



Erasmus+



# Multimedia in education

Brief introduction of tool (use) background

# Why use Multimedia in Education?



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**Because students are communicating with multi-/social media – daily**

**<https://www.youtube.com/watch?v=PB99MjUz7YQ>**

# Why use Multimedia in Education?

## Definition:

*“Multimedia is the exciting combination of computer hardware and software that allows you to integrate video, animation, audio, graphics, and text resources to develop effective presentations on an affordable desktop computer » (Fenrich, 1997)*

## The tools:

- Text
- Video
- Sound
- Graphics
- Animation

## Why use Multimedia in Education?



# Why use Multimedia in Education?

- Engage the senses – learning subconsciously
- Make learning situated and personal
- Work at own pace and control their learning path
- Learn from an infinitely patient tutor
- Actively pursue learning and receive feedback
- Create social impact through ‘something to share’

# Who benefits from it?

- **Learners and Teachers:**
  - ✓ Allows for creative work/empowers instruction
  - ✓ Saves time for more challenging topics
  - ✓ Replaces ineffective learning activities
  - ✓ Facilitates and develop a community of learners through online ice-breaker activities
  - ✓ Increases student contact



## What are the setbacks?

- Accessibility to multimedia-capable machines and related software
- Development costs
- Costs to replicate these at home
- Plagiarism

***“If you steal from one author, it's plagiarism; if you steal from many, it's research.”*** Wilson Mizner

- Creativity
- Reluctance due to a lack of skills
- Misleading and poor quality/unreliable information
- Obsolescence



« *Educational technology is not and never will be, transformative on its own, ...computers cannot replace teachers- teachers are the key to whether technology is used appropriately and effectively.* » **Carlson and Gadio 2002**





## THE “GAME TEAM”:

**Valida Mechri - coordinator**

**Tobias op den Brouw - architect / technical lead**

**Mounir Bennacer - web developer**

**Cédric Rumiano - web developer**

**+Graphic designers**



Questions we are continuously asking ourselves to be able to build the internet tool:

- Who will be the users of the tool (the main 'stakeholders')?
- What will be the design of the tool, to make it visually attractive?
- What will be the actual content of the tool?

Questions that have been answered (we will show you):

- What kind of multimedia (relevant to our target groups) will and can we use?
- What will be the scope of the internet tool?
- Is there budget enough to create everything we want?

**BIENVENUE DANS LE MONDE DES POSSIBLES**





## Our 'answers' about **stakeholders**:

A stakeholder is a person or a group of persons who has/have interest in the results of a company's decisions and actions. For instance:

- Schooling institutes
- Students
- Company Employees
- Company Owners
  
- Governmental organizations
- NGO's
- Investors
- Stockholders
- Banks & insurance companies
- People living in the direct neighborhood
- Media

