



UNIVERSITI TEKNOLOGI MARA

CIT653: INSTRUCTIONAL TECHNOLOGY AND MEDIA

Course Name (English)	INSTRUCTIONAL TECHNOLOGY AND MEDIA APPROVED
Course Code	CIT653
MQF Credit	4
Course Description	Instructional Technology and Media is an entry level course designed to introduce education majors to the underlying principles of instruction and how instruction can be facilitated using technology and media. Throughout the semester, students will become acquainted with all aspects of instructional technology and media. This may include traditional materials such as whiteboards, handouts, charts, slides, as well newer materials and methods such as computers, DVDs, CD-ROMs, the Internet, interactive multimedia and interactive video conferencing.
Transferable Skills	Teamwork skills, Technical skills, Problem solving skills
Teaching Methodologies	Lectures, Blended Learning, Tutorial, Problem Based Learning (PBL), Discussion, Presentation, Computer Aided Learning
CLO	CLO1 Integrate word processing, data base management and spreadsheet development for managerial and entrepreneurial skills in instructional and training context (LO8) CLO2 Integrate cutting edge instructional technology tools for information retrieval and management in instructional and training context (LO7) CLO3 Display Instructional technology and media project based on communication and teamwork skills (LO5)
Pre-Requisite Courses	No course recommendations
Topics	
1. Technology and Media: Facilitating Learning 1.1) 1.1. Introduction 1.2) 1.2. Technology 1.3) 1.3. Media 1.4) 1.4. The Concrete-Abstract Continuum	
2. Microsoft Office for Teaching and Learning Part 1 2.1) 2.1. Microsoft Word 2.2) 2.2. Microsoft PowerPoint	
3. Microsoft Office for Teaching and Learning Part 2 3.1) 3.1. Microsoft Excel	
4. Instructional Strategies: Integrating Technology and Media 4.1) 4.1. Introduction 4.2) 4.2. Strategies in the Classroom 4.3) 4.3. Gagne's Nine Events of Instruction	
5. Connecting Learners Using Web 2.0 Tools Part 1 5.1) 5.1. Introduction 5.2) 5.2. Web 2.0 Tools 5.3) 5.3. Online Audio and Video 5.4) 5.4. Collaborative website 5.5) 5.5. Mobile applications	
6. Connecting Learners Using Web 2.0 Tools Part 2 6.1) 6.1. Introduction 6.2) 6.2. Web 2.0 Tools 6.3) 6.3. Online Audio and Video 6.4) 6.4. Collaborative website 6.5) 6.5. Mobile applications	

7. Instructional Materials and Displays: Using Media to Engage Learners 7.1) 7.1. Introduction 7.2) 7.2. Learning Centre's 7.3) 7.3. Instructional Modules 7.4) 7.4. Manipulatives 7.5) 7.5. Printed Materials 7.6) 7.6. Display Surfaces
8. 21st Century Learning Environments 8.1) 8.1. Student centred learning 8.2) 8.2. Teacher centred learning
9. Visual Principles: Designing Effective Materials 9.1) 9.1. Introduction 9.2) 9.2. Visual Literacy 9.3) 9.3. Roles of Visuals in Learning 9.4) 9.4. Types of Visuals 9.5) 9.5. Visual Design Guidelines 9.6) 9.6. Creating Images 9.7) 9.7. Capturing Images
10. Dick and Carey Instructional Design Model (ADDIE) Part 1 10.1) 10.1. Analysis 10.2) 10.2. Design 10.3) 10.3. Development
11. Dick and Carey Instructional Design Model (ADDIE) Part 2 11.1) 11.1. Implementation 11.2) 11.2. Evaluation
12. The ASSURE Model 12.1) 12.1. Analyze Learners 12.2) 12.2. State Standards and Objectives 12.3) 12.3. Select Strategies, Technology, Media, and Materials 12.4) 12.4. Utilize Technology, Media, and Materials 12.5) 12.5. Require Learner Participation 12.6) 12.6. Evaluate and Revise
13. Distance Education: Connecting Learners Beyond the Classroom 13.1) 13.1. Introduction 13.2) 13.2. Distance Education 13.3) 13.3. Instruction at a Distance 13.4) 13.4. Audio in Distance Education 13.5) 13.5. Television in Distance Education 13.6) 13.6. Instructional Television Options
14. Online Learning: Learning Through the Internet and Computer Networks 14.1) 14.1. Introduction 14.2) 14.2. Online Learning 14.3) 14.3. Networks 14.4) 14.4. Issues

Assessment Breakdown		%	
Continuous Assessment		100.00%	
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark
	Assignment	Individual project which involves word processing, data base management and spreadsheet development.	20%
	Group Project	Group project which involves the tools used in the instructional technology field and integrate those technologies for lifelong learning.	50%
	Individual Project	Individual project related to the instructional technology tools for information management	30%
Reading List	Recommended Text	<ul style="list-style-type: none"> • Smaldino, S.E., Lowther, D.E. & Mims.C 2018, <i>Instructional Technology and Media for Learning</i>, 12 Ed., Pearson Education [ISBN: 9780134287485] 	
	Reference Book Resources	<ul style="list-style-type: none"> • Tay Vaughan 2014, <i>Multimedia: Making it Work</i>, 9 Ed., McGraw Hill • Dick, Carey and Carey 2014, <i>Systematic Design of Instruction</i>, 7 Ed., Pearson Education • Harvy, G. 2016, <i>Microsoft Office 2016 All In One For Dummies</i>, John Wiley & Sons • Lambert, J., and Frye, C. 2015, <i>Microsoft Office 2016 Step by Step</i>, Microsoft Press • Ulrich, K. 2013, <i>Flash professional CS6: Visual Quick Start Guide</i>, Peach Press • Smaldino, S.E. & Lowther, D.E. 2014, <i>Instructional Technology and Media for Learning</i>, 11 Ed., Pearson Education 	
Article/Paper List	This Course does not have any article/paper resources		
Other References	This Course does not have any other resources		