

## Development

<b>Domain of Instructional Development</b>			
<b>MIT Competencies</b>	<b>Job Qualifications</b>	<b>Artifacts</b>	<b>Rationale</b>
Develop projected and non-projected graphic instructional materials.	<p>Apply multimedia design principles.</p> <p>Design and develop multimedia product.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>-- Universal Reader Project at Ashley High School</b></p> <p>MIT 511: Multimedia Design and Development  <b>-- Shanghai Tour Web Site</b></p>	These two products illustrate my experience of using interactive technology tools such as Dreamweaver, Captivate, to develop products.
Demonstrate ability to produce audio scripts and audiotapes.	Have experiences with audio scripts.	MIT 500: Instructional System Design-Theory and Research <b>-- Universal Reader Project at Ashley High School</b>	The module demonstrates producing audio scripts in conjunction with content of the module.
Demonstrate the ability to produce still and motion photographic instructional materials, including knowledge and competencies in: film characteristics, camera operation, exposure, darkroom processes, lighting and color photography.	<p>Have experience planning, shooting, and editing video projects.</p> <p>Have experience writing script and critique.</p>	<p>MIT 516: Instructional Video Design and Production  <b>-- What They Leave Behind</b></p> <p>MIT 511: Multimedia Design and Development  <b>-- Shanghai Tour Web Site</b></p>	The artifacts demonstrate my skill of producing still and motion photographic materials. In the video product, I produced video and still picture appropriate for the theme of the materials. In the MIT 511 project web site, I created buttons, banner, short flash, and short video using Fireworks, Flash, and Camera.
Demonstrate knowledge of the principles of perception and visual learning applicable to the design and production of photographic instructional materials.	<p>Have experience developing photographic instructional materials.</p> <p>Develop multimedia materials using principles of multimedia design.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>-- Universal Reader Project at Ashley High School</b></p> <p>MIT 511: Multimedia Design and Development  <b>-- Shanghai Tour Web Site</b></p> <p>MIT 516: Instructional Video Design and Production  <b>-- What They Leave Behind</b></p>	These artifacts demonstrate my experience of conducting interface design by using web-based development tools such as Captivate, Dreamweaver, Adobe premiere, and Blackboard Vista.

<p>Demonstrate knowledge of computer utilization practices and the ability to apply them in instructional settings including: computer literacy, software selection and evaluation, instructional management, hypermedia development and distance learning.</p>	<p>Design and develop online courses.</p> <p>Develop courses using learning management system.</p> <p>Work with computer technologies.</p> <p>Use management tools in implementing instructional solutions.</p>	<p>MIT 515: Web Teaching-Design and Development  <b>-- Web-based Course through Blackboard Vista</b></p> <p>MIT 522: Organization and Management of Instructional Technology Programs  <b>-- Integration of Interactive Software "Read On" at Lakeside School</b></p> <p>MIT 500: Instructional System Design-Theory and Research  <b>-- Universal Reader Project at Ashley High School</b></p> <p>MIT 511: Multimedia Design and Development  <b>-- Shanghai Tour Web Site</b></p> <p>MIT 516: Instructional Video Design and Production  <b>- What They Leave Behind</b></p> <p>MIT 510: Design and Development of Instructional Technology  <b>-- A commitment to customer service in the OIP</b></p> <p>MIT 520: Managing Instructional Development  <b>-- A proposed training project for using Blackboard</b></p>	<p>These artifacts illustrate my practice and capability of utilizing computer technologies in instructional setting and non-instructional setting.</p>
<p>Design and produce computer-based instruction including drill-and-practice and tutorial programs.</p>	<p>Have experience creating computer-based course or tutorial.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>-- Universal Reader Project at Ashley High School</b></p> <p>MIT 515: Web Teaching-Design and Development  <b>-- Web-based Course through Blackboard Vista</b></p>	<p>The artifacts illustrate my ability to produce computer-based instructional material in which I included self-paced and instructor-led activities for drill-and-practice.</p>
<p>Design and produce interactive multimedia systems.</p>	<p>Develop multimedia product using web-based development tools.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>-- Universal Reader Project at Ashley High School</b></p> <p>MIT 511: Multimedia Design and Development  <b>-- Shanghai Tour Web Site</b></p>	<p>The MIT 500 module was developed by Adobe Captivate to increase interactivity between learners and the content of the materials. The MIT 511 project website illustrates the use of various multimedia techniques that promote interactivity.</p>

<p>Develop curriculum and apply instructional technology to the curriculum at the systems level, the macro level and the micro level.</p>	<p>Develop instructional and performance solutions applying instructional design principles and system approach.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>- - Universal Reader Project at Ashley High School</b></p> <p>MIT 510: Design and Development of Instructional Technology  <b>- - A commitment to customer service in the OIP</b></p>	<p>These two products demonstrate my experiences of designing instructional solutions at the micro level and the macro level.</p>
<p>Demonstrate knowledge and ability to design and produce self-instructional modules, training manuals, instructor's guides and job aids.</p>	<p>Work with client, creating related self-instructional and training materials.</p>	<p>MIT 500: Instructional System Design-Theory and Research  <b>- - Universal Reader Project at Ashley High School</b></p> <p>MIT 510: Design and Development of Instructional Technology  <b>- - A commitment to customer service in the OIP</b></p>	<p>These two artifacts illustrate my ability to produce a self-instructional module and training materials such as training manuals, instructor's guide and student's guide.</p>
<p>Design and produce mediated instruction.</p>	<p>Develop mediated instruction using media-based development tools.</p>	<p>MIT 500: Instructional System Design-Theory and Research  - - Universal Reader Project at Ashley High School</p> <p>MIT 515: Web Teaching-Design and Development  <b>- - Web-based Course through Blackboard Vista</b></p>	<p>These two artifacts are designed to deliver instruction through computer technology, as one form of mediated instruction.</p>