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*