

# **Multimedia in Education**

**Economic and Technological Considerations**

**Robert McClintock**

**Director**

**Institute for Learning Technologies**

**Teachers College, Columbia University**

**525 West 120th Street**

**New York, NY 10027-6625**

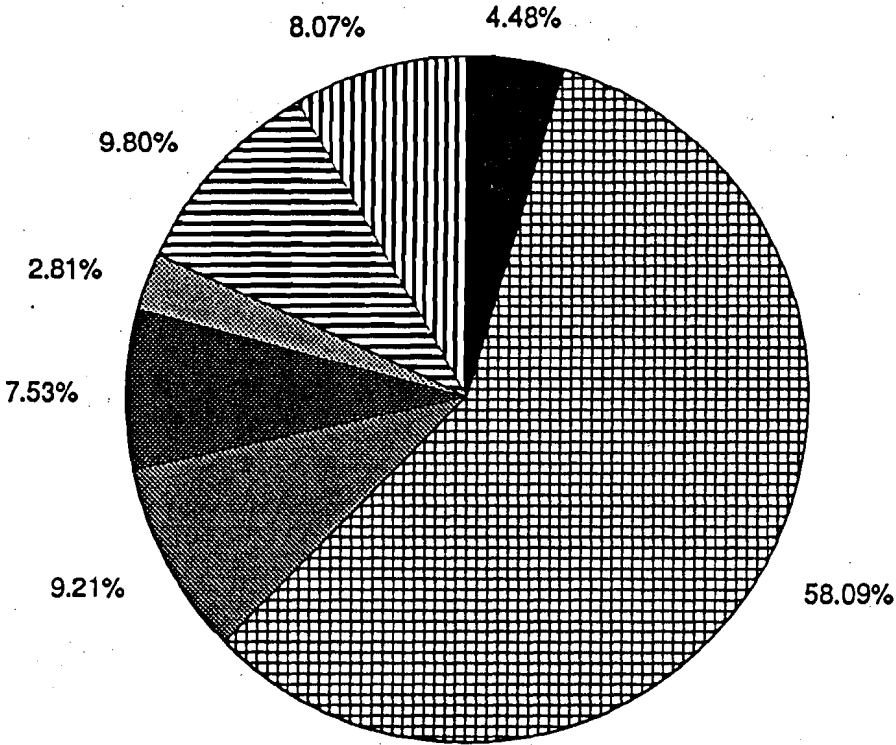
**212 678 3375**

**[rom2@cunlxf.columbia.edu](mailto:rom2@cunlxf.columbia.edu)**

## **Basic Points**

- **Multimedia will involve systemic change in education.**
- **Systemic change will occur as we learn how to use capital investment to make the work of **students** more creative and productive.**
- **Study Support Environments will involve three key components --**
  - **Powerful motivational queries and simulations**
  - **High quality, comprehensive, multimedia informational resources**
  - **Very high-speed wide-area-networks.**

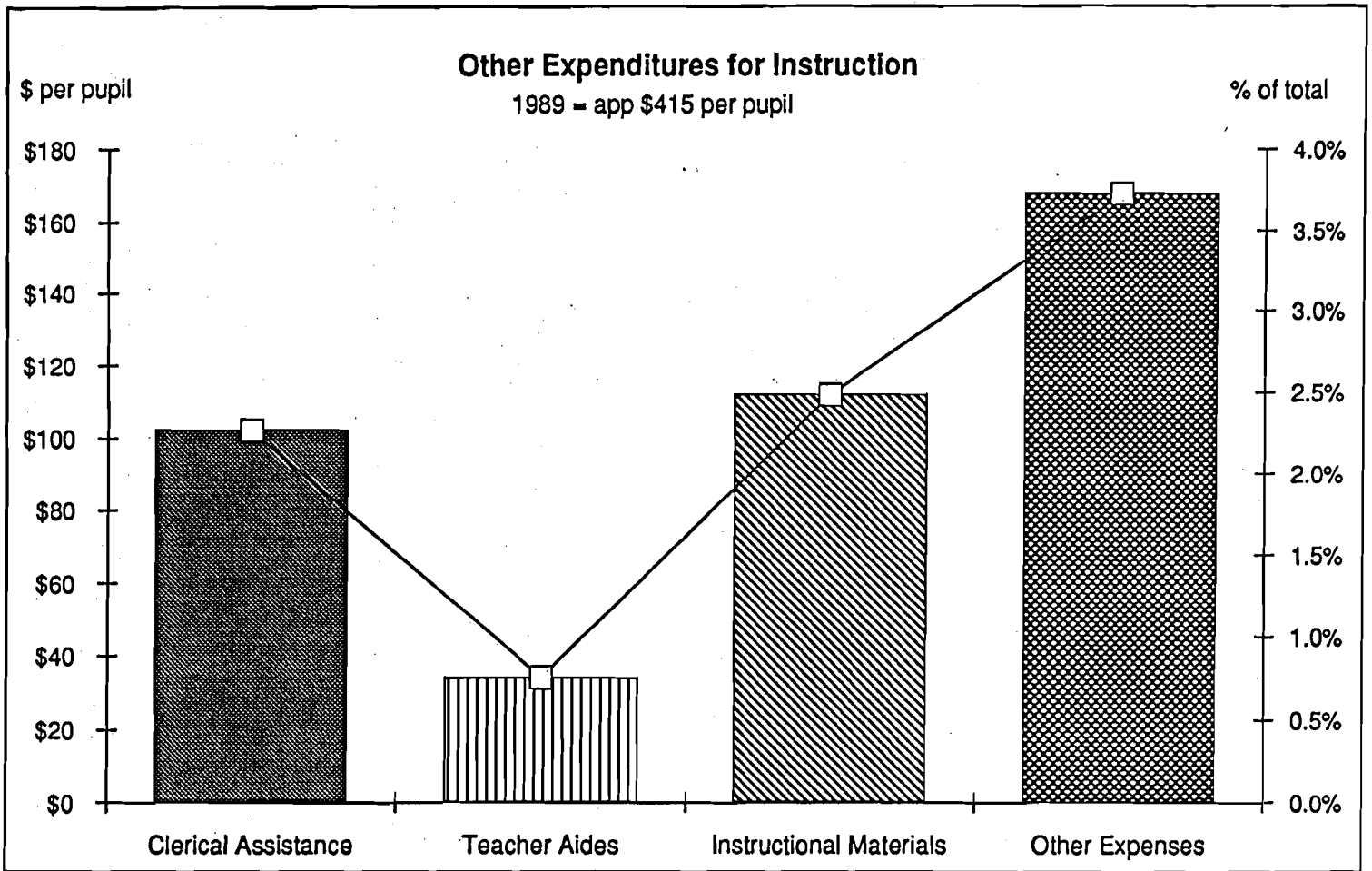
### Public Elementary and Secondary Expenditures by Function



