NTID Scholarship Symposium
January 21st, 2016

Using Multimedia Instruction in the Technical Classroom

by

Professor Jim Mallory
Multimedia Instruction Evolution

- VHS tapes
- CDs
- DVDs
- Second Life on RIT’s Campus
- Other
Normal Student Approach

Don’t Read Carefully → Details
Preferred Student Approach

Read Carefully → Overall Concept → Understand Carefully
Implement Details via Virtual Lab
Preferred Student Approach

DRAWING

Read
Understand
Implement
Carefully → Overall Concept → Details
Success Doing this Using Testout® Virtual Software

1. Read Problems thoroughly
2. Draw what implementing
3. Make connections in Virtual Lab
4. If successful go to next module,
Success Doing this Using Testout® Virtual Software

1. Read Problems thoroughly
2. Draw what implementing
3. Make connections in Virtual Lab
4. If successful go to next module, otherwise
Pros

- More time-on-task by students compared to traditional books, labs
- Students embrace virtual world (grew up with gaming, multimedia)
- World-of-Work Situations Virtually
- Don’t use up valuable lab resources
Pros

- Students do it with anytime/anyplace access
- Follows “Flipped” and “Blended” classroom educational models
- Assessment at each module to check student progress
- Economical
Cons

- Learning Curve for Faculty, Students
- Not always intuitive at first
- Admin problems had to be solved in the beginning
- Used in conjunction with other classroom activities, not stand-alone learning
Let’s see some Virtual Labs Now!

Network Virtual Lab 0.2.2
0.2.4
Questions?