Rich Media and Learning Materials: A Selective Annotated Bibliography


Provides an overview of technology tools, design elements, and advice for creating media rich learning materials.


This paper presents a discussion of using ICT technologies and specifically cyber-enabled resources to enhance teacher and student learning in science classrooms.


Dede, C. (2005). Planning for Neomillennial learning styles: Implications for investments in technology and faculty. In Oblinger, D.G. and Oblinger, J.L. (Eds.), *Educating the Net Generation*. Retrieved from Educause, at: www.educause.edu/educatingthenetgen In this outstanding article, the author discusses how higher education can prepare for students who have evolving learning styles, by utilizing technological tools such as rich media.


Mardis, M. & Everhart, N. (2013). From paper to pixel: The promise and challenges of digital textbooks for K-12 schools. In *Educational Media and Technology Yearbook*, 37, (pp. 93-118). Though focused on K-12 education, the authors provide a good overview of digital textbook formats and applications, and possible advantages and disadvantages.


Although the authors discuss distance education delivery specifically, they also provide a summary of the advantages of using rich media and simulation to build course content and enhance student learning.

The article presents ongoing research done at the Sawyer Business School of Suffolk University in Boston, Massachusetts, and discusses faculty, administrative and student behavior and attitudes towards digital textbooks.

Discusses issues relating to teaching and learning and the use of interactive mathematical textbooks.

Discusses activities by publishers to produce enhanced digital textbooks.

Provides an overview of a pilot project at Northwest Missouri State University to adopt e-textbooks in 2009. Includes student and faculty feedback.