

Core II ITCP 70020: Theory, Design and Practice

Wednesday, 4:15 to 6:15 PM

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C196.02

This second core course will introduce students to IT in the classroom, focusing on pedagogy and technology. The course provides a hands-on introduction to key educational uses of new-media applications, including on-line writing tools, electronic archives, course management software, simulations, and experimentation in virtual spaces. Topics for discussion include hypertext and narrative structure; visualization and design; modes of learning within and outside the classroom; and the scholarship of teaching and learning. Students will learn skills and concepts and then will design and prepare a multimedia-based project in their discipline. The course employs an interdisciplinary approach to the application of digital media to classroom teaching and scholarly research and presentations.

Requirements: There will be a series of short assignments along the way; also, a class blog and a wiki will be created (more to follow). There will also be a final project that should be a teaching project, i.e. an interactive activity or activities, an interactive syllabus, or some sort of teaching resource that you construct. We will ask for an interim paper or discussion where you develop and analyze the conceptual issues and literature that supports your project.

SYLLABUS SCHEDULE

* -indicates Professor's preference to not eliminate this reading from the list.

I. February 1 – Introductions

About the course. Discussion of syllabus, requirements.

II. February 8 – Taking a Course Online

Hands- On Lab: Surveying and Critiquing Electronic Syllabi

Overview: Sarah Horton's "Preparing to Teach with the Web" at

<http://www.dartmouth.edu/~webteach/articles/prepare.html>

A Face-to-Face Graduate Class Goes Online: Challenges and Successes, Jan Turbill, Reading Online (July 2001).

<http://www.readingonline.org/international/turbill1/> target = "http://www.readingonline.org/international/turbill1/"><http://www.readingonline.org/international/turbill1/>

Transferring Your Passion for Teaching to the Online Environment: A Five Step Instructional Development Model By Sherry Mcconnell, Dvm, Ms (e-

JIST) Vol 4 No 1 <http://www.usq.edu.au/electpub/e-jist/docs/old/vol4no1/2001docs/mconnell.html>

Models: Teaching & Learning on the Web at
<http://www.mcli.dist.maricopa.edu/tl/>

How People Learn: Brain, Mind, Experience, & School. Bransford, John, Ann L. Brown, and Rodney R. Cocking, eds. National Research Council. Washington, DC: National Academy Press, 1999. <http://newton.nap.edu/html/howpeople1/>

Assignment - a. Locate a syllabus or two in your field -- ideally one you admire and one you disdain; use the Syllabus Finder at <http://chnm.gmu.edu/tools/syllabi/>
Post to the blog (instructions to follow)

Please supply a short annotation: what you find good as well as problematic about a syllabus in your discipline - reflect upon the content and the pedagogy

b. Please choose a chapter in How People Learn - post your preference in the BB Discussion Board. Everyone will have five minutes next class to report on their chapter.

III. February 15 – Theory and Method of Online Learning

Theory and Practice of Online Learning (2004),, Anderson & Elloumi (eds.)
http://cde.athabascau.ca/online_book/ - Chapters 2 and 5:
http://cde.athabascau.ca/online_book/ch2.html and
http://cde.athabascau.ca/online_book/ch5.html

Edward Ayers, The Academic Culture and the IT Culture: Their Effect on Teaching and Scholarship EDUCAUSE Review, vol. 39, no. 6 (November/December 2004): 48–62
<http://www.educause.edu/pub/er/erm04/erm0462.asp>

Diane Oblinger and James Oblinger, Educating the Net Generation EDUCAUSE Book
<http://www.educause.edu/EducatingtheNetGeneration/5989> (chapters)

"An Extended Epistemology for Transformative Learning Theory and Its Application Through Collaborative Inquiry," Kasl and Yorks, TCRecord (January 2002).
<http://www.tcrecord.org/Content.asp?ContentID=10878>

D2.1 Perspectives of CSCL (Computer Supported Collaborative Learning) in Europe: A Review, Edited by Minna Lakkala, Marjaana Rahikainen, and Kai Hakkarainen - ITCOLE Project, http://www.euro-cscl.org/site/itcole/public_deliverables_html
Choose a Chapter (we won't cover all of them)

