

## UNIVERSITI TEKNOLOGI MARA CIT562: INSTRUCTIONAL COMMUNICATION TECHNOLOGY

Course Name (English)	INSTRUCTIONAL COMMUNICATION TECHNOLOGY APPROVED		
Course Code	CIT562		
MQF Credit	4		
Course Description	This applications course provides both introductory information and application of skills and techniques necessary in the design and development, and evaluation of sound instructional products. These skills are particularly pertinent for efficient and cost effective development of effective solutions to novel instructional problems. This course provides a systematic approach to designing and developing strategies in generating effective instructional communication package. The syllabus of this course guides students to the procedures of implementing a systematic design and development, which involves the process of analyzing, planning, designing, developing and implementation of instructional communication for use in various settings, be it in training management or communication planning.		
Transferable Skills	Using Adobe After Effect Software		
Teaching Methodologies	Lectures, Presentation, Computer Aided Learning		
CLO	<ul> <li>CLO1 Demonstrate an understanding of the instructional design process.</li> <li>CLO2 Identify and summarize the major elements commonly included in instructional design models.</li> <li>CLO3 Differentiate the understanding of the tools required in designing principles of developing instructional programs.</li> <li>CLO4 Demonstrate the competencies in planning and designing instructional design project.</li> </ul>		
Pre-Requisite Courses	No course recommendations		
Topics			
<ul> <li>1. Introduction to Instructional Communication Technology and Design         <ol> <li>1.1) Defining instructional communication technology and design</li> <li>1.2) Understanding instructional design objectives</li> <li>1.3) Rationale of instructional design</li> <li>1.4) Strategies of effective instructional communication technology and design</li> </ol> </li> <li>2. Designing Instruction principles         <ol> <li>2.1) Fundamentals of Instructional design</li> <li>2.2) Instructional design Activities (IDAs)</li> <li>2.3) Phases of designing</li> </ol> </li> <li>2.4) Typical Instructional design procedure</li> <li>2.5) Instructional design approach for instructors</li> </ul>			
<ul> <li>3. Designing solutions</li> <li>3.1) Planning an instructional needs assessment</li> <li>3.2) Identify an instructional problem</li> <li>3.3) Conducting an instructional task analysis</li> <li>4. Concept development in instructional design</li> <li>4.1) Developing the expected</li> </ul>			
<ul><li>4.1) Developing the concept</li><li>4.2) Strategies in instructional design development</li><li>4.3) Instructional design development planning</li></ul>			
5.1) Overview of prod 5.2) Design criterion	<ul> <li>5. Procedure of instructional visual</li> <li>5.1) Overview of procedures of instructional visual</li> <li>5.2) Design criterion measures</li> <li>5.3) Addressing instructional problems</li> </ul>		

Faculty Name : COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS © Copyright Universiti Teknologi MARA

<b>5. Understanding the users</b> (5.1) Types of audience as instructional participants (5.2) Assessing human characteristics and audience behaviors (5.3) Need analysis of the learner and instructional context
7. Delivery systems 7.1) Understanding delivery systems 7.2) Selecting delivery systems 7.3) Designing techniques in delivery systems
<ul> <li><b>B. Technology in instructional designing aid materials</b></li> <li>3.1) Technology applications and instructional design</li> <li>3.2) Selecting appropriate instructional strategies</li> </ul>
9 <b>. Media and Instructional Media</b> 9.1) Selecting media in instructional designing 9.2) Appropriate conditions of technology use development techniques for specific media
<b>0. Instructional design Models</b> 0.1) Types of instructional Models 0.2) Comparative analysis of instructional Models 0.3) Materials-centered instruction
<b>1. Prototype</b> 1.1) Planning prototype 1.2) Prototype product construct
<ul> <li>2. Ethics in instructional design practices</li> <li>2.1) Ethical considerations in instructional design</li> <li>2.2) Common ethical dilemma in instructional design processes</li> </ul>
<ul> <li>3. Issues in instructional communication technology and design</li> <li>3.1) Current issues in instructional communication technology</li> <li>3.2) Common issues and lessons learned in instructional designing</li> <li>3.3) Analyzing issues in instructional communication technology and design</li> </ul>
<b>4. Assessing instructional materials</b> 4.1) Assessment procedures 4.2) Analyzing the approach, in various contexts

14.3) Analyzing the objectives, planning and implementation

Assessment Breakdown	%
Continuous Assessment	75.00%
Final Assessment	25.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO		
	Group Project	Students need to work in group of 3 - 5 person. Each of the group have to prepare a proposal for instructional video within 7 minutes of time duration. All students also have to participate in the ground work activities such as handling camera video, camera shooting, voiceover dubbing, interviewing the SME and other learning activities. This group assignment need to presented at the end of week 14.	45%	CLO1 , CLO2 , CLO3 , CLO4		
	Individual Project	Student needs to produce an individual video about their self within 3 minutes duration time using software that has been learned in the computer lab.	15%	CLO1 , CLO2 , CLO3		
	Individual Project	Student needs to produce an individual Public Service Announcement video within 60 second duration time using software that has been learned in the computer lab.	15%	CLO1 , CLO2 , CLO3		
Reading List	Recommended Text	A Pagan I I 1999 Instructional Dosign Macmillan Publishing II				
	Reference Book Resources	Anglin, G. 1995, Instructional Technology: pas future	t, prese	nt and		

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