Abstract

During 1998-99, BYU Broadcast Services Division developed a digital media teaching resource for faculty and students of Civilization 201/202 courses at BYU. A project team was organized with 1 full-time project manager, a part-time associate project manager, graduate student instructional designer, and 6-8 student graphic artists, researchers, production managers, and technical assistants. During the production of more than 6000 digital media objects, the team also created a multimedia project development process that has become a model for future courseware development efforts at BYU. Project conclusions highlighted the following recommendations: Capture what is currently being done in the class. Then establish course instructional objectives with the faculty member. As the team works to assess digital media needs, identify areas or concepts that difficult to teach using traditional methods. Digital images used to replace slides in the classroom were no more effective than the slide itself. But they were often easier to use and thereby were of value. But digital media proved to be particularly effective when trying to teach difficult concepts. Poster will include demonstration of process.