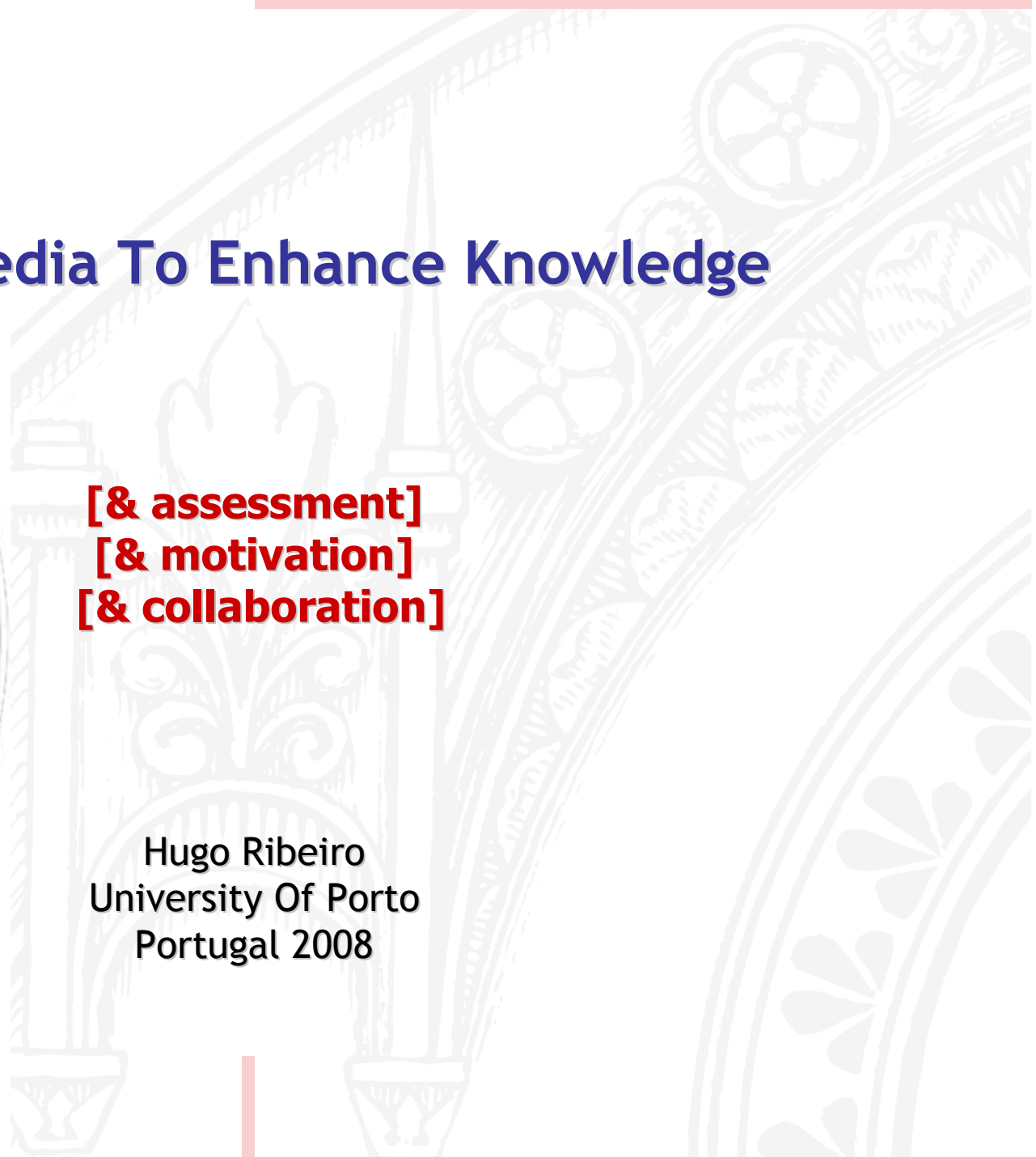# Multimedia To Enhance Knowledge

[& assessment]
[& motivation]
[& collaboration]

