

### Assignment 3 Discussion - Multimedia and Learning

Discuss the advantages and limitations of the use of computers and multimedia in learning. Give examples to support your statements.

As a math instructor, if I want my students to pay attention, to participate actively in class, to be highly engaged in the classroom activities, and to successfully take ownership of the learning process then I need to create relevant and meaningful learning environments. My students live in a world where computers, multimedia and many other technologies are key aspects in their everyday lives. In the video *Academia 2.0*, posted in YouTube web site, Professor Michael Wesch from Kansas State University made an enlightening statement about why teachers should embrace technology, "...more we understand their world and the world they grew up in; the more relevant we can make our information to them." Therefore, a major advantage for using computers and multimedia as part of my instructional strategies is to facilitate relevant learning experiences for my students.

Houghton (2006) stated that computers and multimedia provide a fresh perspective and metaphor when students struggle learning a topic; an instructional variation when students are disinterested learning course content; and awareness when students use all their senses or get access to a wealth of resources beyond the text for learning. In the case for mathematics education, Hale (1993) suggested computers and multimedia as tools to communicate context since many students lack a sense of mathematics as a whole due to the compartmentalization of the school curriculum. Interactivity, participation, creativity, and collaboration are other advantages of computers, multimedia and the Internet, which can foster a community economy that prepare students for today's workforce (Houghton, 2006). Students experience learning in a vicarious fashion with computers and multimedia (Reddi & Mishra, 2003) since these tools serve them with rich learning experiences and the power to influence the extent and course of their learning (Smaldino, Lowther, & Russell, 2008).

There are several disadvantages that I have experienced in my math classroom with computers and multimedia such as students distracted with the tools and losing focus of the instructional objectives; students becoming overwhelm of having control to decide how, when, and what to learn; and students with limited access or frequent technical difficulties with these tools. However, the advantages outnumber the disadvantages, which justify my efforts for using computers and multimedia to create relevant learning environments in my math classroom.

#### References

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