# Chapter Questions: Assignment 5.1

1. Describe five benefits for students when they are allowed to create multimedia presentations in the classroom.
   1. These presentations stimulate the senses, making the information appealing and more likely to be processed and memorable within the brain.
   2. Active learning is promoted by making students take a part in their learning rather than being passive.
   3. Students will develop their knowledge and use of 21st century skills and learn when these skills can and should be used.
   4. Students will learn how to use technology ethically, including how to navigate copyright laws and fair use guidelines.
   5. Nonlinear thinking is enhanced, thus engaging students in the learning process.
2. What is the difference between linear and nonlinear multimedia?
   1. Linear multimedia processes from one slide to the next and promotes passive learning. Nonlinear multimedia jumps from page to links and promotes active participation.
3. What are five benefits that nonlinear multimedia presentations offer viewers?
   1. Allows students to develop complex schemata or mental models
   2. Enables students to use their knowledge in a flexible manner
   3. Allows the viewer choices on how they want to learn the information, making it personally more meaningful
   4. Views can choose to view only the information they need rather than having to view what they already know.
   5. Viewers can learn at their own pace as they explore information in a nonlinear environment
4. Explain copyright laws, public domain and fair use guidelines and describe how these terms relate to using multimedia in the classroom.
   1. Copyright laws give the creator of the work exclusive rights to the work. Public domain refers to media that is not owned or controlled and is therefore public property and free to use without restrictions. Fair use guidelines allow for limited use of copyrighted material without requiring the owner’s permission. These terms describe the rules and guidelines students and teachers must follow when using any ideas or creations that are not from their own brain in their multimedia projects.
5. What can students do to show that they are using multimedia resources ethically?
   1. Students can ensure they are using multimedia resources ethically by making sure to keep a bibliography and properly citing material.
6. Describe three benefits for teachers as they let students use presentation software in the classroom.
   1. Instruction is better communicated to students who have a variety of learning styles.
   2. These resources provide practice in facilitating learning, giving them experience with how to tailor the technology to meet the needs of their students.
   3. Differentiated instruction is easier to create as students guide their own learning at their own pace.