

Course Syllabus

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ITLS 5195 -- Practicum in eLearning

ITLS 5290 -- Multimedia Production for Instruction and Training

Course Information

3 Credits

Instructor: [Mimi Recker](http://mimirecker.usu.edu) (<http://mimirecker.usu.edu>)

Office: Online or EDUC 229

Office Hours: By appointment via video, phone, or in person

Phone: (435) 797-2692

Email: use canvas email

Course Overview

This class is a merge of **two** independent-study project classes, offered at the undergraduate level:

- ITLS 5195 -- Practicum in eLearning. The course objective is that "Students demonstrate effective practice by applying instructional development principles for designing, implementing, and evaluating instruction for distant learners." The prerequisite requirements for this course are that you have learned two or more software applications (e.g., graphic manipulation, html, video editing, etc.). The intent of the 5195 course is to be a capstone experience where you pull together skills you already have, and add any skills you still want/need to master, into a cohesive project of your choice.
- ITLS 5290 -- Multimedia Production for Instruction and Training, a capstone experience. This course is "A guided independent study (capstone) culminating in a project featured in a portfolio. Students will develop a project of their own choosing, exploring advanced topics from prior work &/or learning emerging or new technologies. Project management and interface design covered." The prerequisite requirements for this course are that you have learned two or more software applications (e.g., graphic manipulation, html, video editing, etc.)

This class is not lecture-based but rather provides a scaffolded set of preliminary and culminating assignments focused on your independent project proposal, development, and summary.

Textbook

There are no required textbooks for this class.

Students are also encouraged to consider:

- Prior class materials (especially from Tools classes, or any Development Oriented classes).
- Other experiences or projects that have been created over the course of your program.
- Example [student projects](http://itls.usu.edu/current/projects) (<http://itls.usu.edu/current/projects>) from prior semesters

We will move very quickly through the initial portions to give you as much time as possible for your project. Although there is some flexibility in pacing (e.g., you can work ahead) it is your responsibility to stay current with the class deadlines.

Assignments

This course is graded on a pass/fail basis.

The following is a short description of each assignment.

Each assignment starts with a corresponding **module**. All assignments are submitted via public **discussions**. Several written assignments (graded P/F) are due for the first few weeks, as you describe and plan your project. Then there is time to work on the project and the final report is due on the last day of classes.

1. Project Goal, Problem Statement, Purpose, and Objectives, 2-4 pages

The project proposal includes a project description and problem statement. This defines the project you will complete and how it helps address a problem that you care about. This section can also include project purpose or objectives.

2. Procedures or Methods for designing or developing the project, 2-4 pages

You will provide a description of the activities you will be performing as well as an timeline of the major milestones:

1. Describe the activities needed to perform each task in your Scope of Work
2. Create a timeline with identified phases or stages of the project
3. Describe your Evaluation Plan, if any

3. Full Project Proposal, 8-13 pages.

This document includes the previous sections with necessary revisions. Thus, the document includes the following sections:

- Introduction, project description, problem statement, purpose
- Procedures used in your project, including timeline with specific milestones
- Storyboard or prototype screenshots, if any
- Evaluation plan, if any
- References in APA format

4. User-centered design study, 2-4 pages

Conduct a user-centered design study (UCD) with real, live people and consider how project scope will be revised based on findings.

5. Final Project Write-up, 4-7 pages.

The final project write-up will contain the following elements:

- An introduction where you re-state the purpose of the project. As appropriate, give personalized background on the project itself, relevant background on yourself, and your relationship to the project.
- A description of the project with enough information someone could follow in your footsteps and re-create your work. Include screen shots or links to the project, as appropriate.
- A conclusions section where you discuss what you learned as a result of completing this project.
- Recommendations for students embarking on a similar project or lessons learned.
- A link to or zip file of the project.

Grading Scale and Late Submissions

- This class is graded on a Pass/Fail basis.
- Late submissions after **1 week** will **not** be accepted.














Course Objectives (Aligned with the IDEA Course Evaluation System)

- **(III) Application of Learning, Professional skills** - Borrowing on material learned throughout prior coursework or experiences, articulate a well-crafted proposal, execute the promised work, and write a cogent summary highlighting key lessons learned.
- **(IV) Developing specific skills and competencies needed by professionals in the field** - Planning, proposing, and implementing a project plan; reflecting at the completing about lessons learned and guidelines for others
- **(IX) Learning how to find and use resources for answering questions or solving problems**— Searching for appropriate (relevant, trustworthy) literature (broadly defined) related to project efforts.

USU & Course Policies

- USU course policies: <http://www.usu.edu/provost/faculty-life/syllabus.cfm>
(<http://www.usu.edu/provost/faculty-life/syllabus.cfm>)
- Student Services: <http://www.usu.edu/student-services/> (<http://www.usu.edu/student-services/>)
- Provost's Office Diversity Resources: <http://www.usu.edu/provost/diversity/>
(<http://www.usu.edu/provost/diversity/>)

Course Summary:

Date	Details	
Fri Jan 12, 2018	 Getting to Know You https://usu.instructure.com/courses/490085/assignments/2376561	due by 11:59pm
Fri Jan 26, 2018	 Project Discussion: Project, Problem, & Purpose https://usu.instructure.com/courses/490085/assignments/2376560	due by 11:59pm
Fri Feb 2, 2018	 Project Discussion : Procedures, Methods, Milestones https://usu.instructure.com/courses/490085/assignments/2376558	due by 11:59pm
Fri Feb 9, 2018	 Project Discussion : Full Project Proposal https://usu.instructure.com/courses/490085/assignments/2376563	due by 11:59pm
Fri Mar 16, 2018	 Project discussion: User-centered design study https://usu.instructure.com/courses/490085/assignments/2376557	due by 11:59pm
Fri Apr 27, 2018	 Project Discussion : Final project write-up https://usu.instructure.com/courses/490085/assignments/2376564	due by 11:59pm
	 Creative Project Discussion 4: Midpoint Check-In https://usu.instructure.com/courses/490085/assignments/2376562	
	 Full Creative Project Proposal https://usu.instructure.com/courses/490085/assignments/2376565	
	 Full Creative Project Summary-FINAL VERSION https://usu.instructure.com/courses/490085/assignments/2376566	
	 Portfolio (https://usu.instructure.com/courses/490085/assignments/2376567)	
	 Problem and Purpose Assignment https://usu.instructure.com/courses/490085/assignments/2376568	
	 Project Discussion 2: Theoretical Framework & Literature Review https://usu.instructure.com/courses/490085/assignments/2376559	
	 Theoretical Foundation & Review of Literature https://usu.instructure.com/courses/490085/assignments/2376569	