1989 total = \$185,983,000,000

1989 per pupil = \$4,509

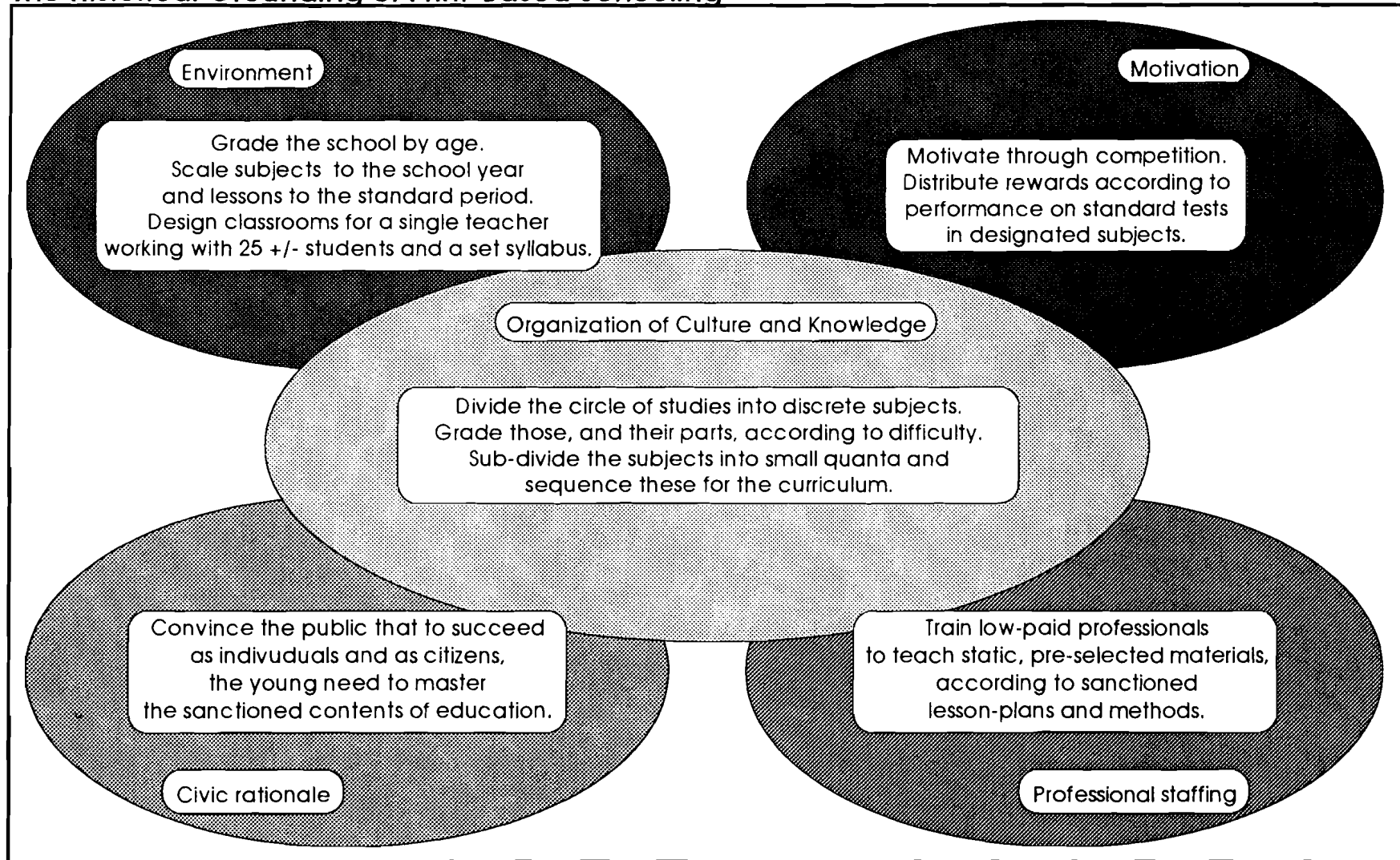
- Administration (\$202)
- ▣ Instructional Salaries (\$2,619)
- ▤ Other Instruction (\$415)
- ▥ Plant Operation (\$340)
- ▦ Plant Maintenance (\$127)
- ▧ Fixed Charges (\$442)
- ▨ Other Services (\$364)



