



How to Make a "MOST SUITABLE" Courseware for Students?

Dr Rebecca LEE

School of Biomedical Sciences, Faculty of Medicine

Ms Daisy CHEN

Information Technology Services Centre

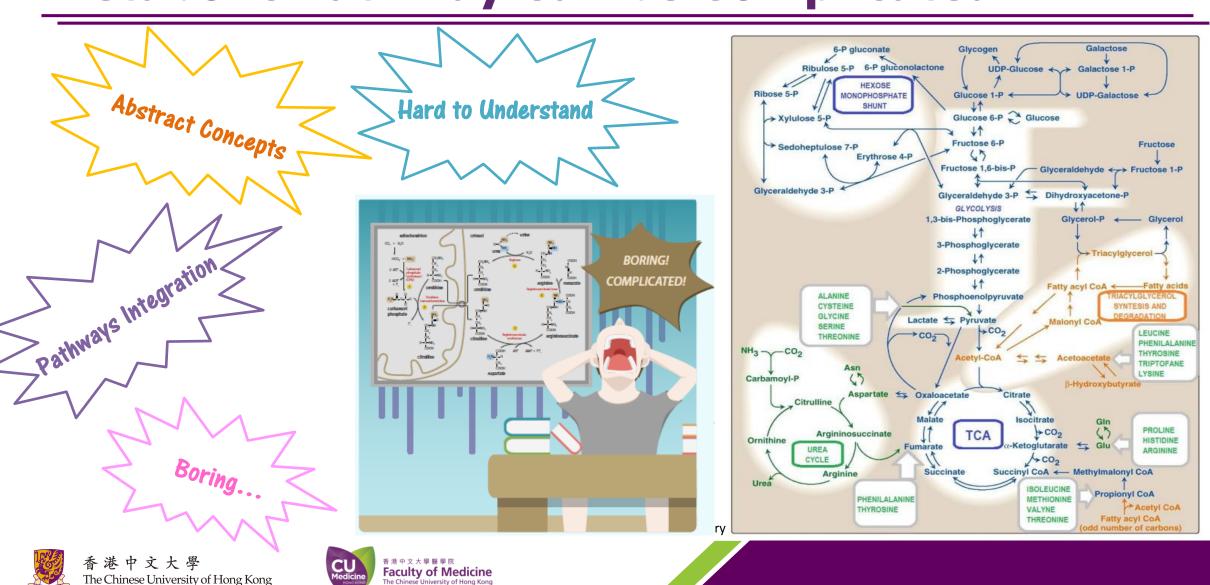
Mr Bernard NG

Let Them Design!





Studying Biochemical Metabolic Pathway Can be Complicated...



The Metabolism Metro

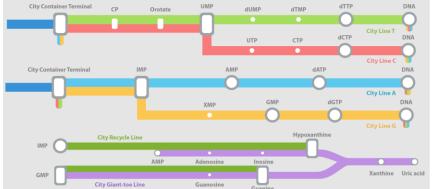
Aims

- □ To stimulate students' interest in exploring human metabolic pathways
- □ To enable the students to understand the linkages between different pathways
- To design a courseware according to the needs of the students

Overall design

- Metabolic pathways are grouped into islands and shown on the "World Map"
- Each pathway is presented as "railway line"
- Railway lines are grouped together to form a metro map







