



EDU 300

Educational Media & Technology

Computer Assisted Instruction (CAI)

Learning Software

Considerations

Is the software suitable for its intended purposes?
Does it meet curriculum objectives?
Does it make an impact on the learning experience?
Does it integrate the computer as a resource in the classroom?

Defining Types of Software

Drill and Practice
Tutorial • Simulation
Educational Games (Edutainment)
Productivity • Assistive

□

Drill & Practice

Repetition of skills
Immediate feedback
Tracking errors & record-keeping
Leveled for challenges
Non-constructivist
Often provided to special needs learners
(Phonics, MathKnowledge)□

Tutorial

Programmed instruction
Self-paced, individualized learning
Reinforcement learning
Interactive
Feedback
(Mario Typing, Reader Rabbit, MathBlaster)

Productivity

Resource for students
Create products
Creative design
Productivity

Instructional & Educational Games

Present skills in game-like format
Motivational
Interactive
Entertain & teach, balance varies
(Dr. Quandry, Thinking Things)

Simulations

Vicarious experiences
Application of skills
Procedural knowledge of a skill (fly plane)
Realistic environment
Replace expensive or unsafe
experiments in science (frogs)
(Hot Dog Stand, Sim City and Related)

Assistive Software

Augmentative Communication
Scanning Software
On-screen keyboards
Speech synthesis
Adaptive software features (OS)

