

Media Evolution

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Purpose:

This poster outlines the evolution and potential future of multimedia in education.

Educational Applications:

Provides a framework for students to engage in their learning anywhere anytime. Learners have access to all forms of multimedia, be it hypermedia, transmedia, or adaptive hypermedia to learn what they want to know and just in time to apply it.



Figure 1: Using technology on a fishing trip to access information about fishing to combine experience and research for cognitive growth.

Future

Predictive software based off of student searches in databases could provide resources and multimedia linking to help students research topics and have individualized instruction based on what they click and how they respond



Types:

Multimedia – communications including combinations of text, video, and animation

Hypertext – linked paths to navigate through content

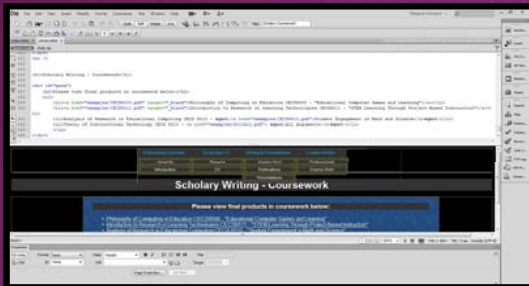


Figure : Shows webpage editing software with the hypertext links shown at the top and what users see at the bottom.

Hypermedia – the combination of hyper-linking multimedia together

Transmedia – contain elements of hypermedia, print materials, games, stories, that can be accessed across a variety of mediums

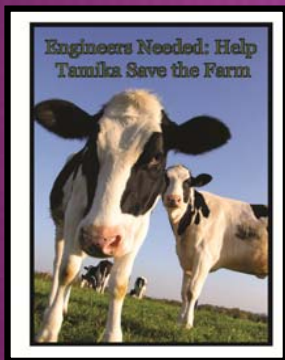


Figure 3: An example of transmedia print book



Figure 3: QR code to the transmedia books website

Adaptive Hypermedia – changes the links and media available based on previous selections

Examples:

Students can interact with stories through hypertext creating a learning environment that mimics real life of cause and effect, includes multimedia student feedback, and a way for teachers to analyze their problem-solving skills based on the data it gathers

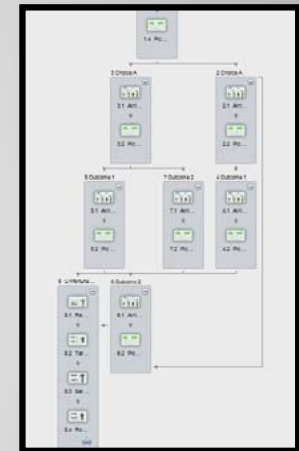


Figure 4: Software outline that allows students to make choices that determine the storyline, experiencing various types of media as the story or educational experience continue



Figure 5: Sample pages from the transmedia book "Engineers Needed: Help Tamika Save the Farm" that uses QR codes to link students to math practice and information on the internet.