Assignment: Teaching Philosophy Statement - Post to Discussion Board

Draft a one-page (250-300 word) statement that lays out your goals, philosophy, and approach to teaching. You should include what motivates you to teach, your

understanding of learning theory and curriculum design, strategies for class assignments and discussions, and how you evaluate your own effectiveness and as well as student progress. Include a section on your approach and goals in using digital media in your teaching

Many schools (K-16) require such statements from all job applicants and a number of universities have developed guidelines for preparing a Teaching Philosophy Statement. For some sample guidelines see the following Web sites:
<http://ftad.osu.edu/portfolio/philosophy/Philosophy.html>

<http://www.oic.id.ucsb.edu/TA/port-FAQ.html>
<http://www.celt.iastate.edu/teaching/philosophy.html>

http://www.artsci.wustl.edu/~teachcen/WUTC/TA/teach_phil.html

Post statements on Discussion Board in Blackboard for online discussion.

IV. Feb 22 - Online Discussions

URL's

A couple compendia of tips and best practices

U of Washington's Center for Instructional Development and Research;

<http://depts.washington.edu/cidrweb/DiscussionTools.htm>

A miscellany from John Jay Online:

<http://jjconline.jjay.cuny.edu/faculty/teachonline.html>

Articles:

"If You Build It, They Will Come: Building Learning Communities Through Threaded Discussions," Susan Edelstein and Jason Edwards, eLearn Magazine (May 2002).

<http://www.elearnmag.org/subpage.cfm?section=tutorials&article=3-1>

"Encouraging Interaction in Online Courses, Brent Muirhead, Instructional Technology & Distance Learning (June 2004).

http://www.itdl.org/Journal/Jun_04/article07.htm

"Educational Blogging," Stephen Downes, EDUCAUSE Review (September/October 2004)

<http://www.educause.edu/pub/er/erm04/erm0450.asp>

Collaborative Inquiry: Wikis, blogs, MOOs and other interactive stuff

Brian Lamb, Wide Open Spaces: Wikis, Ready or Not EDUCAUSE Review, vol. 39, no. 5 (September/October 2004): 36–48.

<http://www.educause.edu/pub/er/erm04/erm0452.asp?bhcp=1>

"The Wide World of Wiki," James Farmer,'s weblog (June 2004)

<http://www.incsb.org/blog/1>

Pulling Sense out of Today's Informational Chaos: LiveJournal as a site of knowledge creation and sharing," Kate Raynes-Goldie, First Monday (December 2004), http://firstmonday.org/issues/issue9_12/raynes/index.html

OR

"Interaction and Immediacy in Online Learning", Woods and Baker, International Review of Research in Open and Distance Learning (August 2004) <http://www.irrodl.org/content/v5.2/woods-baker.html>

Assignment: Participate in an online discussion in an online discussion forum. After reading the above articles (selection to be revised) please participate in an online blog with your classmates. Reflect upon the readings as well as your experience with the online discussion.

V. March 1 - Inquiry-Based Activities

LAB: Collaborative Learning, Student Research and Projects
Hands-On Lab – Use USHI modules <http://web.gc.cuny.edu/ashp/ushi/>

"The Role of the Instructor in Web-based Instruction: Are We Practicing What We Preach?" Laura MaMonica (self-published, July 2001). <http://www.geocities.com/lamonica/instructorwbt.html>

"When the Cows Come Home: A Proven Path of Professional Development for Faculty Pursuing E-Learning," Gary Kidney, T.H.E. Journal (June 2004) <http://www.thejournal.com/magazine/vault/A4854.cfm>

David Jaffee, "'Scholars will soon be instructed through the eye': E-Supplements and the Teaching of U.S. History.

