
MULTIMEDIA BEST PRACTICES

INFORMATION PACKAGE

CALL FOR PARTICIPATION

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INTRODUCTION

The University of Texas System Information Technology Initiative has commissioned a joint team from UT San Antonio and UT Austin to compile a resource database of "**Best Practices**" of the use of technology in teaching and learning within the system. The purpose of the compilation will be to provide inspirational examples of what can be done with technology as well as to showcase the accomplishments of each UT component institution. Teams from each institution are being invited to identify five projects from their campuses that will become part of the website and publication in which these materials will reside. The UT Austin team will then compile, catalog, and make available information about these projects to all faculty throughout the system as well as to interested others. This call for participation is the initial step in the process.

PURPOSE

Purposes of this UT system-wide initiative:

- Collect examples of multimedia use in teaching and learning
- Identify the best practices for using multimedia technology
- Share the information with faculty and students in the UT system
- Encourage effective and innovative uses of multimedia technology in teaching and learning

ELIGIBILITY

Who:

- Faculty members
- Faculty and student teams
- Faculty and staff teams

What:

- Computer-based multimedia projects

Minimum requirements of the submitted project:

- Use two or more media (text, graphics, animation, video, audio)
- Web-based, CD-based, or disk based
- Reflect the effective uses of multimedia capabilities and go beyond traditional instructional strategies

SUBMISSION CHECKLIST:

1. Completed 2-page cover sheet (see attached)
2. Project abstract and description (see attached)
3. Project on CD/Web/Disks
4. Signed copyright form (see attached)
5. One-page vita of the project leader(s)

DEADLINE: March 1, 1998 (All entries must be received by this date).

SUBMISSION: You can submit through (1) campus mail, (2) fax, or (3) email.

To: _____

(Campus team: Please put the contact information for your campus.)

Cover Sheet

(Deadline for Submission: March 1, 1998)

Project Title: _____

Primary Author(s): _____

Are the project leader(s) Faculty Faculty-student team
 Graduate Faculty-staff team
 Undergraduate

Department & Institution: _____

Mailing Address: _____

Email: _____ Telephone: _____
Fax: _____

Signature: _____ Date: _____

Subject matter for the project: _____

Give three one- or two-word descriptors for this project (the descriptors are similar to the key words used for an on-line search):

1. _____ 2. _____ 3. _____

Check appropriate description:

Platform of Project:

Mac-based
 PC-based
 Both
 Other

Specify platform: _____

Format of Project:

Web
 CD
 Both
 Floppy disks
 Zip disks
 Jazz disks

URL: _____

Specify equipment needed to access your project:

Step-by-step instructions for starting your project:

Assuming all entries relate to teaching and learning in some way, which of the following categories does your project belong to? Check only **one** category that **best** describes your project.

- Multimedia Presentations
- Interactive Multimedia Tutorials
- Multimedia Supporting Materials
- Multimedia-supported On-line Communications
- Multimedia Test Environments
- Other Please specify: _____

Which of the following aspect(s) of the project are you most proud of? Check **all** that apply.

- Content design
 - Content in the project is presented in an understandable form. Project covers its objectives in a deep and thorough manner and the information is useful and accurate.
- Instructional design
 - Content is designed to be instructionally effective for the target audience and based on objectives of instruction. Individual needs of the learner are taken into account.
- Screen design
 - Visual layout and presentation of the program is aesthetically appealing. Consistency, organization, and balance are evident between various screen elements and the use of media.
- Integration of Media
 - Project combines different media to produce an effective whole. Media employed in the project is necessary for its overall effectiveness.
- Ease of use
 - Perceived facility in which a student interacts with the multimedia project. Navigation within the project is clear and consistent.
- Interactivity
 - Allows non-sequential access to information and adapts to the individual learners. Learner is actively engaged in the multimedia project.
- Innovation
 - Using multimedia technology in a unique way to attain some objective(s) that otherwise could not be attained. Innovative use results in a changed learning and teaching paradigm.
- Animation
 - Processes are shown through animated graphics. Animations are visually appealing and adhere to the objectives of instruction.
- Collaboration
 - Using multimedia technology to support collaborative/cooperative learning environments where there is shared responsibility among learners for learning.
- Other Please specify: _____

EVALUATION CRITERIA

(for your information)

Each of the submitted entries will be evaluated by a panel of experts. The entries will be judged using the following evaluation criteria. Both the written description and the multimedia product will be evaluated. The best practices will be selected as a result and will be included in the final database of the best practices at the UT system.

The written project description will be evaluated on:

- Completeness for all the applicable items
- Level of detail
- Clarity

The multimedia product will be evaluated on:

- Content design
- Instructional design
- Screen design
- Integration of media
- Ease of use
- Interactivity
- Innovation
- Evaluation of learning
- Educational value

Note: The above criteria may not apply to all projects.