COLUMBIA
CNMTL
CENTER FOR NEW MEDIA TEACHING AND LEARNING

DEDICATED TO THE PURPOSEFUL USE OF TECHNOLOGY IN EDUCATION

ABOUT US

The Columbia Center for New Media Teaching and Learning (CCNMTL) was founded in 1999 as a University-wide initiative with a mission to enhance teaching and learning through the purposeful use of new media. In partnership with faculty, we provide the necessary support for a range of efforts starting with the construction of course Web sites to the development of more advanced projects. CCNMTL is committed to remaining a leader in the field, engaging with its faculty partners in the reinvention of education for the digital age.

Services
Our service philosophy is to provide the most supportive environment possible for faculty who invest their time and energy in utilizing new media technologies for their courses. Our Educational Technologists, with extensive pedagogical training, are ideally suited to offer advice and direction for faculty who wish to discover and develop best practices in the educational uses of new media.

These efforts often lead to the creation of a course Web site that provides students with convenient access to online course information, including custom content, selections from Columbia's Digital Library Collection and communication tools. Additionally, CCNMTL offers a variety of workshops for instructors who wish to explore these topics in greater detail. A current list of workshops is available at http://ccnmtl.colum-bia.edu/services/workshops.

Project Development
CCNMTL projects are defined as more extensive efforts in which we attempt to create flexible tools and engaging study environments that faculty can shape to fit their particular classroom context. CCNMTL projects start with a project proposal from faculty. Our proposal form is available at http://ccnmtl.columbia.edu/projects.

All CCNMTL projects focus on overlapping areas of innovation to support student inquiry and improve students' understanding. Our projects include visualization and modeling tools; real-time data collection tools; data sharing programs; annotation and study tools; media archives; training environments; simulations and multimedia study environments. Projects emphasize collaboration, interaction and student activity. They promote better communication, personalization and the multiplication of spaces, both real and virtual, in which students are invited to study, research, communicate and learn.

Design Research
CCNMTL is a unique service enterprise that both creates new tools for teaching and learning and researches their implementation. Design Research is the underlying philosophy of our efforts, supporting the exploration, development and application of digital technologies to enhance education at the University.

Through an iterative cycle of research, development and assessment, CCNMTL and its faculty partners experiment with innovative uses of technology within university courses and generate advanced knowledge in the field of new media teaching and learning.