<http://www.indiana.edu/~jah/textbooks/2003/jaffee.shtml>

"Interactive Exploration of Pedagogical Concepts and Theories" (NYU's Center for Onlijne Learning and Pedagogy) <http://web.scps.nyu.edu/colp/pedagogy.shtml>

"Object Lessons: Towards an Educational Theory of Technology," Suzanne de Castell, Mary Bryson and Jennifer Jenson, First Monday (January 2002). http://firstmonday.org/issues/issue7_1/castell/

Assignment: Post and annotate an External Link on the Bb course site that identifies and evaluates a teaching resource in your field

VI. March 8 - Multimedia Learning

Richard E. Mayer, Multimedia Learning (2001), Chapters 1, 11

Designing Simulations for Learning By Vivek Williams: (e-JIST) Vol. 6 No. 1, *
http://www.usq.edu.au/electpub/e-jist/docs/Vol6_No1/designing_simulations_for_learn.htm

Considering User Satisfaction in Designing Web-Based Portals by Todd W. Zazelenchuk and Elizabeth Boling Educause Quarterly, Vol. 26 No. 1, PDF download -
<http://www.educause.edu/ir/library/pdf/EQM0315.pdf>

David Reville, "Digital Multimedia in Classrooms, Labs, and Research,"
http://www.brown.edu/Administration/Sheridan_Center/pubs/teachingExchange/jan2002/academic_multimed.shtml

Steven Jones, "Let the Games Begin: Gaming Technology and Entertainment among College Students" Pew Report, 2003
http://www.pewinternet.org/pdfs/PIP_College_Gaming_Reporta.pdf

Michael Sankey, "Considering Visual Literacy when Designing Instruction" E-Jist 2002
http://www.usq.edu.au/electpub/e-jist/docs/Vol5_No2/Sankey-final.pdf*

Scott Carlson, "Can Grand Theft Auto Inspire Professors?," Chronicle of Higher Education August 14, 2003 <http://chronicle.com/free/v49/i49/49a03101.htm>

Digital Storytelling – look at the Digital Stories Affinity Group resources at the Visible Knowledge Project and choose a resource of interest
<http://crossroads.georgetown.edu/vkp/resources/digistories/resources.htm>

Mongrel-Linker (tool)
<http://www.linker.org.uk/Linker/overview.html>
Nine(9)
<http://9.waag.org/Info/>

URL: The Rapunsel Project at <http://www.maryflanagan.com/rapunsel/index.htm>

Assignment: Please provide us with your final project topic (description, resources, approach).

VII March 15 – Images and Visualization -

Edward Tufte, The Cognitive Style of PowerPoint (2003)
<http://www.edwardtufte.com/tufte/powerpoint>*

Learning to Love Powerpoint by David Byrne

<http://www.wired.com/wired/archive/11.09/ppt1.html>*

J.P. Gee, "What Would a State of the Art Instructional Video Game Look Like," Innovate August/September 2005 =

<http://www.innovateonline.info/index.php?view=login&id=80>"`xt=index.php?view=article|id=80|action=article`*

Joel Foreman, "Game-Based Learning: How to Delight and Instruct in the 21st Century," EDUCAUSE Review, vol. 39, no. 5 (September/October 2004): 50–66.

<http://www.educause.edu/pub/er/erm04/erm0454.asp>

Creating an Interactive PowerPoint Lesson for the Classroom -

<http://www.thejournal.com/articles/14916> Games and Education, Macedonia and Herz, www.educause.edu/ir/library/pdf/ffp0206s.pdf

Palm Education Success Stories- including:

k12, Higher Ed, Handheld Educator, Video Interviews,

<http://www.palm.com/us/education/studies/>

A Web-Based Nomadic Computing System. Tim Computer Networks, 35 (2001) 443-456, Elsevier Kindberg, T., Barton, J., Morgan, J., Becker, G.,

<http://www.cooltown.com/dev/wpapers/nomadic/nomadic.asp>

Joystick 1.01 -Opportunities for studying electronic games in higher Education <http://www.jovstick101.org/story/2001/2/18/111322/124>