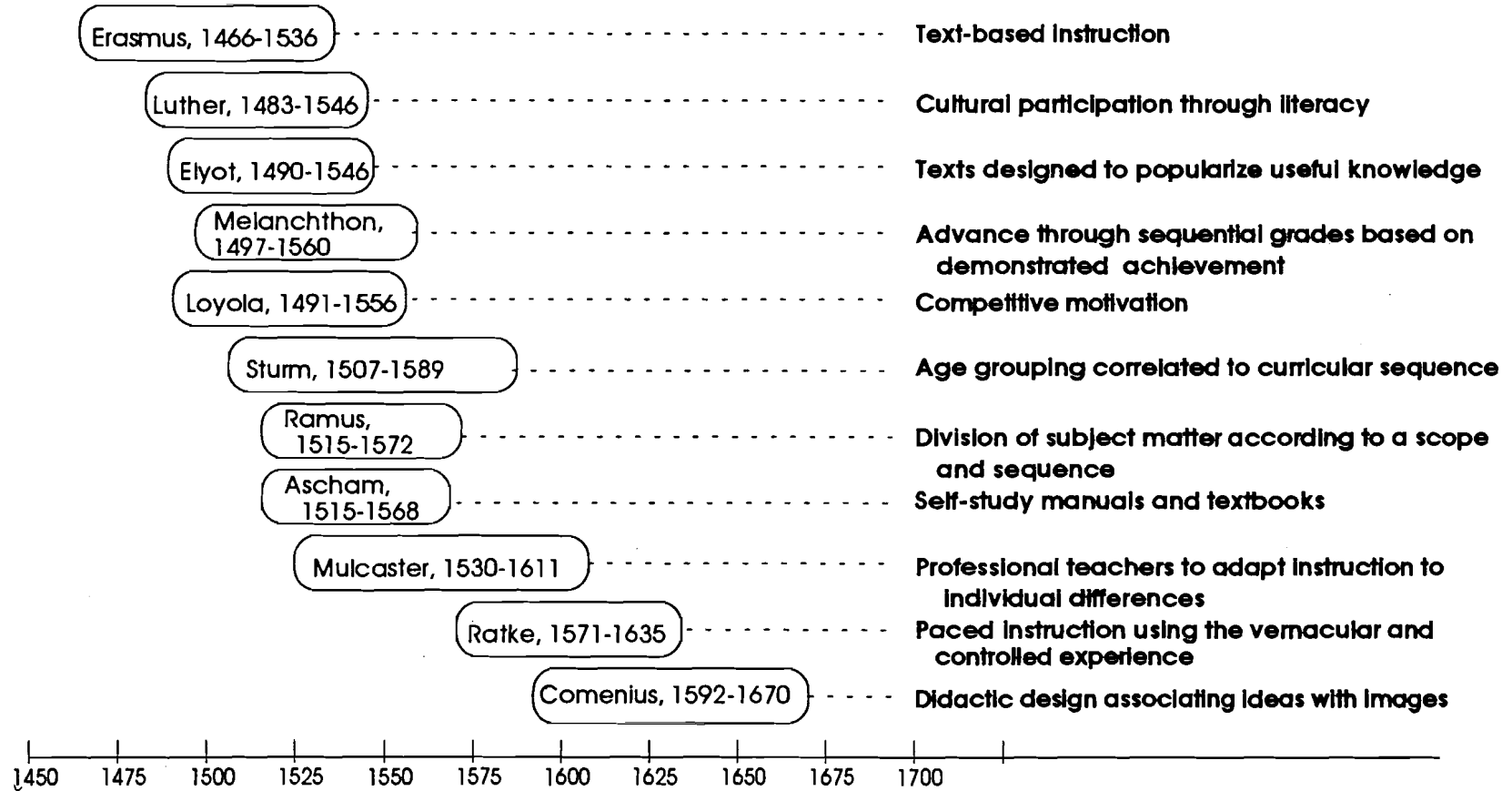
**"Instructional Materials" comprise**  
 Free Textbooks \$32  
 School Library Books \$21  
 Teaching Supplies \$60

