Instruct

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PIDP:3240 Media Enhanced Learning

LESSON PLAN RATIONALE

vcc Build Hello

Introduction

The purpose of this rationale is to inspire reflection on the thoughtful design and content in the lesson plan report created for PIDP 3240, media enhanced learning, in August of 2025. It invites the author and readers to examine the interplay, in the lesson plan, between multimedia choices and effective instructional strategies, and to consider how these decisions can shape a meaningful and inclusive learning experience.

Media Enhancements

The use of Open Broadcaster Software (OBS) in this lesson plan was chosen to create an engaging and interactive learning experience for participants. Research has shown that the use of multimedia can enhance learning outcomes and improve student engagement (Digital Learning Institute, n.d.). Specifically, because audiences can participate in the video demonstrations on their own computers, screen recordings and live coding sessions were chosen to provide a hands-on and visual learning experience.

Moreover, OBS has plug-in and filter functionality that can be used to create a more engaging and entertaining viewing experience, which is critical in today's busy online media landscape. For example, OBS comes with a chroma key filter that can be used to overlay video components and, as explained on the OBS website, plug-ins such as VST 2.x plug-in filter can be added to ensure sound inputs are optimized for quality, reducing the need to post-process sound with AI (Open Broadcaster Software, 2022).

Mayer's 12 Principles of Multimedia?

The lesson plan incorporates several of Mayer's 12 Principles of Multimedia, including the use of multimedia to present information in a clear and concise manner, the use of images to support learning, and the use of interactivity (live coding) to engage learners (Mayer, 2009).

Equity, Diversity, Inclusiveness (EDI)

In terms of EDI considerations, the lesson plan attempts to be inclusive by providing a clear and step-by-step guide for building Emacs from source on a Windows machine in English. However, it is acknowledged that the lesson plan may not be accessible to all learners, particularly those with limited technical expertise or access to technology.

In post-processing, captions can be added easily by AI, and, it is possible, for a not too exorbitant fee, to produce copies of the video in other languages, such as: French, German, Spanish, Italian, Japanese, Russian, and Chinese. By addressing those concerns in post-processing, the instructor can ensure greater equity, diversity, inclusiveness.

Accessibility

To address accessibility concerns, the lesson plan includes transcripts and down-loadable resources, such as code repositories and documentation, to support learners with different learning styles and abilities.

Copyright and Privacy

In terms of copyright and privacy requirements, the lesson plan includes a copyright notice, and the lesson itself should include on any publication platforms information about fair-use and creative-commons licensing.

Application of the 4 Es

Excite

The use of video media in this lesson plan aims to excite and motivate learners by providing a hands-on and interactive learning experience, with a musical background. The live coding sessions and video demonstrations are designed to engage learners and provide a sense of accomplishment as they complete each step of the build process.

Educate

The lesson plan aims to educate learners to a high level, pushing thinking up to the highest levels of Bloom's Taxonomy (Cognitive Domain). The lesson plan requires learners to analyze complex information, solve problems, and evaluate the build process.

Engage

The use of video media in this lesson plan aims to engage learners as active participants. The live coding sessions and video demonstrations require learners to follow along and complete each step of the build process. The lesson plan also encourages learners to evaluate and self-evaluate their own learning.

Evaluate

The lesson plan uses media to evaluate learning at the higher levels of Bloom's Taxonomy (Cognitive Domain). The live coding sessions and video demonstrations require learners to demonstrate their understanding of the build process and evaluate their own learning.

Conclusion

In conclusion, the media enhancements used in this lesson plan were chosen to create an engaging and interactive learning experience for participants. The lesson plan incorporates several of Mayer's 12 Principles of Multimedia and addresses EDI considerations, accessibility requirements, and copyright and privacy requirements. The application of the 4 Es demonstrates how the use of media in this lesson plan can excite, educate, engage, and evaluate learners.

References

Digital Learning Institute. (n.d.). Mayer's 12 Principles of Multimedia Learning. Retrieved from https://www.digitallearninginstitute.com/blog/mayers-principles-multimedia-learning

Open Broadcaster Software. (2022, January 12). VST 2.x plugin filter. *obsproject.com*. [Retrieved from: https://obsproject.com/kb/vst-2-x-plugin-filter]