UNIVERSITI TEKNOLOGI MARA

PSV703: MULTIMEDIA IN VISUAL ART EDUCATION

Course Name (English)	MULTIMEDIA IN VISUAL ART EDUCATION APPROVED
Course Code	PSV703
MQF Credit	3
Course Description	At the end of the course, students should be able to: a. Apply the principles of computer-based multimedia with respect to its use in designing and developing new teaching and learning tools. b. Analyze issues of good practices in the use of commercial multimedia applications in schools, colleges or universities and its impact on teaching and learning. c. Design and develop an interactive multimedia application as a new media for the teaching and learning of visual art. d. Evaluate the applications produced during the module or existing commercial multimedia applications.
Transferable Skills	Creative thinking Critical thinking Practical/artistic skill
Teaching Methodologies	Lectures, Blended Learning, Lab Work, Case Study, Web Based Learning, Problem Based Learning (PBL), Presentation, Workshop, Computer Aided Learning, Journal/Article Critique
CLO	CLO1 Apply the principles of computer-based multimedia with respect to its use in designing and developing new teaching and learning tools. CLO2 Analyze issues of good practices in the use of commercial multimedia applications in schools, colleges or universities and its impact on teaching and learning. CLO3 Design and develop an interactive multimedia application as a new media for the teaching and learning of visual art. CLO4 Evaluate the applications produced during the module or existing commercial multimedia applications.
Pre-Requisite Courses	No course recommendations

Topics
1. Institution-based Multimedia in teaching and learning of visual art 1.1) Good practices in the use of multimedia - assessment. 1.2) Development of policy for the use of multimedia in teaching and learning of visual art. 1.3) Curriculum development
2. Theories in Instructional Design and Multimedia. 2.1) n/a
3. Role of teachers as curriculum developers and multimedia designers. 3.1) n/a
4. The design and development of multimedia application to aid the del 4.1) n/a
5. Evaluative strategies for the use of multimedia in visual art educa 5.1) n/a

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment

Assessment Type	Assessment Description	% of Total Mark	CLO
Individual Project	Students will be exposed on techniques and procedures on design and developing a multimedia application	30%	CLO1
Individual Project	Student will designed and developed a creative multimedia application for the Visual Art Education subject	40%	CLO3
Journal/Article Critique	Students will make critics on related literature	10%	CLO2
Presentation	Students will present and evaluate their multimedia application, verbally and in a form of writing	20%	CLO4

Reading List

Recommended Text

- **Abbie H. Brown & Timothy D. Green 2016, *The Essentials of Instructional Design: Connecting Fundamental Principles with Process and Practice*, Routledge New York**
- **Cammy Bean 2014, *The Accidental Instructional Designer: Learning Design for the Digital Age*, American Society for Training & Development (ASTD) Danvers**
- **Geogre M. Piskurich 2015, *Instructional Design: Learning ID Fast and Right*, 3rd Ed., Wiley & Sons Inc New Jersey**
- **Richard E. Mayer 2014, *The Cambridge Handbook of Multimedia Learning*, 2nd Ed., Cambridge University Press New York**
- **Robert Zheng 2018, *Digital Technologies and Instructional Design for Personalized Learning*, IGI Global Hershey**
- **Ruth Colvin Clark & Richard E. Mayer 2016, *e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning*, 4th Ed., Wiley & Sons Inc New Jersey**
- **Sharon E. Smaldino, Deborah L. Lowther & James D. Russell 2012, *Instructional Technology and Media for Learning*, 10th Ed., Pearson Education Inc. Boston**

Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources