

# **CREATING LEARNING INTERACTIONS WITH DREAMWEAVER AND COURSEBUILDER**

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## **The Problem:**

Designing learning interaction is one of the key elements of developing instructional multimedia. The well-designed interactions between learners and learning materials could enhance learning. Designing learning interactions, however, is not easy, especially for faculty. It often requires advanced skills to deal with complicated multimedia authoring programs. Even if they want to learn the skills, the steep learning curve would easily make them give up their efforts. It is difficult for university faculty and teaching assistants to carve out large blocks of time to acquire new skills. They want technologies that can give them a large benefit from spending a minimal amount of time. It is particularly difficult for them to achieve their teaching objectives using interactive multimedia.

## **Objectives**

This workshop is to teach how to create interactive multimedia and learning interactions on web pages using Dreamweaver's built-in functions and its extension, CourseBuilder, which instructors can easily learn and use without knowledge of DHTML and JavaScript.

## **Intended Audience**

Though the main target audience of this workshop is university faculty, this workshop will also appeal to instructional designers, technologists, faculty development specialists, instructional librarians, and graduate assistants who support the faculty in integrating technology with teaching.

## **The Rationale:**

Creating web pages is relatively easy with WISWIG web authoring programs such as Dreamweaver. A large number of instructors have been able to design web pages for their classes. For most, however, the effort is limited to creating static web pages. It is mostly for posting course documents, such as syllabi, course schedules and documents. Even if they add multimedia to web pages, it would be just for playing audio or video clips. Delivering information is not to insure learning and it can be enhances with certain type of interaction.

Designing learning interactions can be more easily done using web page design tools than with multimedia authoring tools. Even so, creating learning interaction is still difficult if you have to work with DHTML and JavaScript codes. Using built-in JavaScript functions and Image Map and Layers functions in Dreamweaver, eliminates the steep learning curve. Faculty can create learning interactions that help them achieve their teaching objectives. They can create learning interactions in their own creative ways. If they want to create learning interactions including for assessment or design online quizzes with multimedia, they can use CourseBuilder, a Dreamweaver extension, which requires no knowledge of DHTML and JavaScript.

**Workshop Content:**

This workshop will be a half-day hands-on training of easy-to-use methods to create learning interactions and interactive multimedia with Macromedia Dreamweaver. It will consist of two sections, Dreamweaver Behavior and its extension, CourseBuilder.

1. In the first section, participants will produce a quiz by creating three types of DHTML interactions, Show-Hide Layer, Drag Layer, and Set Text of Layer with Dreamweaver behaviors, which make creating these interactions easy without knowing HTML or JavaScript. They will also have a sense of DHTML's capabilities in building instructional interactions.
2. The second section will introduce an easy method of adding learning interactions to web pages without knowing HTML or JavaScript. Participants in this workshop will learn how to create Multiple Choice, Drag and Drop, and Explore interactions, which are useful in online learning applications as assessment questions and knowledge checks, using CourseBuilder.

**Benefits**

Participants in this workshop will acquire basic Dreamweaver skills for creating interactive web and multimedia educational materials. Most of all, they will realize how easily they can create learning interactions.

**Prerequisite skills**

This workshop was provided to university faculty as a faculty development workshop. Many of the workshop participants had no skills in HTML, DHTML, and JavaScript. Those who had previous experience of creating basic web pages with a WISWIG web editor, such as Netscape Composer, FrontPage or Dreamweaver learned new skills more easily than those who had no experience. Thus, basic web page design skills with a WISWIG web editor, such as Netscape Composer, Microsoft FrontPage or Macromedia Dreamweaver, are recommended.

**Number of attendees that can be accommodated**

Limited to 10 attendees due to the hands-on nature of the workshop.

**Instructor Qualifications**

Presenter: Dr. Park is the Curriculum Support Specialist at the Faculty and Curriculum Support Center (FACS) in the Dahlgren Memorial Library of Georgetown University Medical Center. He instructs, supports, and guides the medical school faculty and staff in integrating technology with their teaching and research activities. He is specialized in web-based instruction and interactive multimedia. He teaches regular faculty development workshops for multimedia training at the FACS Center. For the last five years he has co-led the multimedia thematic track of the Center for New Designs, Learning and Scholarship's Technology Summer Institute for Faculty.