Hugo Ribeiro
University Of Porto
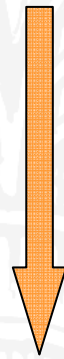Portugal 2008

GATIUP SERVICES

Multimedia Development

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Personalized Multimedia Object

Service Advantages

- Closer relation: developer – teacher
- Better response to the teacher needs
- MM object according to course context
- Student acknowledges the Meaning and Need to use the Object

Enhanced Motivation

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Example

- Medicine Faculty
- Activity exists "physically"
- Event training needs hard logistic
- Very Low rate of approval

VIEW (as a guest)

- Students feel very motivated because it's what they needed
- 2500 Images by now
- Ability to review responses given and correct answer
- More than 3000 correct responses
- SCORM package with grades
- Very difficult to trace development/content mistakes
- Will it improve assessment?...

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Simulations

- Very useful for education (hard sciences)
- Presenting problems & Results
- Ability to play with variables
- Hard development (technical & content)
- Great amount of interactivity
- Learning-By-Doing

Ver Cd prof. Teresa Restivo

- Cd-Rom as a final work
- Product of several MM Objects
- Were integrated in a award winning e-book

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Animations

- **Great way to illustrate events hard to show**
- **Easier to trigger events**
- **Technology opened door to unlimited possibilities**
- **Able to have demonstrations (to watch), "investigations" (to interact) and assessment (to test) modules.**

Ver Cd construção

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Advantages

- Show events hard for humans to perceive
- Eliminate dangerous materials and environments
- Reduces noise focusing the student on the content
- Seduce students with high level of interaction
- Ability to use MM objects has preparation for the real life (Lab) experiences.

Disadvantages

- None or small amount of f2f communication
- The variable "Error" is erased
- Can divert attention from the content to the tool itself
- Good development skills need
- Need to explain facts/events to the development team that may not know anything about that area

- Possibility of some content Mistake induces the student in a wrong way
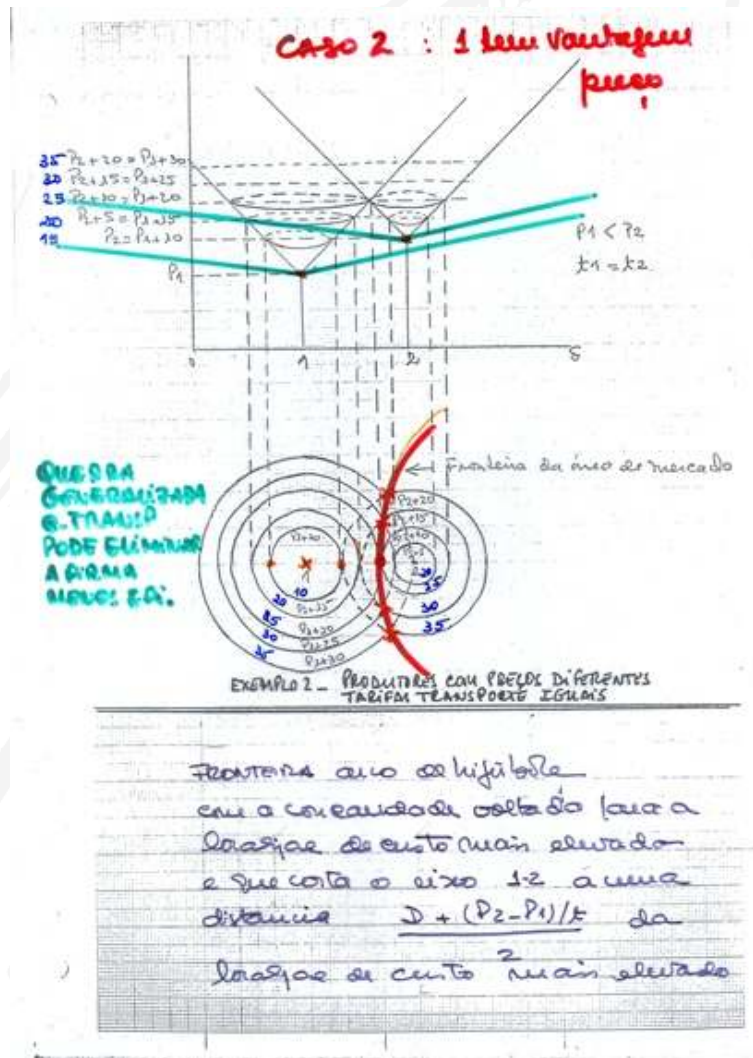
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Use of a good Screenplay

