

MULTIMEDIA RESOURCES FOR EDUCATION

Types & Exemplars

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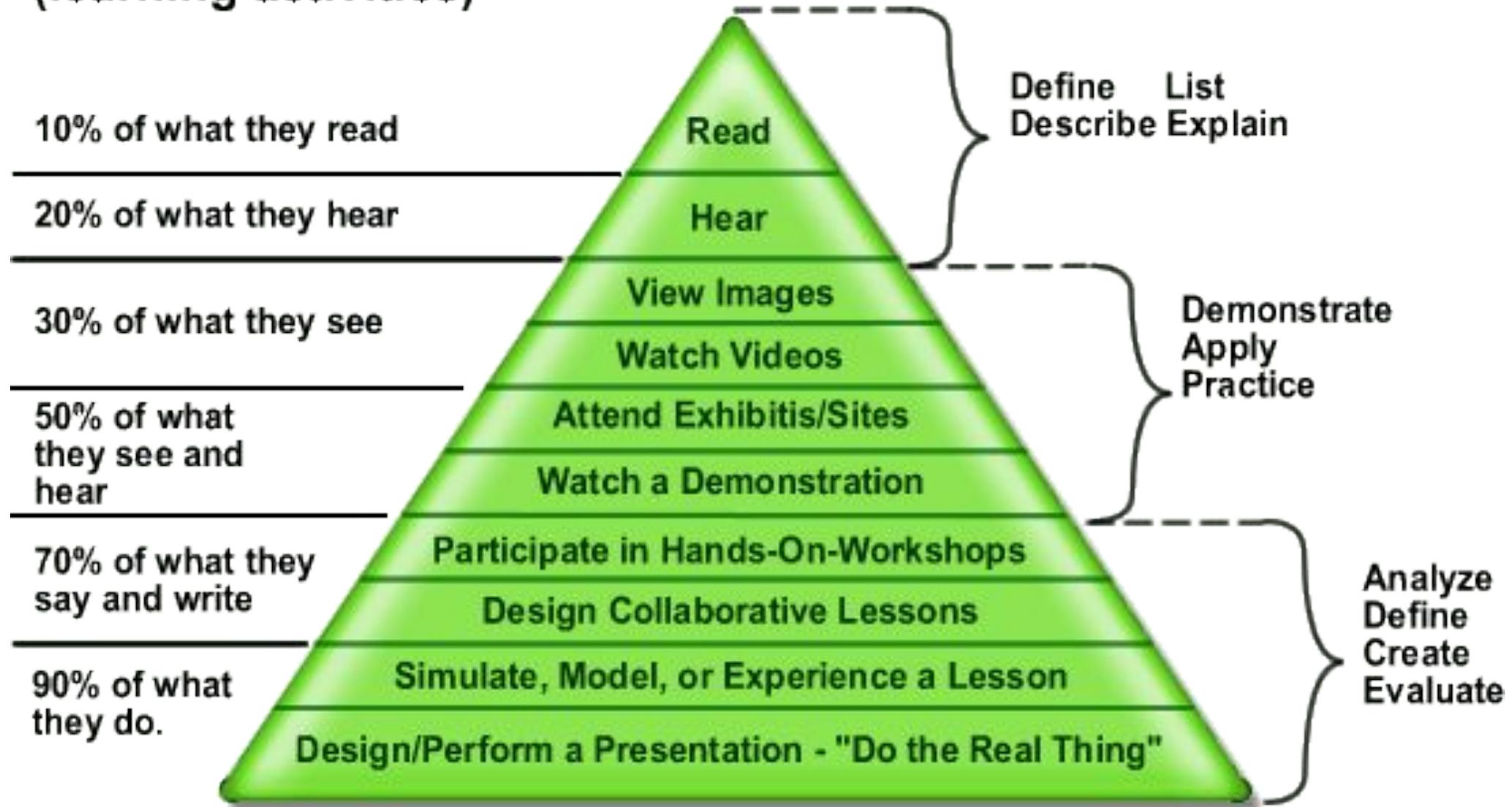
Multimedia is a combination of **more than one media** type such as text (alphabetic or numeric), symbols, images, pictures, audio, video, and animations usually with the aid of technology for the purpose of enhancing understanding or memorization (Guan et al., 2018).

The hardware and software used for creating and running of multimedia applications are known as multimedia technology (Kapi et al., 2017).



