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Technology Enhanced Instructional Methodologies

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INSTRUCTIONAL METHODOLOGIES

There are many types of instructional methodologies educators can implement in their classrooms. Through the course of Introduction to Multimedia, the participants have learned about ways to use technology to enhance their instruction. This paper will discuss just a few of these methods.

Introduction

Instructional methodology is the way educators teach and should include several senses and motivate more than one learning style (Riggs, 2005). The methodologies educators use should include tools that use seeing, hearing, saying, and writing. Technology can now truly enhance the seeing and hearing senses in methodologies.

Technology Enhanced Methodologies

Just a few of the technology-enhanced methodologies educators can use include videos, animations, graphics, games, and simulations (Air Force Institute, 2005). Videos obviously stimulate the visual learners, but it also helps the learner who needs to hear the information in order to synthesize it. Videos may show a process the class is learning about, a history lesson, a biology lesson, or even a play the students have just read. While the visual learner may love watching the video, other learners may be bored watching it. The instructor should consider using this as an alternative to another methodology for the same material.

Animations are similar to videos, but are usually much shorter and are in a Flash format or some other computer video format. Animations are good ways to reinforce pointed objectives of a lesson plan. Animations could be used very well in online courses, whereas videos would be more difficult to use due to their length and file size.

Graphics are excellent in the online classroom as instructional methodologies. Classroom Management Systems, such as WebCT, have image databases built into their system so instructors can upload photos or graphics to their course to emphasize points in the lesson plans. Nursing instructors commonly use graphics to demonstrate wounds or ailments. In the traditional classroom, these graphics may be on papers, posters, or overhead projectors in PowerPoint presentations.

Games are an excellent way to reinforce skills in a classroom. It allows the student to put to test the information he or she has learned in the classroom. This has come to replace to old “drill and kill” games many of us grew up with. Games now include educational elements such as mathematics, spelling, reading, history, geography and more. WebQuests are the newest “games” on the block and place the student in a scenario they must research to answer. WebQuests are usually in text format using limited graphics and videos to support the Quest.

Simulations are not just games, but actually give the student a real-time sense of the project or learning points presented in the lesson. Nursing instructors are using simulations more now than ever before. Nursing instructors can create a simulation allowing the nursing student to take a pulse, insert an IV, or even diagnose an illness. Simulations are becoming easier to create with the introduction of software such as Captivate by Macromedia. Simulations are usually in a Web format such as Flash and are very easy to incorporate into an online course, in addition to being useful in the traditional classroom.

As technology becomes less expensive and easier to use, all these instructional technologies will be used in the classroom more. The learners’ needs and individual learning styles will be met more easily by the use of these methodologies.

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