

Creating Media Assignments

- Have an objective
- Consider how you will measure efficacy
- Remind students of copyrights and use of credits and citations
- Provide students with examples of what you expect
*Be clear if the specific method and/or tools are required to achieve the learning objectives of the assignment.
Create an example yourself and identify the tools used.*
- Design for equal access
*Make sure the software and hardware your students will need is available to them. Be aware of Library and lab restrictions.
Consider accessibility for students with disabilities.*
- Consider your skills, time to learn tools, time to create activity
- Know your audience
Don't assume skills
- Test, test, test
- Focus on learning, not production
- Consider how students will get support
*Engage Library or other resources.
Do not become tech support.*
- Consider how the finished product will be accessed
- Consider any requirement or desire for persistence
- Get help:

Instructional Design: Aaron Zachmeier
azachmei@ucsc.edu

Digital Scholarship Commons: Rachel Deblinger
rdebling@ucsc.edu
Consultations Tuesdays 2-4PM

FITC: Leslie Kern
lekern@ucsc.edu
Walk-in M-F 9AM-5PM

Scheduled consults in the FITC, at your location, or via videoconference