

# Seminar in Learning Design and Technology

## Education 229C

3 Units

### Rationale for the Course

The curriculum for Learning Design and Technology students will focus on six areas:

- Learning, cognition, and development
- Design principles for technological learning environments
- Technological literacy and skills
- Research methods and evaluation
- Curriculum and content
- Organization structure and operation

The seminar will serve as a forum for students to discuss important elements of learning, design, and technology related to coursework, intern experiences, and interests. The seminar will serve to integrate the learning experience in the LDT program by presenting a series of problems in the design of learning environments. Students will be expected to complete design charrettes--small projects--focusing on limited aspects of the overall LDT design process. Readings about important topics will supplement hands-on experiences.

### Course description:

Each seminar will require that students navigate through one or more design sequences in learning environments rooted in a practical problem. Topics in learning, design and technology will be examined from a theoretical as well as practical, application perspective through readings and hands-on development as a team-collaborative effort.

### Requirements:

- Attendance and participation in the seminar and in an electronic discussion group.
- Demonstration of abilities to apply Learning and Design principles to solve relevant learning problems using appropriate technology.
- Journals; portfolios; written documentation of project components (plans, flow charts, etc.); specifications of product and other related documents and materials; regular progress reports presented to the seminar (as relevant to specific problems).
- Products or project prototypes presented to seminar. The presentations will include an oral and written elaboration.
- Pro-active, entrepreneurial assumption of responsibilities
- Demonstration of ability to work individually as well as collaboratively.

## Topics:

There are several issues to be addressed during the quarter. First, we will examine issues of multimedia learning and how one determines if and when uses of multimedia information are warranted. Second, students will apply a set of design principles to represent information graphically. Third, students will participate in a project looking at how **text** information can be presented most effectively. Finally, there will be discussions of learning environments and how they can be realized in new and innovative ways. These discussions will focus on fictional accounts of learning environments, new developments, and underutilized technologies.

## Assignments:

There will be three assigned charrettes.

The Tufte charrette is described [here](#)

The second charrette is a text project. The purpose of this project is to learn about how text is best presented in a variety of (other) technological contexts. It can be part of the LDT project or it can be something entirely unrelated.

The final project will be a discussion of The Diamond Age. More details will be available later.

## REFERENCES (The following list includes both 'required' (\*) and optional readings.)

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