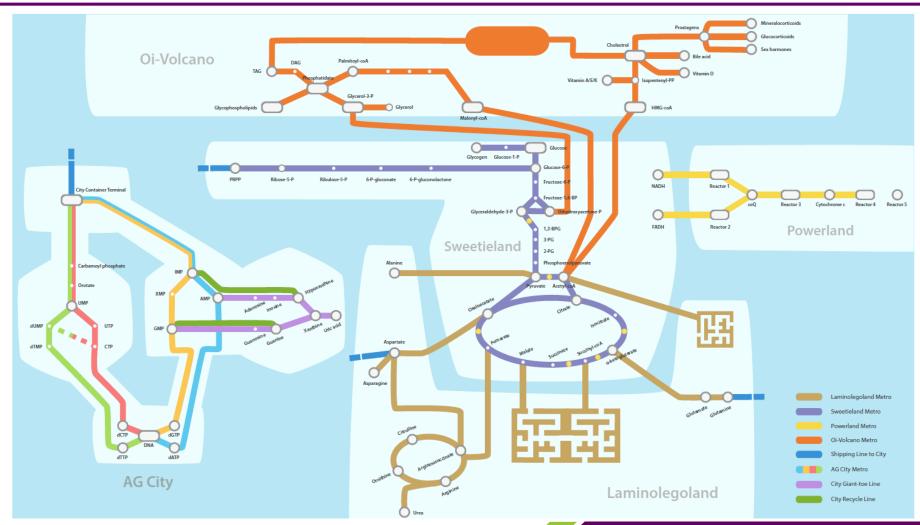


Key Islands in the "World Map"





Fragmented Concepts are Integrated and Presented as a Metro Map







Our Team

- Course teacher
 - Content of courseware
- Colleague from the Information Technology Services Center (ITSC)
- Teacher provides students with knowldge

 Student as a bridge: with knowledge and techniques

 With knowledge and techniques
- To train student helpers on the use of different software
- □ To incorporate the courseware into the student platform
- □ To provide technology support
- Student helper (with Biochemistry / medicine background)
 - Learnt the course before
 - To design the courseware in a student perspective
 - □ With good drawing skills, interested to learn new software programs





Our Planning

Phase 1

- Urea cycle in "Laminolegoland"
- ☐ The simplest pathway
- Preparation time: 6 months

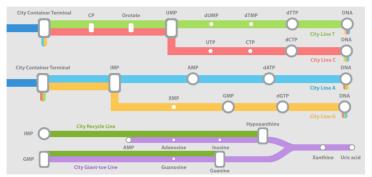
Phase 2

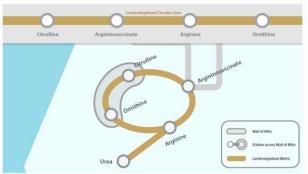
- □ "AG city"
- □ Integration of pathways
- Preparation time: 9 months

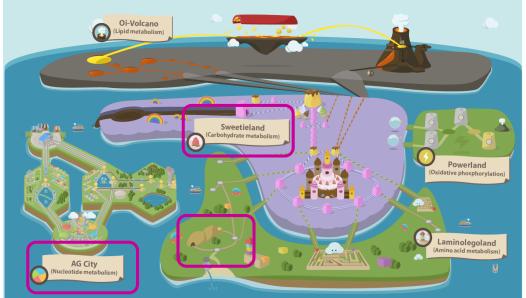
Phase 3

- "Sweetieland"
- Include interactive elements
- Preparation time: 1 year













Courseware Design

- Software used:
 - Articulate storyline
 - Camtasia
 - Adobe creative suite
- Key features (Phase 1)



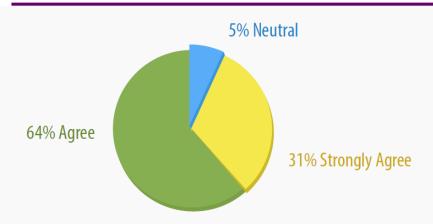
- Short development timeframe (≤ 1 year)
- Student feedback collection at the end of each phase
 - □ Let the students involved in the improvement of the courseware

Courseware Demonstration

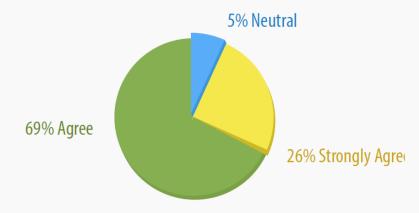




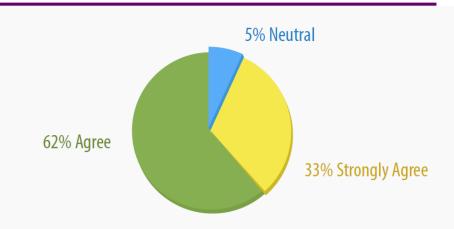
Student's Evaluation



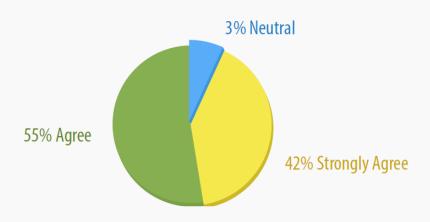
"The courseware enabled me to understand the relationships between different metabolic pathways (to understand how common metabolites participates in different pathways)."



