Welcome to the First Issue of WMU’s Ed Tech Program News!

This is the first issue of the Educational Technology Program’s Newsletter. Please email bob.leneway@wmich.edu with your future news items. We hope to publish every semester during the school year.

New EDT Course! Digital Design with Adobe

by: Pamela Mcintosh and Mia Gilbert

Educational Technology Unit Coordinator, Dr. Robert Leneway created a new EDT course that was first offered during the Summer I, 2012 term, and it is being offered again for the Summer I 2013 term. The project-based course is designed to develop skills in visual/graphic design and print production using Adobe software. Specifically, Adobe Illustrator is used for graphic design skills, Adobe Photoshop for digital photography skills, Adobe InDesign for print and layout design skills, and Adobe Acrobat X for introductory production skills.

Dr. Leneway is no stranger to Adobe products. He has served as an Adobe Education Leader since 2006, one of only 140 educators worldwide chosen for that to be Adobe Educational Leaders. Leneway has also presented numerous workshops on the use of Adobe products in teaching and web design. Visit this link for Professor Leneway’s complete Adobe profile.

For many of the students who took this new course, this was the first time they’ve been exposed to the Adobe Creative Suite programs, so the learning curve was steep for them.

They started with Adobe Illustrator, a vector graphics program that allows the creation of graphics as well as the alteration of existing graphics. Starting with simple exercises designed to acclimate them with the basics of stroke, color, shapes, brushes, and balance, students familiarized themselves with the program. Students next improved their understanding of layers and adding text to create maps or diagrams which could benefit the
**EDT 7100 Capstone Projects**

*Guidelines and Specifications*

by: Dr. Brian Horvitz

For the EDT 7100 capstone independent study course required of all EDT graduating Masters level students, there is a choice of two major components to pursue: 1. Educational Technology Research Paper 2. Educational Technology Product

This would be a tangible product of significant scope (to be negotiated by you and your advisor) that you design and develop. Examples of an Ed Tech product include:

- Documentation for a redesigned class unit that will now incorporate innovative teaching strategies employing one or more educational technology tools
- A manual and/or other materials for a professional development workshop that will teach your colleagues how to use some educational technology
- A set of online video tutorials (likely housed on a website) that teach some complex concepts and/or skills
- Your product must clearly reflect and apply theories and content you learned during your Masters degree coursework. The format for the reporting paper needs to include:

   1. An Introduction that includes:
      - A Problem Statement - Clearly explain what problem or set of problems you are trying to address. This can be a learning or performance gap or opportunity for improvement. It can be the need to better align with some set of standards. It can be measurable and observable.
      - 2. Literature Review
      - 3. Needs Analysis

   - You will use research methods (quantitative and/or qualitative) to learn about the performance or learning needs of your target audience. Identifying these needs will then help to guide your design.
   - A. Methods - you may use to conduct your Needs Analysis include, but are

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**Spring EDT Graduate Courses At a Glance**

<table>
<thead>
<tr>
<th>Course #</th>
<th>Name</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDT 5410</td>
<td>Intro to Educational Technology</td>
<td>Brian Horvitz</td>
</tr>
<tr>
<td>EDT 5420</td>
<td>Teaching With Technology</td>
<td>Sharon Peterson</td>
</tr>
<tr>
<td>EDT 5500</td>
<td>Digital Photograph</td>
<td>Jerry Robinson</td>
</tr>
<tr>
<td>EDT 6440</td>
<td>Advanced Information Tech for Instructional Tech</td>
<td>Robert Leneway</td>
</tr>
<tr>
<td>EDT 6450</td>
<td>Technical/Operations Issue in Ed Tech</td>
<td>Greg Lozeau</td>
</tr>
<tr>
<td>EDT 6460</td>
<td>Managing Organizational Change for Technology and Innovation Projects</td>
<td>Donald Stevens</td>
</tr>
<tr>
<td>EDT 6480</td>
<td>Designing Staff Development for Ed Tech</td>
<td>Sharon Peterson</td>
</tr>
<tr>
<td>EDT 6490</td>
<td>Planning and Implementing Ed Tech</td>
<td>Robert Leneway</td>
</tr>
</tbody>
</table>
Important Dates

Graduation: Last day to apply
Spring  12/1/2012
Summer I  2/1/2013
Summer II  2/1/2013
Fall  8/1/2013

Graduation applications will not be accepted past the established deadline dates.

Graduate students – may register anytime the system is available.

(EDT 7100 Guidelines cont. from page 3)

not limited to:
• Pre-test
• Survey
• Interviews
• Focus group

For your paper, you must document the following: describe the method(s) you are using to conduct your Needs Analysis and explain why you chose this (these) method(s). Also, Include any data collection instruments you create as Appendices at the back of your paper. Summarize your data. Tables are good ways to summarize quantitative data. Significant representative samples would be appropriate to include for qualitative data. Analyze your data and summarize your analysis. Analysis methods should be appropriate for the purposes of your design. Summarize your findings from your analysis. In addition you need to discuss your findings and how you interpret them. Consider how they will affect your design.

4. Design Decision Documentation

In this section, you will describe and explain some of the key design decisions you made for your project. These decisions may have been based your literature review, your needs analysis (if you conducted one), your professional experience or an informed hunch. You may choose to include some screenshots of your project to more clearly demonstrate some of your design decisions.

5. Usability Test

You will use research methods (quantitative and/or qualitative) to try out and test what you have created. Think of this as a beta-test. What you learn from your Usability Test would normally guide revisions of your product (you do not need to actually make revisions for this project – that is beyond the scope of your Capstone Project). Methods you may use to conduct your Needs Analysis include, but are not limited to:
• Pre-test/Post-test
• Survey (perhaps pre/post)
• Interviews
• Focus group

For your paper, you must document the following: A. Describe the method(s) you are using to conduct your Usability Test and explain why you chose this (these) method(s). Also, include any data collection instruments you create as Appendices at the back of your paper. B. Summarize your data. Tables are good ways to summarize quantitative data. Significant representative samples would be appropriate to include for qualitative data. C. Analyze your data and summarize your analysis. Analysis methods should be appropriate for the purposes of your design. D. Summarize your findings from your analysis. E. Discuss your findings and how you interpret them. Consider how they would affect revisions that you may consider making to your product.

6. Conclusion/Reflection

In this final section, you will reflect on and summarize the major lessons you learned from conducting and completing this project. You may focus on the object of your project and/or on your process. You may consider what you might do differently on a future project or what went well that you would do the same. Please remember that your advisor is there to help you with this process, and you should update your
MACUL 2013!


"Dear Andy: How have you been? Your mother and I are fine. We miss you. Please sign off your computer and come downstairs for something to eat. Love, Dad."

MACUL 2012 Conference Pictures