Abstract
Developing multimedia-based courseware can be a very positive experience for students as members of a student development team. The roles of the student development team would be many. They would develop a contract with the content expert. They would develop a time line of activities and a production finish date. Development activities include organizing, flowcharting, story boarding, and authoring. They would arrange for and produce video, audio, and other forms of media. A learner verification review with potential users of the product is an extremely important and useful step. Multimedia development can be a totally self-directed and problem solving experience for those involved. The role of the facilitator and content expert is to be responsible for determining goals and objectives for the content, and also to oversee the team's progress. The facilitator's responsibility is also to provide equipment and advice for development.