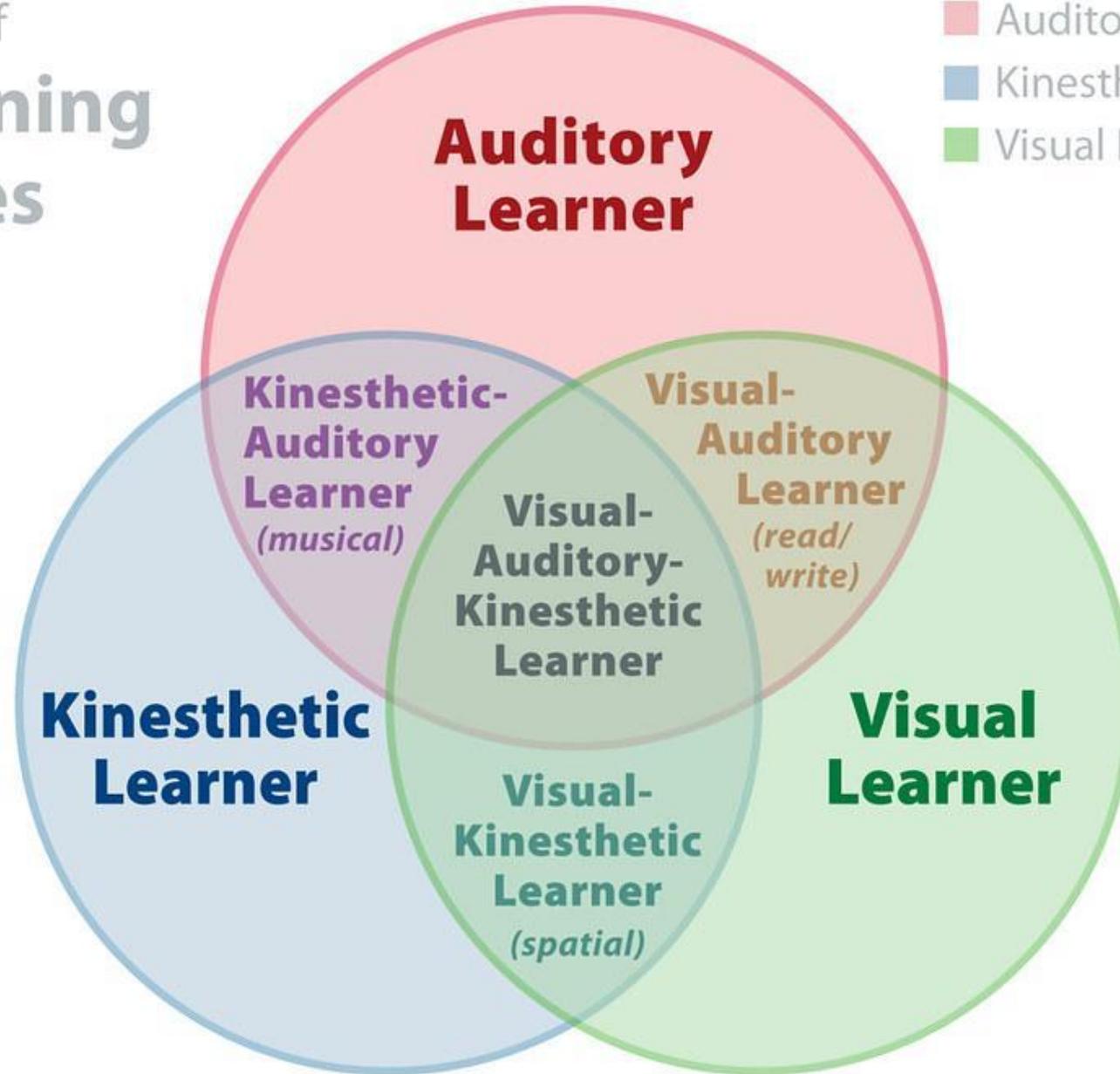
**People generally remember...
(learning activities)**

**People are able to...
(learning outcomes)**



Types of Learning Styles

- Auditory Learner
- Kinesthetic Learner
- Visual Learner



Venn diagram

Key Attributes of Multimedia Resources

integration



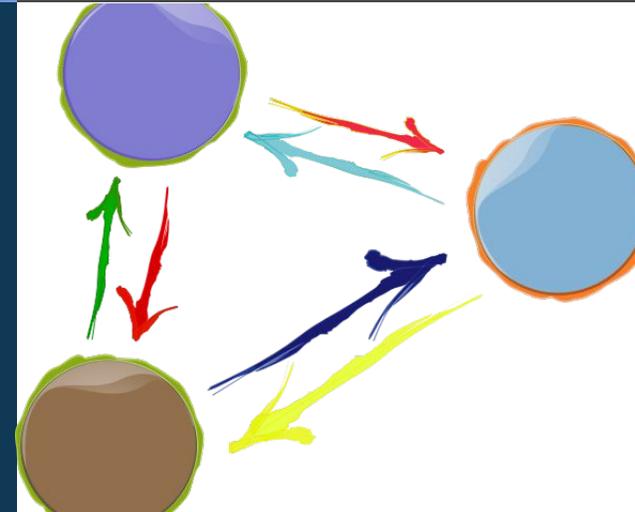
interaction



diversity



multi-sensory





ICT

- **Collecting**
- **Processing**
- **Storing**
- **Presenting**
- **Sharing**



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- A group of people in a meeting room. In the foreground, a woman with long dark hair is looking upwards and to the right with a thoughtful expression. In the background, other people are visible, some holding up sticky notes. The scene is brightly lit, suggesting a collaborative work environment.
- **Abstract to Concrete**
 - **Large info in a short time**
 - **Stimulation**

The application of multi-media technologies ensures a very **productive**, **interesting**, **motivating**, **interactive**, and **quality delivery** of classroom instruction while addressing diverse learners' needs.