*Learned*  
↑  
*Go to*  
*next,*  
*from book*  
*read*

## The Historical Grounding of Print-Based Schooling

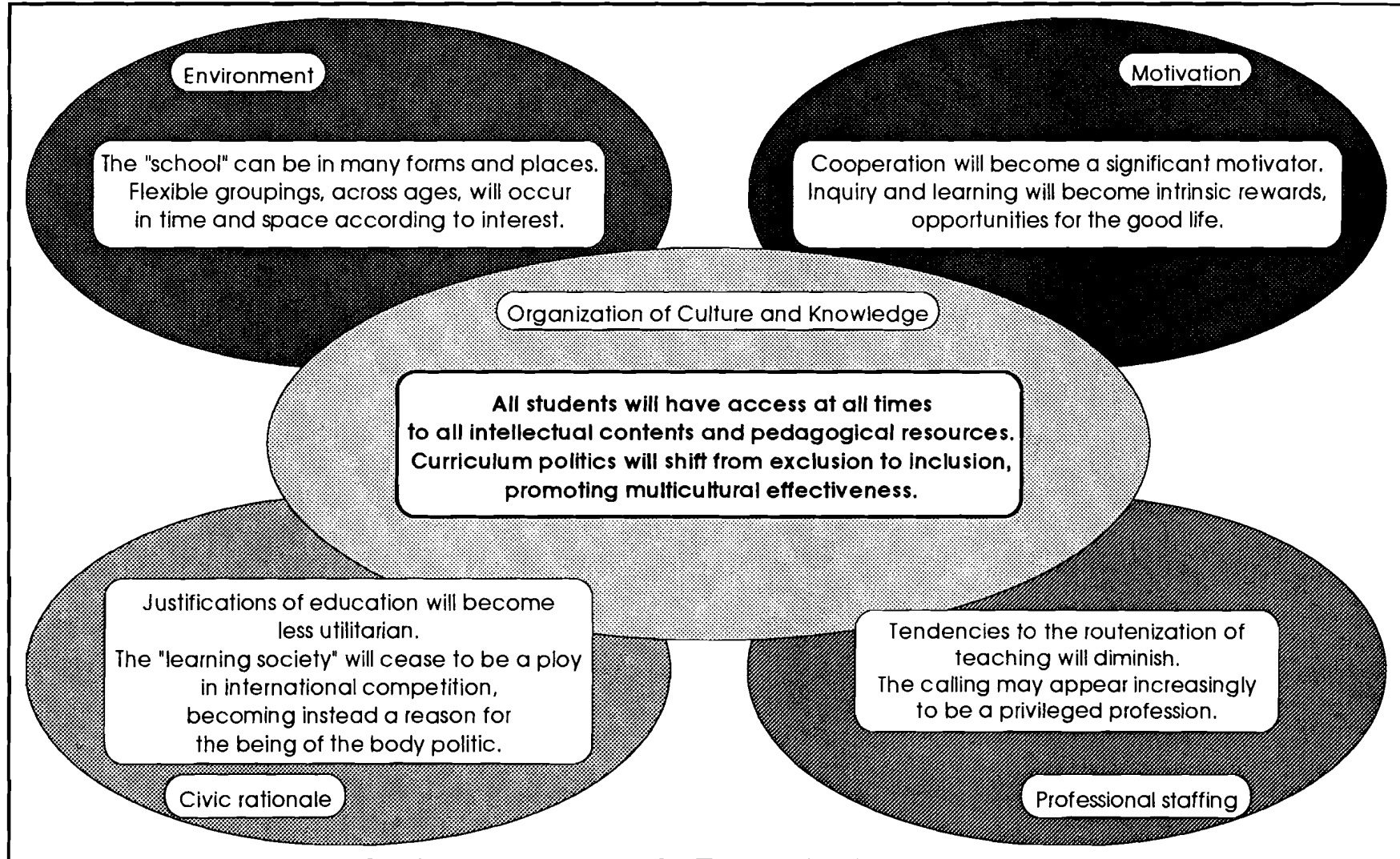


## Printing and Early-Modern Educational Reform

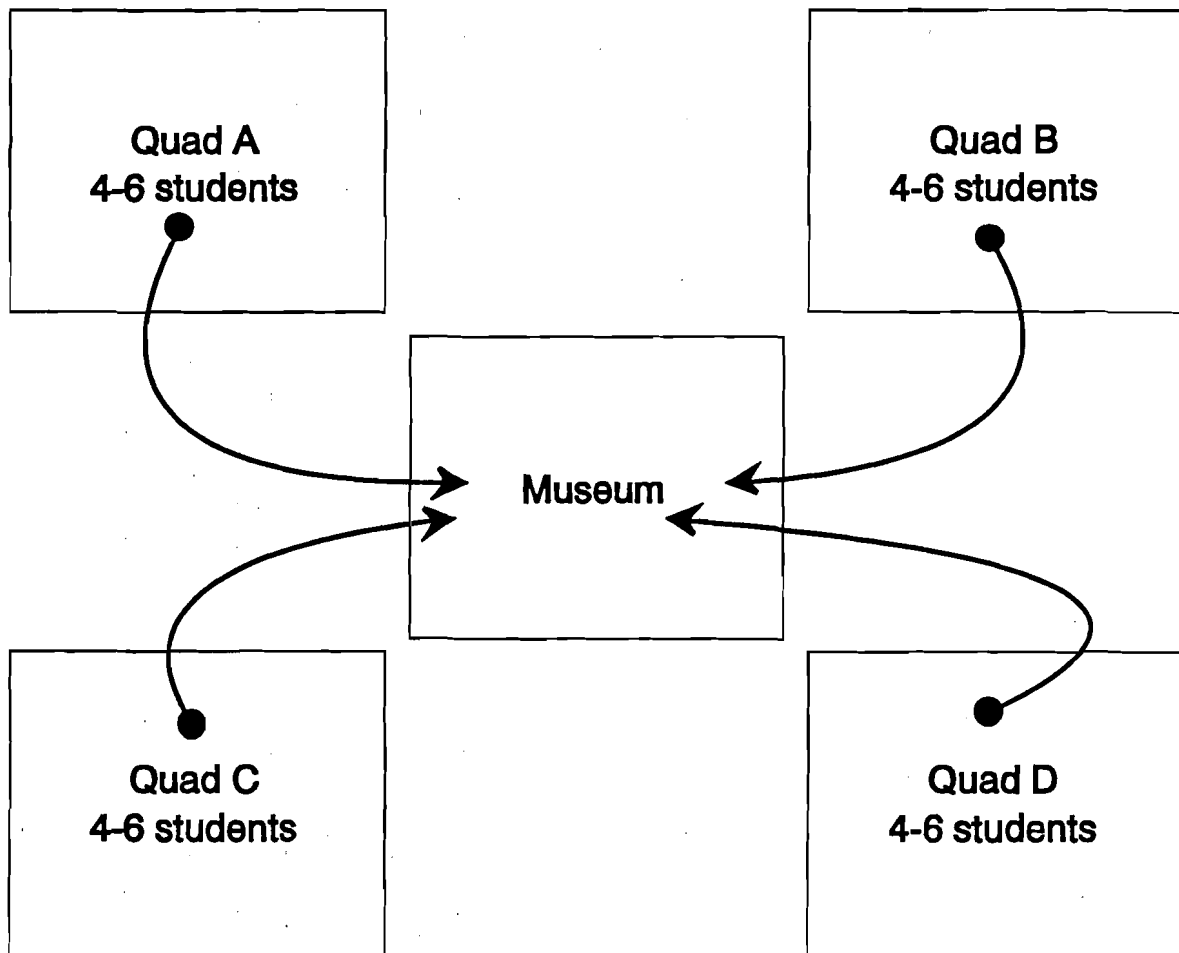


**Most of the main techniques of schooling were developed between 1500 and 1650, and printing was an essential means by which the reformers implemented their ideas.**

## Educational Expectations with the Cumulative Curriculum



**Archaeotype  
A Study Tool for  
