Choosing Effective Hypermedia in Teaching and Learning

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Abstract: HyperStudio has been used in schools for many years to create interactive multimedia projects with elements of text, graphics, video, and audio connections in such a way that users can easily move within the information. Since diverse technologies have been developed for the purpose of improving teaching and learning effectiveness recently, there are more opportunities for educators to evaluate, select and implement more effective multimedia computer software to create an interactive and exploratory learning environment for students. A multimedia English language project will be created both by HyperStudio and other multimedia software. This poster will make a comparison between HyperStudio and other available multimedia computer software by showing the features which are not available in HyperStudio but would be beneficial sources for teachers and students.

Introduction

HyperStudio has been used in schools for many years to create interactive multimedia projects with elements of text, graphics, video, and audio connections in such a way that users can choose the pathway that is unique to their own style of thinking and processing information. But there are some questions raised recently: can HyperStudio make a project that combines the dramatic developed information technology with its original components? If it can’t, is there other multimedia software that can be used in school settings to substitute for HyperStudio and do a better job?

Since the dramatic development of the Internet and computer software, diverse educational technologies have been developed for the purpose of improving teaching and learning effectiveness. Consequently, there are more opportunities for educators to evaluate, select and implement effective multimedia computer software to build an interactive and exploratory learning environment to enhance multiple intelligence of the authors and the viewers. In order to make a better presentation about the same functions between HyperStudio and other multimedia software and what better features the other software can provide, one multimedia English language project will be created both by HyperStudio and another multimedia software. The author will make comparisons between the project made by HyperStudio and the project made by another multimedia software. The comparison will include introducing their features of editing, export options, multimedia and activities, pictures, video, sound and support, design tools, visual programming, and the Internet compatibility.

The multimedia English language project will work as a computer package that provides additional resources for classroom instruction and help learners to achieve their learning goals. It also can be used as a tool to improve learners’ motivation and create a learner-centered environment. Both of the multimedia English language projects that are created by HyperStudio and another software will have the same content, goals, objectives, graphics, sound, and video clips to increase the validity of the project.

When present in the Poster session, the author will use a computer screen and paper to show the similarities and differences of the multimedia English language projects created by HyperStudio and another software. The audience will be informed of the features which are not available in HyperStudio but would be beneficial sources for teachers and students.