

Running head: HYPOTHESIS

IDT 510: Hypothesis

Bill Bennett

California State University Fullerton

I teach many online courses that teach students about technologies related to the field of Information Technology. My research interest deals with the methods available for teaching these subjects, many of them very complex and detailed, in online environments. I am interested in which of the many available tools available for creating online learning objects make the most impact when it comes to the student learning experience and get the best results of knowledge retention or skills acquisition.

My Question:

Given the available tools for constructing online learning objects which ones provide the best results when it comes to student learning in the field of Information Technology?

My Hypothesis:

I believe that students learning Information Technology will have a higher retention level by viewing a Camtasia instructional video presentation then by reading the same instructions from an instructional textbook.

Constructs:

- Definition of Information Technology
- Definition of a instructional Camtasia video
- Definition of an instructional textbook
- How to identify specific information that is to be learned during experiment
- Define time constraints
- Identify how to measure knowledge or skill retention

How to test hypothesis:

- Have a randomly sampled group of students view a Camtasia instructional video designed to provide students instructions necessary to meet a particular course objective and after each student has completed viewing the Camtasia instructional video have ask them to perform the task being demonstrated in the video. Have another randomly selected group of students read from a textbook that provides the same instructions as the Camtasia instructional video and after each student has read the text ask them to complete the task being demonstrated in the textbook.