- Getty Exhibit (curated by Barbara Stafford) on 18th Century Devices of Wonder

- <http://www.getty.edu/art/exhibitions/devices/choice.html>

- American Social History Project, Virtual Tour of P.T. Barnum's Lost Museum

- <http://www.lostmuseum.cuny.edu/>

- Wisconsin's Institute for Molecular Virology - Visualization of Viruses

- <http://www.bocklabs.wisc.edu/virusviztop.html>

- Columbia site, Virtual Tour of Frank Lloyd Wright's Falling Water

- <http://www.learn.columbia.edu/fallingwater/>

- Martin Dodge, University College, London Atlas of Cyberspaces

- <http://www.cybergeography.org/atlas/atlas.html>

VIII. March 22 – Mobile Devices, Interface Design

Using Mobile Devices in the delivery of your teaching materials

<http://www.abdn.ac.uk/diss/ltu/pmarston/pdas/>

Art Mob's MoMA Audio Guides

<http://homepage.mac.com/dave7/ArtMobs/FileSharing52.html>

<http://www.abdn.ac.uk/diss/ltu/pmarston/pdas/ - disaster>

Gary Stager, Podcasting Resources for Educators & Students

<http://www.stager.org/podcasting.html>

Gardner Campbell, "There's Something in the Air: Podcasting in Education,"

EDUCAUSE Review, vol. 40, no. 6 (November/December 2005): 32–47.

<http://www.educause.edu/apps/er/erm05/erm0561.asp>

<http://www.antennaudio.com/pda.shtml>

Antenna Audio - Company promoting interactive wireless multimedia tours where users can also communicate with each other <http://www.antennaudio.com/>

Example: Tate Museum Multimedia Tour -

<http://www.tate.org.uk/modern/multimediatour/>

Interface Design in Seven Weeks

Immersion in Interface at the Institute of Design

<http://loop1.aiga.org/content.cfm?Alias=iitinterfacedesign>

Journal of Interactive Media in Education

<http://jime.open.ac.uk/2005/22/luckin-2005-22-t.html>

Download: Paper: "Using Mobile Technology to Create Flexible Learning Contexts" along with comments (chose "wide screen")

IX. March 29 - Teleconferencing

Teleconference : Museum of Television and Radio Educators' Workshop

Assignment: Create an assignment or exercise which will be part of your final project proposal. Post?

X. April 5– Telerobotics

Discussion of Assignments posted on on Wiki

NASA's Learning Technologies Project

<http://learn.arc.nasa.gov/projects/fy03/vision.html>

The Mercury Project <http://www.usc.edu/dept/raiders/> Web Cams in Education (examples)

<http://mission.base.com/mars/>

The Tele-Garden at USC <http://www.usc.edu/dept/qarden/>
Bradford Robotic Telescope <http://www.telescope.org/>

Assignment: Please provide a component of your final project for review –or by April 11?

X. and XI April 12 and 19 Spring Recess

XII April 26 Intellectual Property and Copyright

Free Culture

Lawrence Lessig Keynote from OSCON 2002
<http://www.oreillynet.com/pub/a/policy/2002/08/15/lessig.html>

Remixing Culture: An Interview with Lawrence Lessig
<http://www.oreillynet.com/pub/a/policy/2005/02/24/lessig.html>

UT's Crash Course in Copyright

Baruch College Interactive Guide to Using Copyrighted Media in your Courses
<http://www.baruch.cuny.edu/tutorials/copyright/>

MIT Technology Review. "Is 'Fair Use' in Peril?"
http://www.technologyreview.com/articles/04/11/wo_hellweg111904.asp

MIT's Open Courseware Initiative, Vijay Kumar and Phil Long 2002
<http://www.campus-technology.com/techtalks/events/020307mit.asp>

Copyleft vs. Copyright: A Marxist Critique, Johan Soderberg, First Monday (March 2002). http://www.firstmonday.org/issues/issue7_3/soderberg/index.html

Lessons from Open Source: Intellectual Property and Courseware, Jan Newmarch, First Monday (May 2001), http://firstmonday.org/issues/issue6_6/newmarch/index.html

Recommended:

Globalization of Information: Intellectual Property Law Implications, Kim Nayer, First Monday (January 2002). http://firstmonday.org/issues/issue7_1/nayer/

Intellectual Property: The Attack on Public Access to Culture, Howard Besser, Processed World (Fall 2001). <http://www.processedworld.com/Issues/issue2001/pw2001> 19-27
Intellectual Property.pdf

Siva Vaidhyanathan, The Anarchist in the Library – selection
<http://www.nyu.edu/classes/siva/2004/05/faq-about-anarchist-in-library.html>

Live Webcast: <http://www.loc.gov/rr/program/lectures/vaidhyanathan.html>
XIII May 3

XIV May 10 - Final Presentations and Discussion 1 XV May 17 - Final Presentations and
Discussion 2