Partnerships
CCNMTL is a part of the University's Information Services Division which also includes the University Libraries, Academic Information Systems (AcIS), the Electronic Publishing Initiative (EPIC), and the Center for Research and Information Access (CRIA). Developing partnerships with campus departments, institutes and other centers is a major focus of CCNMTL. These partnerships aim to leverage expertise in diverse fields and has led to numerous endeavours with great results. Partners can also include various new media organizations on campus. To that end, CCNMTL sponsors events such as the University Seminar on New Media Teaching and Learning.
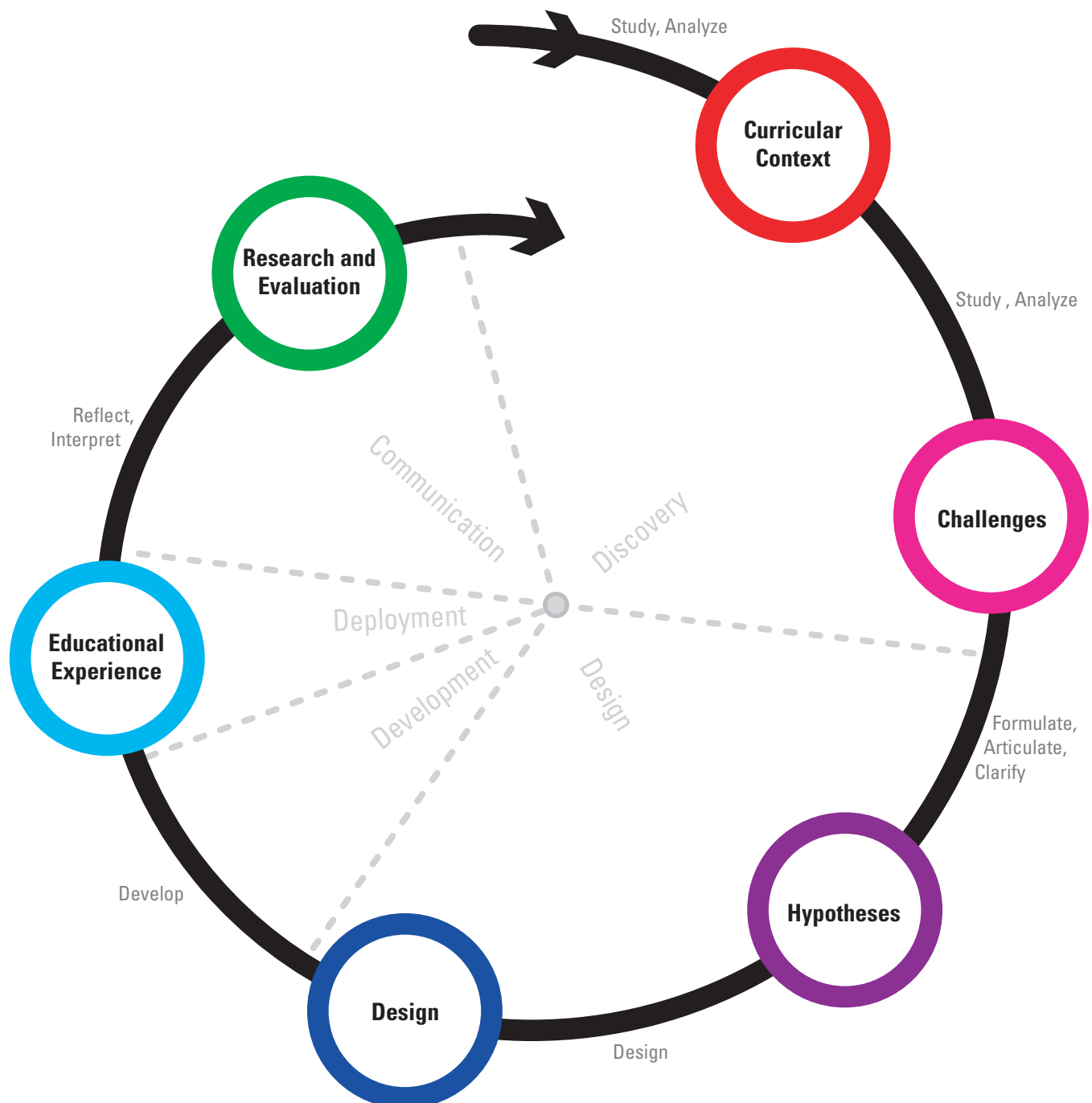
HTTP://CCNMTL.COLUMBIA.EDU

The Columbia Center for New Media Teaching and Learning has locations in 204 Butler Library, 535 West 114th Street, Mail Code: 1130, New York, NY 10027 and at the Health Sciences campus in the State Armory at 216 Ft. Washington Avenue, 2nd Fl., New York, NY 10032.

Our facilities are open Monday through Friday from 9:00 A.M.-5:00 P.M., and can be reached at 212.854.9058.

For more information about CCNMTL services, projects, tools and technologies, please contact us at 212 854-9058 or ccnmtl@columbia.edu.

