Genesis of a CD-based Authorware application: Lessons learned from six years of design and development

Patricia Ryaby Backer, San Jose State Univ., USA

The current paper describes the design, development, and evaluation of self-paced multimedia modules that are used in an advanced General Education course at San Jose State University. The design and development cycle of these modules began in 1994 and encompassed four major revisions. The General Education course, Technology and Civilization (TECH 198), is designed to introduce students to the realm of history and usage of technology in society and to increase their awareness of both the uncertainties as well as the promises of the utilization of technology as a creative human enterprise. The most recent version of the software (version 4.2) is used in lieu of classroom instruction. This presentation will display the evolution and evaluation of these multimedia modules over time. A focus will be on the lessons learned from the years of multimedia development.