

Contents

Forward	vii
Part 1. Introduction, Process, and Problem	1
1. Introduction	3
2. Problem Solving as a Generic Instructional Design Process	11
3. Defining the Problem	23
Part 2. Multimedia as a Set of Solutions	37
4. Generating Solutions: Multimedia Hardware	39
5. Generating Solutions: Methods and Models for Using Multimedia	55
6. Generating Solutions: Purchasing or Obtaining Existing Applications	65
7. Generating Solutions: Developing Your Own Multimedia Applications	77
8. Generating Solutions: Repurposing Multimedia Applications	89
Part 3. Selecting, Using, and Evaluating Multimedia	103
9. Deciding Among Alternatives: The Niche for Multimedia	105
10. Implementing Your Solution: Using Multimedia as a Teaching and Learning Tool	115
11. Evaluating the Use of Multimedia	123

vi **Multimedia in Higher Education**

Part 4. The Future and Conclusion	133
12. The Future of Multimedia	135
13. Summary and Conclusion	147
Part 5. Resources	153
Appendix: Resources for Multimedia in Higher Education	155
Glossary	159
References	165
Index	173