



School of Education Course Syllabus

Course Information

Number & Title:	EDTC 5290.W1 and EDTC 5290.W3 Teaching with Webcams
Description:	<p>This course focuses on classroom applications of webcams. Equipment, software and network resources required for using webcams for remote observations, webcasting, videoconferencing and movie making are studied. Participants in this course will plan, design, build, and evaluate webcam applications for instruction and for teacher professional development.</p> <p>NOTE: This is an Internet-based course. Students must be willing to interact with the instructor and other students on-line, and to have some of their work (documents, photos, and videos) posted on the web for viewing by other class members.</p> <p>Prerequisites: Internet access (from home, office or on-campus) and ability to use Internet tools and other software.</p>
Credits / Term:	2 credits, SU 2004

Instructor Information

	Name	Phone	Office (mailing address)	Email
	Dr. Roy Tamashiro	(314) 968-7098	School of Education / WH 232 Webster University 470 East Lockwood Ave. St. Louis, MO 63119 - 3194	To send Email to an Instructor, go to Mail > Compose Mail Message > Browse > [Select first name on the list]

Course Goals

	<p>This course will enable participants to:</p> <p>(a) develop familiarity with definitions, characteristics, and functions of webcams for teaching and learning;</p> <p>(b) design teaching / learning instructional strategies that involve webcam remote applications or webcasting;</p> <p>(c) develop and implement a multipoint videoconferencing agenda for classroom instruction or professional development networking;</p> <p>(d) create an instructional video that employs the webcam and other media resources; and</p> <p>(e) guide pupils to create video reports, tell a story, or demonstrate their learning.</p>
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Textbooks

	<p>REQUIRED TEXTBOOK(S): None Required. Readings will be assigned from library materials and web based materials.</p> <p>EQUIPMENT REQUIRED: Any webcam (or camcorder capable of USB streaming video) capable of videoconferencing / movie making functions on Macintosh OS X or Windows XP systems. For video conferencing, a microphone, speakers (or headphones), and an internet connection with ports for IP based video conferencing open, are necessary.</p> <p>SOFTWARE REQUIRED: Webcam options, and accompanying software for video conferencing, webcasting, and movie making will be discussed & evaluated as part of the course materials. Web browser; or Internet Explorer; Microsoft Office 97 or later (including Microsoft Word, Excel, and Powerpoint). See also http://webster.edu/worldclassroom/</p>
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Grading Procedures

	<p>Class participants will be evaluated on satisfactory completion of:</p> <p>(a) script, storyboard and completed original instructional video or sample student assignment video (40%); (b) agenda and pilot tested video conference design (30%), and (c) participation in class discussions, small group / team activities and other online assignments (30%)</p> <p>Webster University strives to be a center of academic excellence. As part of our Statement of Ethics, the University strives to preserve academic honor and integrity by repudiating all forms of academic and intellectual dishonesty, including cheating, plagiarism and all other forms of academic dishonesty. Academic Dishonesty is unacceptable and is subject to a disciplinary response. The University reserves the right to utilize electronic databases, such as Turnitin.com, to assist faculty and students with their academic work.</p>
Topical Overview: Activities, and Readings: (subject to change)	
	<ol style="list-style-type: none"> 1. Introduction / overview of the course; Webcams: Definitions, characteristics, functions, technical requirements and issues; overview of teaching and learning applications. Classroom Applications: [a] Remote Observations; [b] Webcasting; [c] Videoconferencing & video chat; [d] Movie making 2. Movie making with webcams: Instructional Videos. 3. Movie making with webcams: Student projects 4. Video Conferencing: (a) Professional Development Applications; 5. Video Conferencing: (b) Classroom Applications 6. Integrated applications: Movies + Video conferencing applications 7. Evaluation & Critique: Webcam instructional videos and student projects. Term project due. 8. Course summary and evaluation; discussion of term projects.
Other	
	<p>Class participants are responsible for completing all online class discussion, activities and assignments by posted due dates.</p>

Updated: 30 Apr 2004