Exploring Ancient Civilizations**



**Task: To interpret the human experience and culture evidenced by some 300 artifacts, dating from about 800 B.C. to 300 A.D.**



## **Archaeotype and Related Programs Design Principles**

**Provide students with direct access to powerful ways of knowing.**

**Challenge students with sustained assignments and scenarios for cooperative inquiry.**

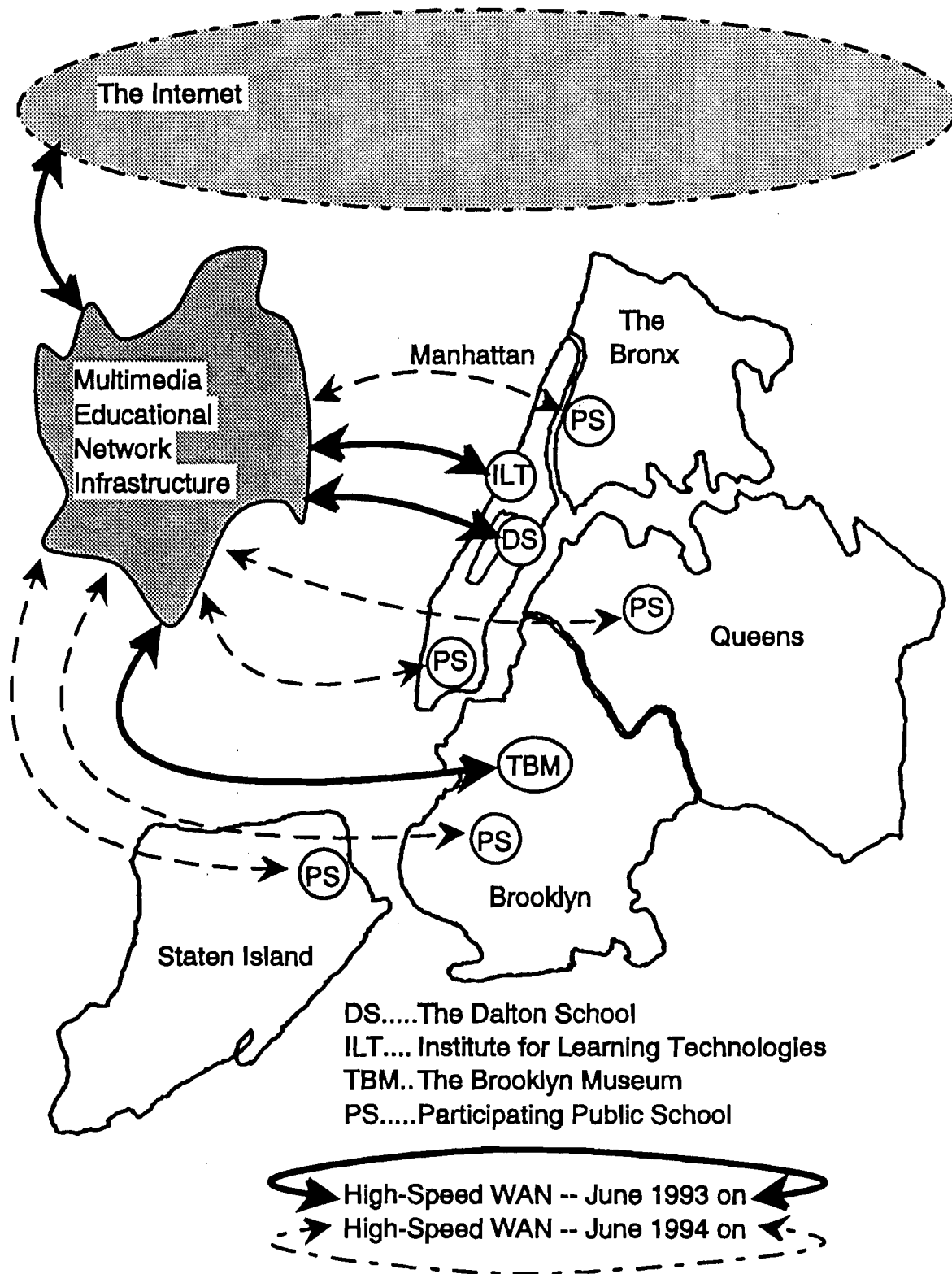
**Provide "industrial strength" data and tools and put questions to which those tools and data will be relevant.**