DESIGN RESEARCH PROCESS

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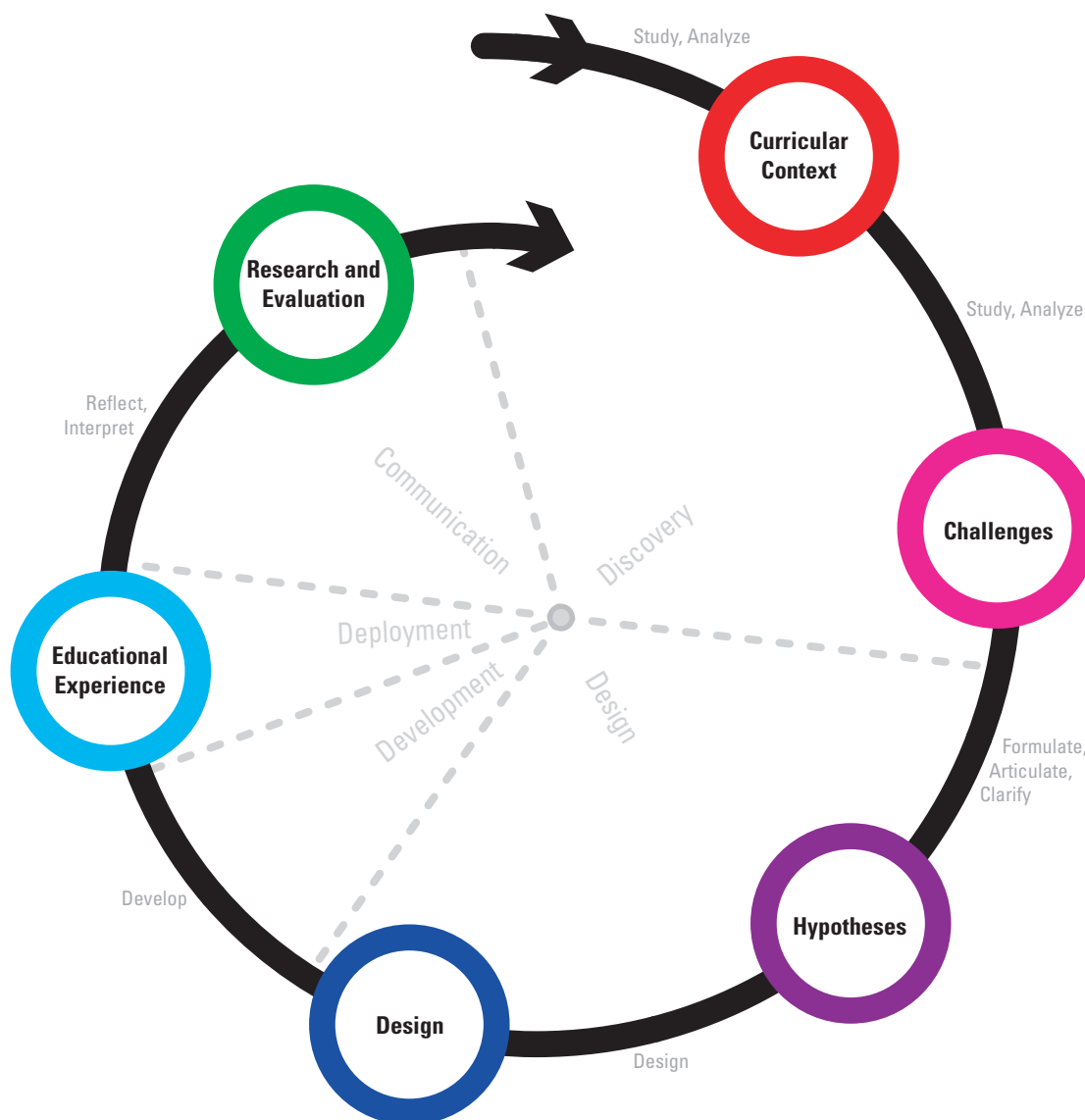

Study, Analyze

Curricular Context

Study , Analyze

Research and Evaluation

Reflect, Interpret

Communication

Discovery

Deployment

Challenges

Design

Development

Educational Experience

Formulate, Articulate, Clarify

Develop

Hypotheses

Design

Design

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DESIGN RESEARCH CASE STUDY: Course U6950 English for International and Public Affairs

Faculty Testimony

"Engaging in this collaborative process with CCNMTL enabled me to clarify my curricular goals. Not only was I able to give students more focused feedback on their oral presentations, but they were provided the means to assess their performance. This is an invaluable skill for international students in a professional graduate program."

--Professor Leila May-Landy, School of International and Public Affairs

Curricular Context
What is the purpose of this course? Improving professional communication skills.

Challenges
What challenges does this course pose? Creating a chronicle of communication skills development through presentation assessments.

Hypotheses
What we think. An archive containing video of presentations can support assessment by faculty and students.

Design
How should solutions be designed? The archive was designed using discussion boards within CourseWorks to facilitate access and commentary.

Educational Experience
What learning experiences does the design enable? Students are empowered through critical self-assessment to improve their presentation and communication skills.

