.);
- Educational effectiveness;
- Individual efforts in improving the selected media;
- Neatness;
- Practicality of the developed applications in relation to its potential to improve teaching/learning in schools; and
- The accuracy of answers in to essay questions.

#### **4. Schedule**

<b>Topic</b>	<b>No of Lectures</b>
<b>Introduction to the Course</b>	<b>1</b>
<b>Using Media to Support Teaching/Learning Processes:</b> <ul style="list-style-type: none"> <li>• <b>Digital text;</b></li> <li>• <b>Using Computer Graphics (Flash Cards, Posters, Transparencies, etc.); and</b></li> <li>• <b>Multimedia/Hypermedia.</b></li> </ul>	<b>4</b>
<b>Internet and Education</b>	<b>1</b>
<b>Special Features of Educational Web Sites</b>	<b>1</b>
<b>Web Site Structure</b>	<b>2</b>
<b>Basic Techniques of Designing Hypermedia Pages</b>	<b>2</b>
<b>Using Images in Web Sites</b>	<b>1</b>
<b>Importing, Editing, and Producing Animations</b>	<b>3</b>
<b>Linking Within and Among Pages</b>	<b>1</b>
<b>Adding Interactive Features</b>	<b>3</b>
<b>Using Image Map</b>	<b>1</b>
<b>Using Layers</b>	<b>1</b>
<b>Using Behaviors:</b>	<b>2</b>
<b>Using Form Objects</b>	<b>3</b>
<b>Using Templates</b>	<b>1</b>
<b>Educational Website Structure</b>	<b>1</b>
<b>Finalizing Projects</b>	<b>2</b>
<b>Presentations</b>	<b>2</b>
<b>Total Lectures</b>	<b>32</b>