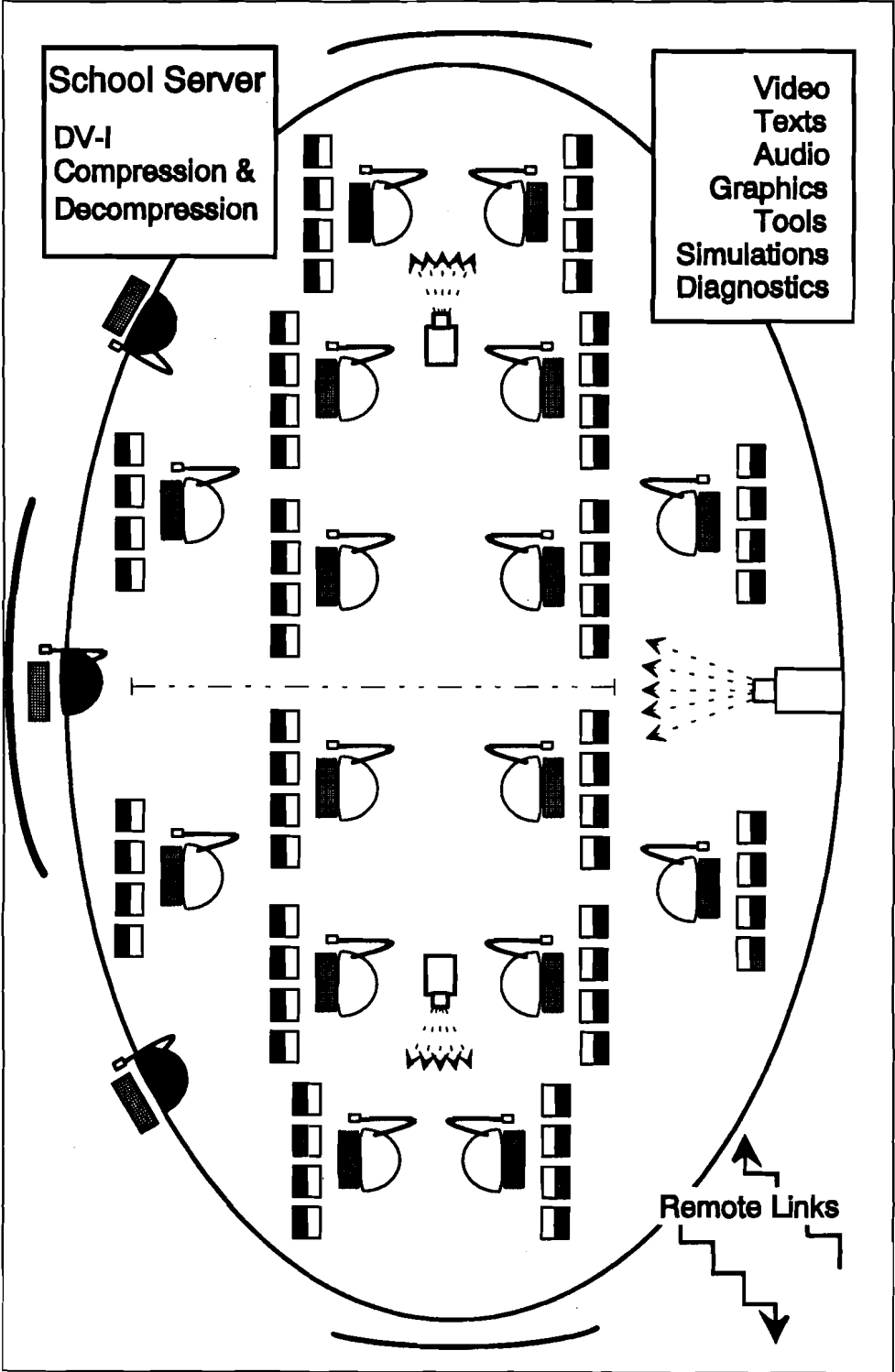
**Enable students to produce and share their findings within a community of peers, including other students, teachers, and members of the community.**

