

Please locate and critically evaluate a hypermedia program that has a clear purpose and contains design elements that makes it successful. Please comment on the following elements in your evaluation:

1. The product I am evaluating is the Encyclopedia of World History from the Houghton Mifflin Company.
  - a. Does it contain a clear purpose? Yes it contains a clear purpose, which is to organize all of the historical information contained within its companion book and provide hypermedia access to it.
  - b. Media Types: The media types contained on the CD are both text and still images ( pictures, and drawings)
  - c. Ease of Use with Hyperlinks: The program uses hyperlinks to take the viewer to tangential information, but uses a menu system and buttons for most of its navigational conventions.
  - d. Ease of Use with Navigational features: The navigational system is quite straight forward, right arrow to move to the next screen, left arrow to move to the previous screen, and there is a home button and help button. Using the menu the viewer can access the information by chapter, inventions, eras, civilizations, or continents. Viewers can also search the content by text and dates.
  - e. Would you recommend this program? If not, what features were missing or needs improvement to make it better? Please explain your rationale. I would recommend this CD to History professors who are teaching from the Houghton Mifflin textbook as it complements the book by allowing the student to organize and view the information other than by chapter.
2. Have you incorporated an open ended learning environment into your current training program or educational plan? If yes, please briefly explain what you incorporated and discuss the benefits and drawbacks experienced. If you have not previously incorporated an open ended learning environment, discuss a way in which you could incorporate one into either your school project or a project at work.
  - a. I did try incorporating an open-ended learning environment into my ActionScript class that I taught last semester, but didn't have a lot of success. A large majority of the students had previously taken some of my other courses where I provide videos that demonstrate, step-by-step, how to perform certain coding tasks. I started out with a few videos that introduced them to the basic concepts, but because I wanted the environment to be open-ended the main goal was for each student to plan and develop an ActionScript project of their choosing. This required them to find outside resources that would aid them in solutions for their particular projects. A lot of the students complained that they wanted to be shown what to do, which was impossible given the variety of projects the students were attempting. Apparently they were not ready to think for themselves and take responsibility for their own learning. I even had one student whose parent went to

my dean and complained that the course wasn't identified as "advanced" in the course catalog. Based on this experience, I think I will go back to the closed box format when I teach the class next semester.