Keengwe et al., (2008a)

Multimedia resources include



Graphics



Video



Animations



Interactive
Media

GRAPHICS

Images including photographs, illustrations, drawings, clip art, icons, or any other non-text elements on a website or on social media are an example of



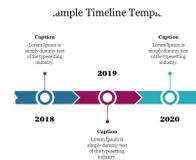
IMAGES



INFOGRAPHICS



PIKTOCHART



TIMELINE

VIDEOS

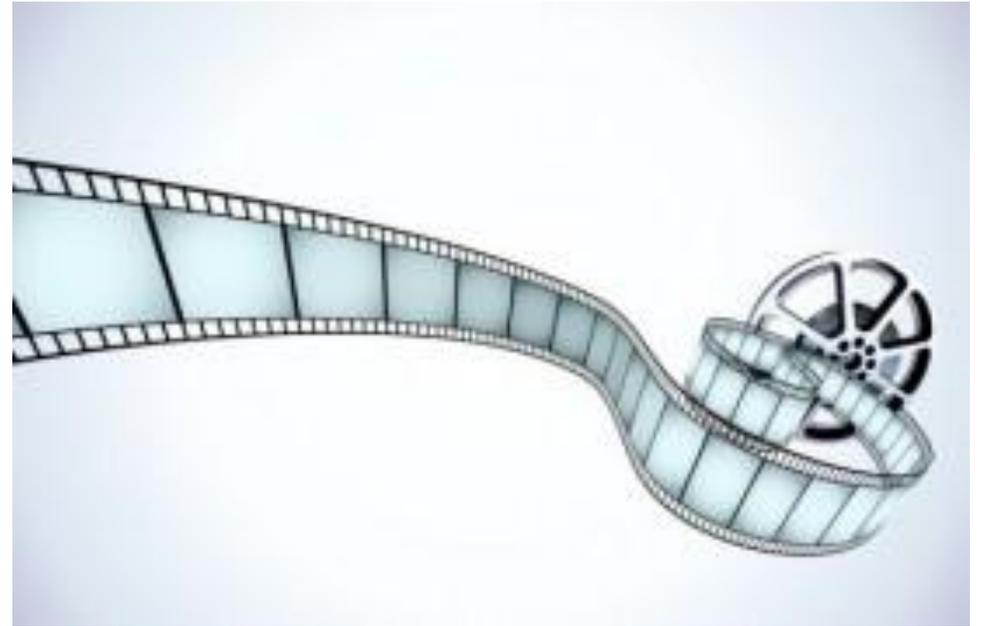
Video is a visual multimedia application that combines a sequence of images to form moving pictures and sound.



ANIMATION

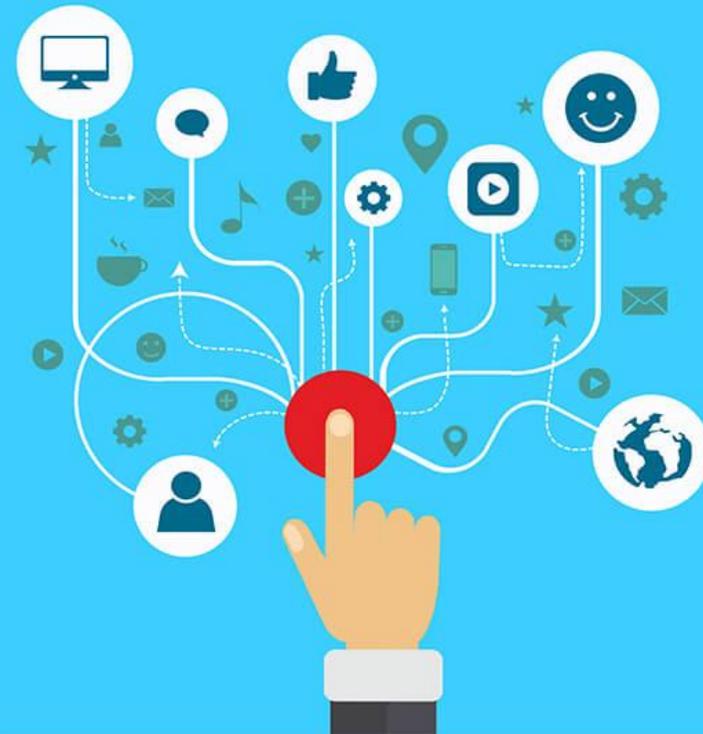
S

Animation is a series of images put together to give the effect of movement.



INTERACTIVE MEDIA

Content that allows for various interactions



INTERACTIVE
CONTENT
WITH H5P

Multimedia resources include



Virtual Reality



Virtual Field
Trip



Simulations



Augmented
Reality

<https://libguides.library.umaine.edu/openeducationalresources/omr>

https://www.uen.org/general_learner/multimedia_resources.shtml

Sources

