

Analysis and evaluation of multimedia resources

Introduction

The traditional evaluation systems must be updated with the help of TICs. Thanks to the intervention of TICs these systems favor the efficacy and simplicity. Furthermore, these systems guarantee that evolutionary processes are objective and reliable by reducing the teacher's intervention. The teacher must know in which moment is necessary to use TICs in the most responsible way.



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Tasks

The objectives of this activity is to introduce the Bachiller pupils how to analyse and evaluate the multimedia resources, and, what is more, which of them can be use to stimulate the learning of the children.

The work will consist of a Microsoft PowerPoint presentation, where we will explain how to create an evaluation tool, with its objectives, finality and functions, in addition to the competences that are involved.

Futhermore, we will show the three most important quality criteria that should have a multimedia, as well as the resource's calification.

After that, and with the help of some volunteers, we will test some web pages that contains educative activities with games like questions, wordsearch puzzles, pictures and gifs, videos, etc. In addition, some questions will be done.

Finally, JClíc program will be download and after explaining its use, we are going to create one type of educative game relating to the topic 'Cities of the world'



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Process

Here, you can find some useful pages you can visit to clear up the doubts about the evaluation of multimedias, apart from some pages that contains games and resources that can be used in the classroom.



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Evaluation

For the evaluation of this activity we will take in count the interest showed in the explanation of the topic, the audience participation, the answers to the questions suggested after the presentation and last but not least, the educative game created with JClic program. It is important to remember that the creation of more than three diferent games (always concerning to the matter 'Cities of the world') will increase the final mark.



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Conclusions

With the execution of this activity, we expect the Bachillerato students to develop some knowledge about how to realise a multimedia evaluation, paying attention to all the quality criteria.

Moreover, they will be set out the guidelines to create an efficient educative game thanks to computer programs.