- The development team needs to know what happens, how it happens and when it happens.
- Drawings are a good response along with notes
- Always consult some existing materials
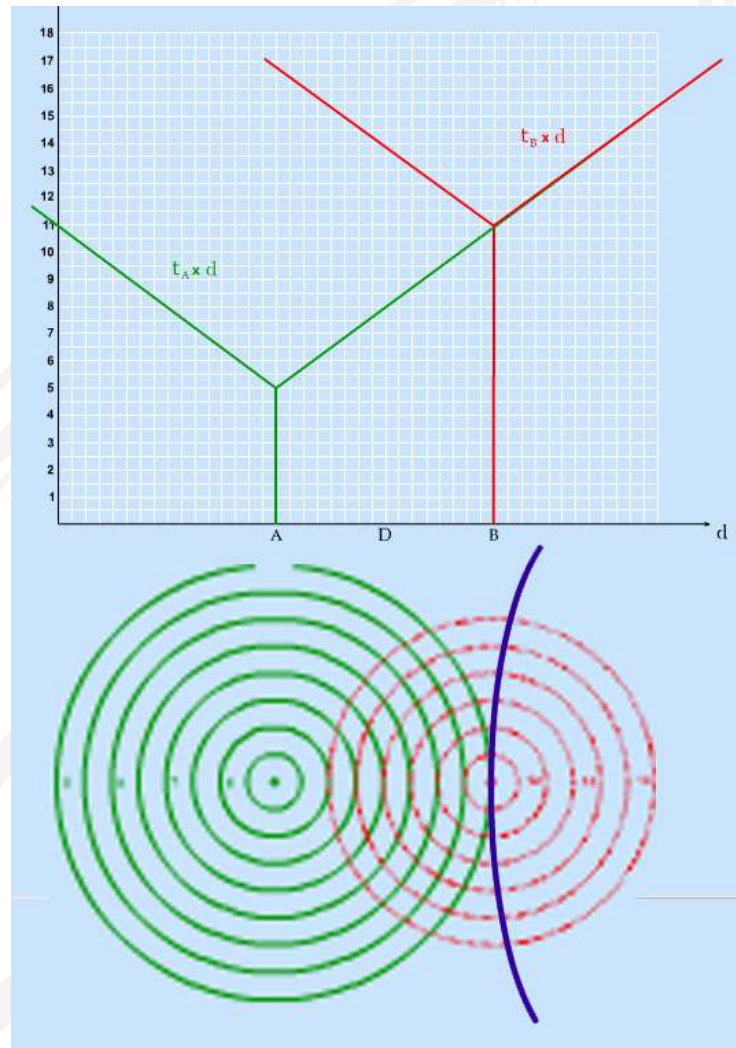- Re-check before the deployment and analyse all the possibilities students can have

Avoid content mistakes
Avoid development bugs

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Use of a good Screenplay

Use of a good Screenplay

VIEW

Use of games

- Simple games adapted to course's content. (ex: Who Wants to be…?)
- "Jogo da Glória"
  - Classic board game
  - Players icons relates with course's content
  - Questions provided by teacher
- "Jogo do MACaco"
  - Questions provided by teacher and students
  - Players icons path is related to content
- Games thought up by students
- Ability to play more than 1 student at a time

VIEW

Enhanced collaboration

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