Research and Evaluation
What we have learned. Enhancing the discussion board with a video-editing tool to function as an archive enables the kind of assessment that is critical to improving student's professional communication skills.
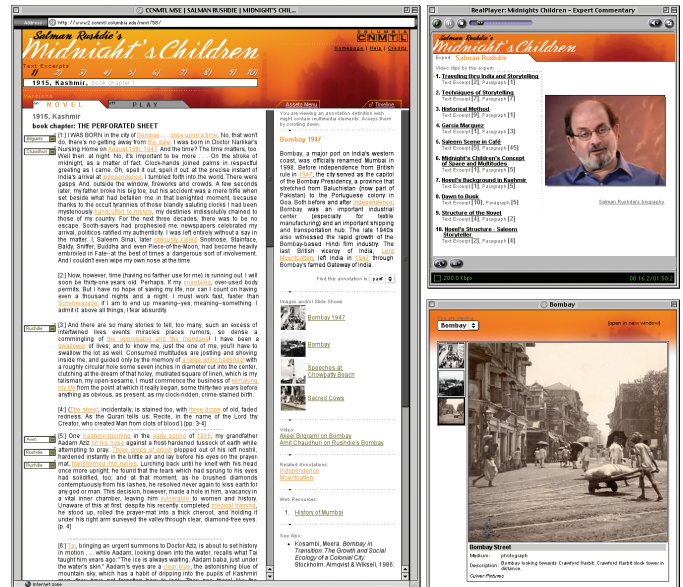
MULTIMEDIA STUDY ENVIRONMENT (MSE): Salman Rushdie *Midnight's Children*

Description

The *Midnight's Children* Multimedia Study Environment (MSE) provides students the opportunity to gain a richer understanding of Salman Rushdie's acclaimed novel, the play derived from it, and the historical and cultural context in which the story is set. A primary goal of the MSE is to provide a multimedia resource base for inquiry in a variety of fields including literature, history, drama, and, cultural theory. Using excerpts from the novel and the play script as spines or hubs, the MSE provides a wealth of related content including: reflections from Rushdie himself and more than a dozen Columbia faculty, filmic, photographic, artistic and musical resources, dramaturgical commentary from the Royal Shakespeare Company (RSC) Director, Tim Supple and colleagues, performance footage, as well as, links to research resources.

Multimedia Study Environment Features

- Novel spine – includes ten selections from the original text of *Midnight's Children*. These ten selections are easily accessed through numbered links across the top of the MSE.

- Play spine – includes ten selections from the play script, adapted from the novel by Rushdie, Supple and Simon Reade.

- Annotations – embedded throughout the MSE are hyperlinked resources that contextualize both the novel and the play. These references include historical information, archival photographs, maps and video clips. These annotations have been compiled and written by an expert research team recruited across various Columbia departments.

- Video Clips – throughout the MSE, numerous video clips of interviews with Columbia University faculty, Salman Rushdie, and Tim Supple, and scenes from the stage performance provide illuminating commentary to the student.

- Images – archival photographs and maps appear in the annotation area of the MSE and provide students with imagery and placement of the culture and times of this story.

- Timeline – demarcates chronological divisions of South Asian history and the lifespan of Saleem Sinai, the protagonist of the novel.

- Library resources – allows students to continue in-depth research in South Asian studies through online and print resources.

Faculty Testimony

Professor: Neguin Yavari, Religion Department.
Course: Religion, Gender & Literature: Muslim Women Write Islam.

"The Midnight's Children *project focuses on a novel rooted in a specific locality at a certain juncture in history and yet invites questions and raises issues directly relevant to the interplay of religion and culture in different spheres and contexts…*

…it [MSE] *promises to exploit one of the Web's most useful assets, its capability to respond to different users and provide for different needs. I therefore look forward to using the project with my students and I am hoping to learn as much from their reactions as my own".*

ABOUT COLUMBIA CNMTL

Dedicated to the Purposeful Use of Technology in Education.
CCNMTL (Columbia Center for New Media Teaching and Learning) is a service of Columbia University whose goal is to enhance teaching and learning through the purposeful use of new media. We form partnerships with faculty, providing them with as much support as they need in everything from the construction of course Web sites to the development of more advanced projects. CCNMTL is committed to remaining a leader in its field, engaging with its faculty partners in the reinvention of education for the digital age.

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