# Archaeotype 3.0

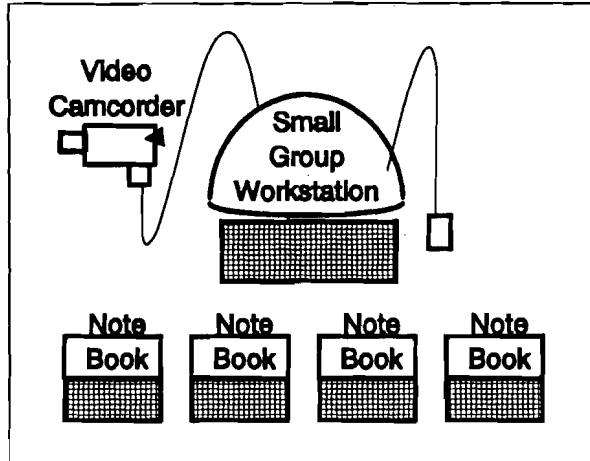
## A Multimedia Social Studies Curriculum

### Using High-Speed Wide-Area Networking

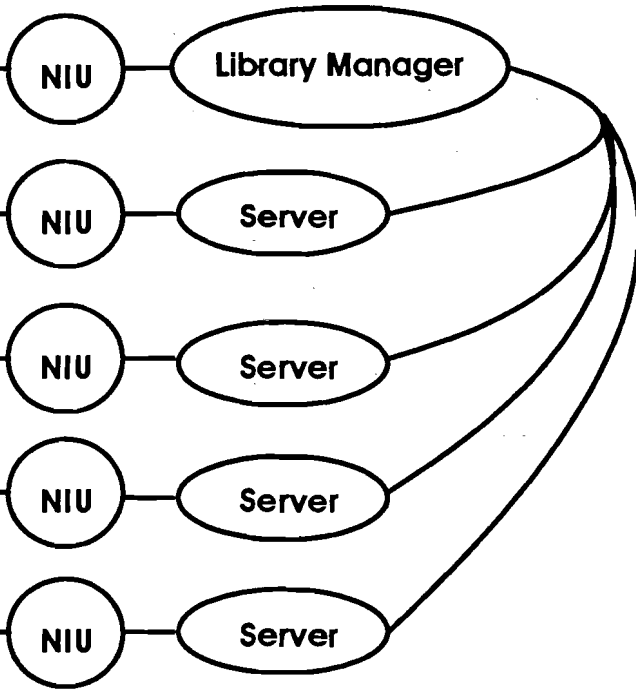
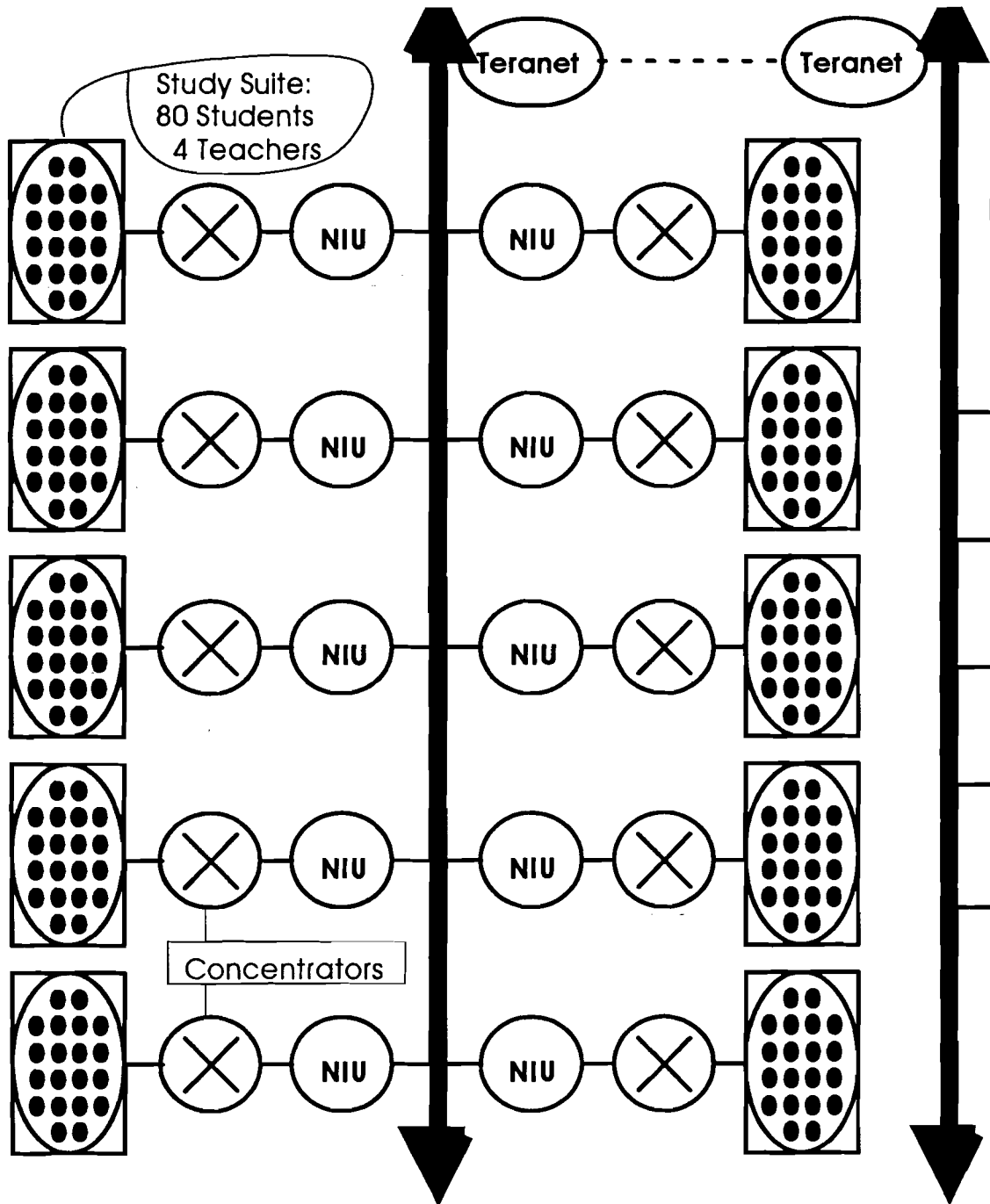




