

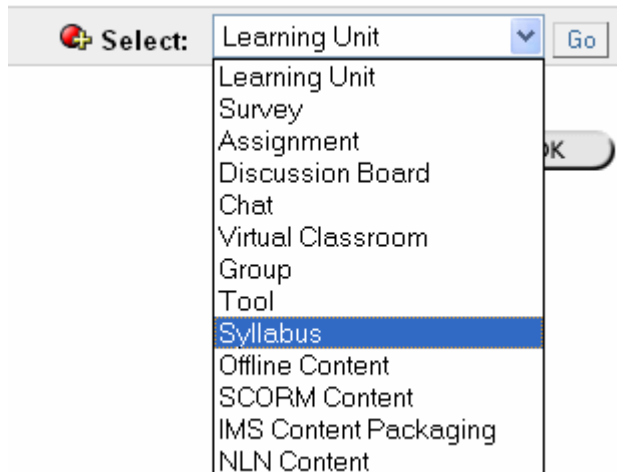
# Syllabus Builder

Instead of uploading a document or cutting and pasting text, instructors also have the option to build their syllabus using Blackboard's Syllabus Builder tool.

The directions below will show you the options and results of using the Syllabus Builder.



Instead of selecting an item or folder from the usual toolbar (above) you'll want to select Syllabus from the dropdown list on the right side of the toolbar. Once you've selected Syllabus, click the Go button.



## Add Syllabus

**1 Name**

\* Syllabus Name

**2 Syllabus**

Create New Syllabus

Use existing file

Attach local file

**3 Submit**

Click **Submit** to finish. Click **Cancel** to quit.

\* Required Field

You will give your syllabus a name or title and hit the submit button to begin.

Provide the basic course information and design. Lesson descriptions can be filled in and additional lessons added on the next page.

1 Syllabus Information

\* Syllabus Name

Description

Smart Text  Plain Text  HTML

Learning Objectives

Smart Text  Plain Text  HTML

Required Materials

Smart Text  Plain Text  HTML

Blackboard sets up your syllabus with the following three sections:

- Description
- Learning Objectives
- Required Materials

You can change the headings to more closely reflect the structure of your syllabus.

2 Syllabus Design

Select color and design of the Syllabus.

Styles

Document image  Notepad  Modern  Classic  Contemporary  None

Colors

Headers and Borders

Text

The Syllabus Design options will change the look and feel of your syllabus. Try each option to see which one fits your style the best.

3 Build Lessons

Choose how many lesson shells to build. Lesson shells may be built based on the number of scheduled meetings in the Syllabus duration or based on a specified number.

Create specified number of lessons shells.

Number of lessons to create

Do not create lessons shells.

Lesson shells could be used to outline reading assignments or project due dates. You can create one lesson for each week or create them based on the number of deliverables in your course.

4 Options

Make the Syllabus available  Yes  No

Track number of views  Yes  No

Choose date restrictions

Display After  Display Until

Dec 06 2005 01 35 PM Dec 06 2005 01 35 PM

5 Submit

Click **Submit** to finish. Click **Cancel** to quit.

\* Required Field

Here is an example of the Document Image style. The lesson shells are listed below. In order to fill them out you will have to click the modify button.

COURSES > TEST-EIS-100-JG-TEST COURSE > CONTROL PANEL > COURSE DOCUMENTS > SYLLABUS BUILDER Modify Syllabus

syllabus

DESCRIPTION

---

LEARNING OBJECTIVES

---

REQUIRED MATERIALS

---

Lesson Remove Lesson

	Lesson Title	Lesson Date/Time	Description	
<input type="checkbox"/>	1	Lesson1		Modify
<input type="checkbox"/>	2	Lesson2		Modify
<input type="checkbox"/>	3	Lesson3		Modify
<input type="checkbox"/>	4	Lesson4		Modify
<input type="checkbox"/>	5	Lesson5		Modify
<input type="checkbox"/>	6	Lesson6		Modify

You can give each lesson a title, and if you wish to have dates and times shown on the syllabus, you will have to remove the check marks from the boxes.

### Modify Lesson: syllabus

#### 1 Lessons

\* Lesson Title

Choose Color of Name

Lesson Date and Time     Start Time

End Time

Lesson has no date.  Lesson has no times.

Smart Text 
  Plain Text 
  HTML

Below is an example of a syllabus created with the Syllabus Builder tool.

## Interactive Video for Instructional Designers

### DESCRIPTION

This course will teach students in the Instructional Design program how to incorporate interactive video methods into the instructional design process. Students, working in groups, will build a lesson and produce their lesson on a DVD with the iLife software package.

### LEARNING OBJECTIVES

Students achieving mastery will be able to:

- ◆ Design and develop an interactive, multimedia instructional program in a cooperative learning team environment.
- ◆ Define and discuss the concept "multimedia."
- ◆ Identify the roles of a producer, designer and writer working collaboratively on designing and producing a multimedia product.
- ◆ List the issues involved with the use of copyrighted documents.
- ◆ Discuss the commonalities between multimedia game and instructional products.
- ◆ Demonstrate the application of basic project management methods, including Work Breakdown Structure (WBS), Critical Path and Budget Management.
- ◆ Describe the interactive design process
- ◆ Write a concept document for a multimedia product.
- ◆ Identify the elements of a functional specification.
- ◆ Discuss the elements of the development, discovery, design, development, prototype and production phases for a multimedia product.
- ◆ Demonstrate proficiency in using the iLife programs: iPictures, iTunes, iMovies and iDVD.
- ◆ Demonstrate the interpersonal skills necessary for successful team projects.

### REQUIRED MATERIALS

Elin, Larry (2001), Designing and Developing Multimedia, Boston: Allyn and Bacon.

Heid, Jim (2003), The Macintosh iLife: An interactive guide to iTunes, iPhoto, iMovies and iDVD, Berkeley, CA: Peachpit Press.

### LESSONS

**June 14, 2005**

**Week 1**

This class period we will be doing the course introduction and discussing some of the topics associated with this course, including: What is Multimedia? What are copyright issues? Please bring your textbooks to class along with a calendar as we will try to schedule the final presentations.

**June 16, 2005**

**Week 2**

We will be discussing the reading assignment - Elin Chapters 1-2, iLife 2-65 in class today. We will be choosing teams, roles and trying to narrow down the topics of your presentations in class today. We will work on constructing teams and also choosing roles. Please bring topics for your project to class. We will discuss them and get input from the entire class to help define the project.

**June 21, 2005**

**Week 3**

Reading Assignment - Elin 3-4, iLife 66-111. We will use the first half of class for discussion on the reading assignment and the second half of class we will begin to use the computers in the lab.

**June 23, 2005**

**Week 4**

Reading Assignment - Elin 5-6, iLife 112-153