



**Course Syllabus**

**COURSE NUMBER:**  
EDTC 5060 01

**COURSE TITLE:**  
Ezedia

**TERM:**  
Fall 2006

**SITE:**  
Webster –  
Main Campus

**INSTRUCTOR CONTACT INFORMATION:**  
Instructor: Angela Astuto  
Email: [astutoa@webster.edu](mailto:astutoa@webster.edu)

**CREDIT HOURS:**  
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**1. COURSE DESCRIPTION:**

This course is designed to teach students to use Ezedia to create educational resources. Students will learn how to create web sites, multimedia presentations, and interactive movies using the authoring tool.

**2. LEARNING OUTCOMES:**

**Learner Outcomes for this course**

**ISTE NETS Goals, Standards addressed**

Students will be expected to develop a basic understanding of the applications of multimedia projects to the learning environment.

NETS for Teachers Standard 1

Students will be expected to develop a stronger sense of how programs like Ezedia can enhance students' development of various cognitive skills

NETS for Teachers Standard 2

Students will be expected to create a multimedia project that they can actually use in context with a subject they are teaching.

NETS for Teachers Standard 2

**3. SCHEDULE OF REQUIRED READINGS, CLASS PREPARATIONS AND ASSIGNMENTS, LECTURES, DISCUSSIONS, STUDENT PRESENTATIONS, OUT-OF-CLASS ASSIGNMENTS AND EXAMS:**

This course will meet Friday, November 10 and Saturday, November 11. Students will be expected to refer to the textbook as directed and to read and respond to various articles on project-based education and critical research. Class members should come prepared to create a multimedia resource based on a topic of choice. All materials required for doing this will be provided in class. The structure of the class will model the collaborative learning environment being taught. Grades will be based on participation, on the successful completion and demonstration of an multimedia resource, and on an accompanying lesson plan demonstrating how the video will be used in the classroom. All readings and assignments will be due by Monday, November 20 at 9:00 am.

**4. RESOURCES:**

*Required Text (available for download at [http://www.ezedia.com/downloads/eZeDocs/eZediaQTI\\_2\\_User\\_GuideWIN.pdf](http://www.ezedia.com/downloads/eZeDocs/eZediaQTI_2_User_GuideWIN.pdf)):*

eZedia QTI User’s Guide. Wynnewood, PA: Safari Video Networks, LLC, 2006.

*Possible Supplemental Readings (will be made available in class):*

Graham, Leah and Panagiotis Takis Metaxas. “Of Course It’s True; I Saw It on the Internet!” Communications of the ACM; May2003, Vol. 46 Issue 5, p70-75, 6p.

Liu, Min. “Enhancing Learners’ Cognitive Skills Through Multimedia Design.” Interactive Learning Environments v11 n1 p23-39 Apr 2003.

Liu, Min and Yu-Ping Hsiao. “Middle-School Students as Multimedia Designers: A Project-Based Learning Approach.” Journal of Interactive Learning Research v13 n4 p311-37 2002.

Various articles from [www.ezedia.com](http://www.ezedia.com).

**5. EVALUATION / GRADING SCALE:**

<p><b>Grading Scale:</b></p> <p>93-100 = A</p> <p>90-92 = A-</p> <p>86-89 = B+</p> <p>83-85 = B</p> <p>80-82 = B-</p> <p>76-79 = C+</p>	<p><b>Evaluation:</b></p> <p>Class Presentation (viewing of Ezedia project with explanation of how it will be used in classroom) – 20%</p> <p>Curriculum Project (Ezedia project and lesson plan explaining how it will be used in the classroom) – 50%</p> <p>Class Participation (in class and via WebCT discussion forum) – 30%</p>
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All academic and professional behavior of students in this course is subject to review for the purposes of student evaluation.

**Note: ALL PAPERS/PROJECTS MAY BE RETURNED VIA A SELF-ADDRESSED, STAMPED ENVELOPE. PAPERS ARE NOT AVAILABLE FOR PICK-UP IN THE SOE OFFICE.**

**6. ACADEMIC HONESTY POLICY:**

Students at Webster University are expected to practice academic honesty.

In its broadest sense, plagiarism is using someone else's work or ideas, presented or claimed as your own. Any time you refer to another person's work, whether as a direct quotation or paraphrased, you must use a citation. Students should not copy more than two paragraphs from any source as a major component of papers or projects. All citations must be properly documented and references must be provided using APA guidelines (<http://library.webster.edu/citation.html>).

**7. ACCESSIBILITY/ACCOMODATIONS POLICY**

If you have a disability, please notify your instructor as soon as possible to discuss your accommodation needs.

**8. OTHER**

Class participation and attendance is mandatory. In the event of an emergency, should a student miss a 3 or 4 hour class session, the final course grade may be reduced.

As this course meets for only two days, attendance on each day is necessary to learn the material. Additionally, arriving promptly when class begins is essential both to complete the in-class requirements and to avoid interrupting or distracting others in the class.

Students who do not complete the requirements of the course must contact the instructor prior to the end of the course (Monday, November 20) to complete an Incomplete Course form. Incompletes are not awarded except in emergencies, as defined by the instructor.

**NB: An Incomplete may only be awarded to a student who has maintained a passing grade up to the point of the emergency. Incomplete grades will change to a grade of F or NC unless the requirements stipulated on the incomplete form are met by the date listed on the form or one calendar year from the end of the course, whichever comes first.**

## 9. STANDARDS / GOALS

International Society for Technology in Education (**ISTE**) - National Educational Technology Standards for Teachers (**NETS**) – [http://cnets.iste.org/teachers/t\\_stands.html](http://cnets.iste.org/teachers/t_stands.html)

### ISTE NET Standards:

- 1. Technology operations and concepts.**  
Teachers demonstrate a sound understanding of technology operations and concepts.
- 2. Planning and designing learning environments and experiences.**  
Teachers plan and design effective learning environments and experiences supported by technology.
- 3. Teaching, learning, and the curriculum.**  
Teachers implement curriculum plans that include methods and strategies for applying technology to maximize student learning.
- 4. Assessment and evaluation.**  
Teachers apply technology to facilitate a variety of effective assessment and evaluation strategies.
- 5. Productivity and professional practice.**  
Teachers use technology to enhance their productivity and professional practice.
- 6. Social, ethical, legal, and human issues.**  
Teachers understand the social, ethical, legal, and human issues surrounding the use of technology in PK-12 schools and apply those principles in practice.

### The School of Education (SOE) Goals:

- 1. The knowledgeable learner:**  
Education candidates will demonstrate knowledge of the subject matter, knowledge of the learner, and knowledge of pedagogy based on inquiry and scholarship.
- 2. The informed instructor:**  
Education candidates will incorporate multiple assessment and instructional strategies to support effective educational practices based on research and theory.
- 3. The reflective collaborator:**  
Education candidates will reflect on the roles educators take as leaders of change through collaboration with colleagues, students, and families in schools and communities.
- 4. The responsive educator:**  
Education candidates will demonstrate respect for diversity through responsive teaching and learning that values individual differences.

*This syllabus is subject to change at the discretion of the instructor.*