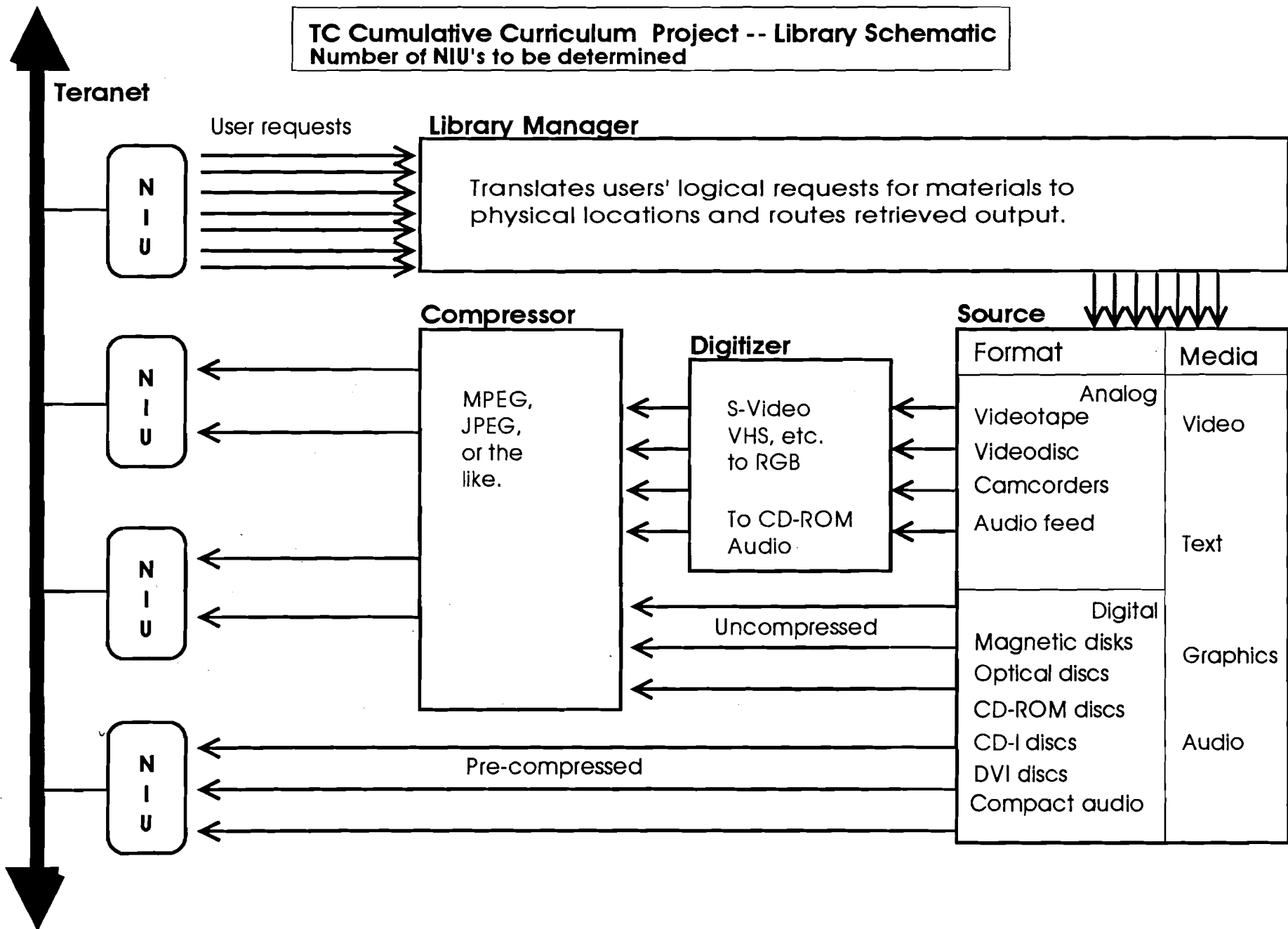
## Student's Technical Environment



**TC Cumulative Curriculum Project  
Teranet Library & Study Space Distribution  
Schematic  
Full implementation Stage**



**TC Cumulative Curriculum Project -- Library Schematic**  
 Number of NIU's to be determined



**The Dalton Technology Plan is featured in  
*Technology and the Evolving Classroom*,  
a 60 minute program produced recently by  
Apple TV.**

**Copies are \$8, pre-paid by credit card**

**1 800 451 7172**

**Request Part # APL-862**