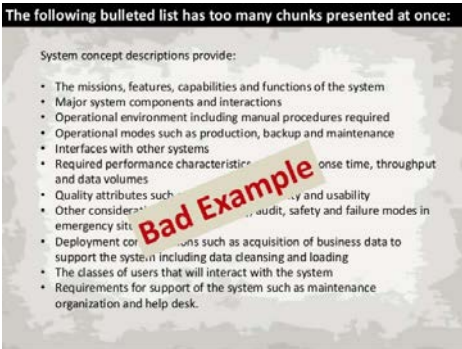
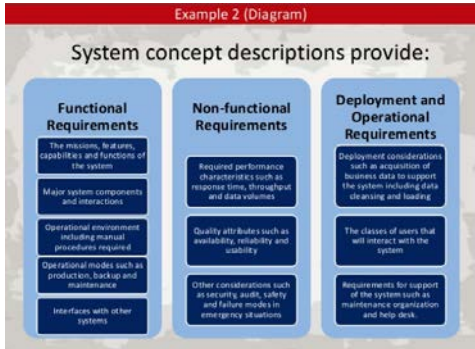



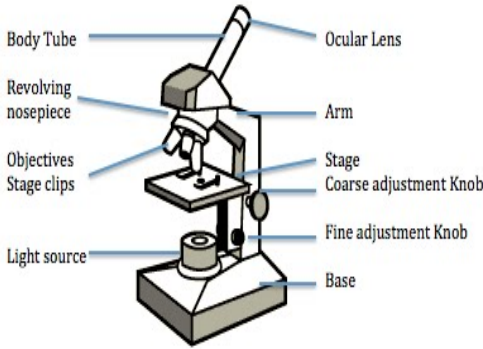
Managing Essential Processing - Increases Learning

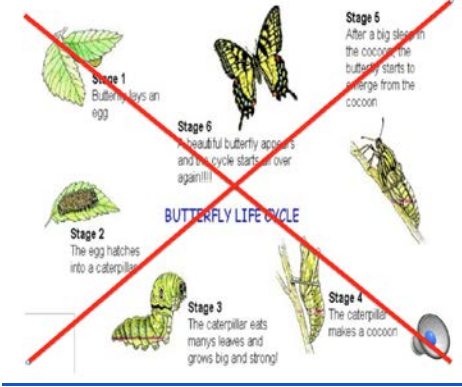
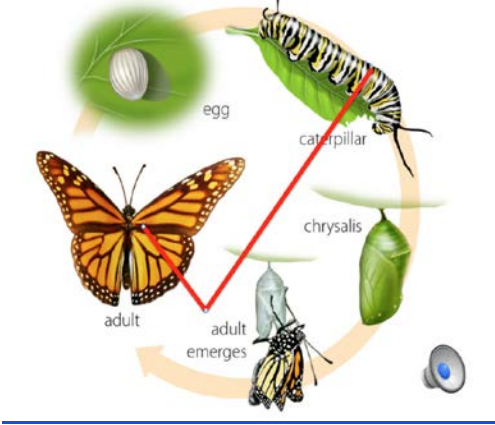
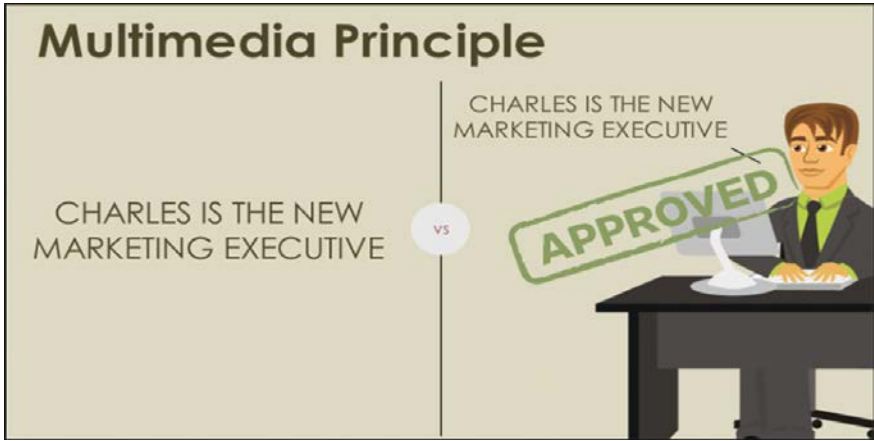
Principle	Meaning	Practical Application
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<u>Segmenting Principle</u>	People learn better when a multimedia message is presented in user-paced segments rather than as a continuous unit.	<u>Chunking</u> lessons into smaller segments is key! (Examples: Worked examples, list of steps, etc.)
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<p><u>Examples:</u></p>	<p>The following bulleted list has too many chunks presented at once:</p>  <p>Principle Violated</p>	<p>Example 2 (Diagram)</p>  <p>Principle Applied</p>
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<u>Pre-Training Principle</u>	People learn more deeply from a multimedia lesson when they know the names and characteristics of the main concepts.	<p>Creating Prior Knowledge (Examples: introduction of new terms such as in the example on the microscope below) is key to learning new knowledge.</p> <p>Great for beginner learners!!!</p>
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<p><u>Examples:</u></p>	 <p>Principle Violated</p>	 <p>Principle Applied</p>
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<p>Modality Principle</p>	<p>People learn more deeply from pictures AND spoken words than from pictures and printed words. Present words as speech rather than text whenever the graphic is the focus.</p>	<p>Pictures + Narration = Yes! Pictures + Words + Narration = No!</p> <p>If you think you have seen this before, you have! This principle is closely related to the Redundancy Principle!</p>
<p>Examples: (click on each image for the credit)</p>	 <p style="text-align: center;">Principle Violated</p>	 <p style="text-align: center;">Principle Applied</p>
<p>Multimedia Principle</p>	<p>People learn better from words and pictures than from words alone.</p>	<p>This one is simple! Using words (spoken or written) and images (pictures, graphics, etc.) double the chance of students learning!</p>
<p>Examples:</p>		
<p>Personalization Principle</p>	<p>People learn better from multimedia presentations when words are in conversational style rather than formal style.</p>	<p>Relax and have a conversation with students!</p>

Examples:

7. The Personalization Principle

This program is about what type of plant survives on different planets. For each planet, a plant will be designed. The goal is to learn what type of roots, stem, and leaves allow plants to survive in each environment.

You are about to start on a journey where you will be visiting different planets. For each planet, you will need to design a plant. Your mission is to learn what type of roots, stem, and leaves will allow your plant to survive in each environment.