

COMPETITIVE GRANTS 2006

PROJECT & TEAM DETAILS

<i>Project Title</i>	Physclips: multi-level, multi-media resources for teaching first year university physics.
<i>Priority Area</i>	Innovation in learning and teaching, particularly in relation to the role of new technologies.
<i>Lead Institution</i>	University of New South Wales
<i>Partner Institutions</i>	RMIT and University of Melbourne (reference group members)

PROJECT SUMMARY

What is the Project designed to achieve (ie. Outcome)? (50 words)

The project will produce a set of multimedia learning resources in mechanics, electricity and magnetism It will have three (hyperlinked) levels: overview, investigative and deeper analysis mode. A flexible design allows learning resources to be used in context, interactively for private study, or abstracted by teachers and educational designers.

How will the project achieve this (ie. Method/approach)?(150 words)

Initially, one topic will be chosen for trial development and for feedback.

Thereafter, topics will be selected and key concepts identified in each. For each, demonstrations and animations will be chosen and designed. These will then be produced and, in the cases of demonstrations filmed. Most of these will be produced in the Flash format.

Scripts for the overview level and text for the deeper levels will be written (in text and html respectively).

Effectiveness will be assessed by comparing the performance of comparable classes taught with and without the aids and by studies of focus groups. Dissemination will be via accessibility through the web and workshop or conference presentations.

Physclips is a collaborative effort between a physicist and an IT specialist working in educational support with an established record of producing educational multimedia.

To assist in analysis and web searches please list key descriptors/ search words ie. Themes /Target Groups/ Disciplines addressed. For example: Multicultural, Deans, Biology,

Physics, multimedia, film clips, experiments, demonstrations, animations, learning objects.