

## Syllabus

1. **Course Title, style, and credit:** Digital Content Design, (x)lecture, ( ) Discussions ( )practice], 2 credits

2. **Appropriate grade level and Eligible Departments:** (x)1, (x)2, (x)3, (x)4, (x)5: ( ) School of Life Science, ( ) All Departments, ( ) Other ( )

3. **Lecturer(s):** Tsuneo YAMADA

Contacts to the lecturer (e-mail address, Tel and Fax numbers, and the office):

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4. **Time:** (Face-to-face)

As an intensive course held on Fridays of June and August 2007

5. **Place:** (Face-to-face)

8F Seminar Room, North Building, NIME

6. **Prerequisites and Styles**

Participants are expected to have the basic knowledge on Experimental Design and Basic Statistics.

7. **Contents:**

From the viewpoints of Humanities, Social Sciences and Information Sciences, varieties of digital content on various media are classified and the structure, functions and meaning are analyzed. In addition, technologies and strategies of the development and distribution are shown. After acquiring basic concepts and methodologies, each participant should find an adequate case, analyze it and report the results.

8. **Course objectives:**

1. To understand the structure, functions and meaning of digital content on various media, and to know technologies and strategies of the development and distribution
2. To understand the design and utilization which are optimized to the content of digital content
3. To acquire the skills of design and development for effective utilization of digital content
4. To know the trends of international standardization of digital content, especially learning object

9. **Schedule:**

Date (in case of face-to-face mode or synchronous e-learning mode)

Topic (in case the learning content is selected as materials in the interviews with participants)

- 1 SNS and learning content
- 2 Next-generation learning content 1: Analysis of excellences
- 3 Next-generation learning content 2: Analysis of excellences
- 4 Instructional design and learning theories 1
- 5 Instructional design and learning theories 2

- 6 Instructional design and learning theories 3
- 7 Learning Object: Reusable digital content
- 8 Technical standards of learning object 1
- 9 Technical standards of learning object 2
- 10 Distribution and reuse of learning object: Technical issues
- 11 Distribution and reuse of learning object: Business issues 2
- 12 Web2.0 and Technology-Enhanced Learning (TEL) 1
- 13 Web2.0 and Technology-Enhanced Learning (TEL) 2
- 14 Quality assurance of learning object
- 15 Prospects

As a rule, lectures are held in Japanese. In case all of participants are students overseas AND they request to have in English, the possibility is considered.

#### **10. Lecture materials and readings**

All the materials will be provided in the lessons.

#### **11. Grades:**

The grades will be given as either “passed” or “failed”, which is evaluated on the quality of the paper. Each participant must submit it to the lecturer before the announced deadline. The subject(s) of the paper must be one of the four important aspects that are presented in the above Course Objectives.

#### **12. Notes**

N/A