"The courseware can highlight important concepts."



"Integrating metabolic pathways into a metro map facilitated my understanding of the whole picture of metabolism."



"In general, I am satisfied with the courseware."

Students' Comments

The metro map was helpful because all the pathways were all in one place, and it has bright colours and clear visual graphics, which is clearer and easier to memorize than the black-and-white text-based diagrams found in most textbooks.



Sherie Li Medicine, Year 2

The Metabolism Metro provides an *interesting and creative* platform for me to study biochemistry. I really love the *attractive animation* and design, which *enable me to memorise* the interactive metabolic pathways in a *more comprehensive* way.



AG city is really *cute and informative*, making metabolic pathways *more fun to learn* and revise. It *helps visualise* how the different chemical reactions in a way that is *easy to understand*.



Medicine, Year 2





What Could be Improved in the Courseware?

Subtitles should be added to the animations

Increase the speed!

Better if it can be more interactive

Can add a little quiz or have some exercises in the flash

I prefer using it before lecture because I can get a clear mind on the pathway before learning in class





"Let them design!"

Student Designer and Design responding to students' requests

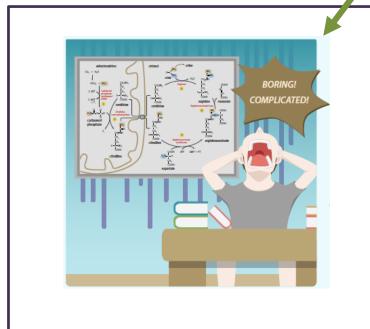




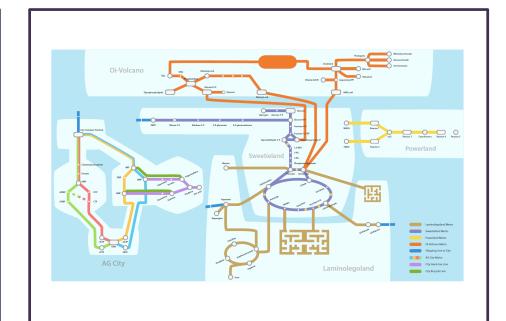
Undergraduate learning from my perspective

Students need:

This was exactly my face



1. Motivation to learn



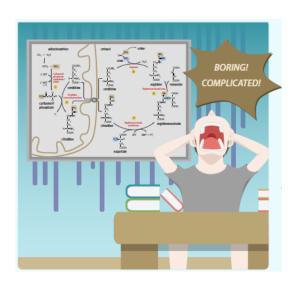
2. Big picture of knowledge





Undergraduate learning from my perspective

Students need:



1. Motivation to learn

Workload of UG students is usually heavy



Motivate through graphics



Attract more attention to course contents





Undergraduate learning from my perspective

Students need:

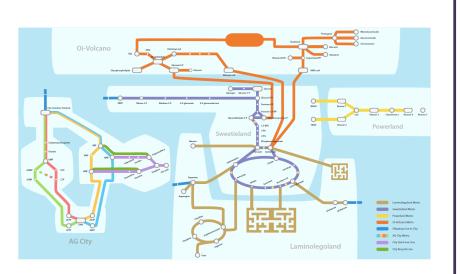
Information overloading within one semester



Integrated contents in a big picture



Make sense of hard facts understand implications of hard facts (Save time for study!!)



2. Big picture of knowledge





A Typical Development Timeline

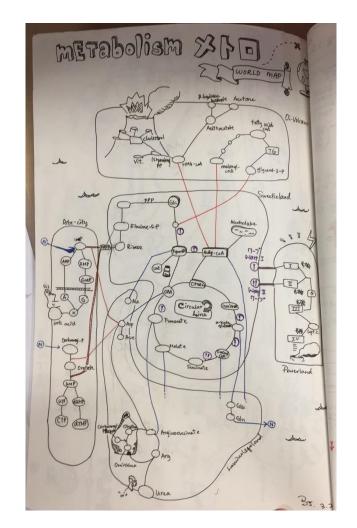
Hand drafting

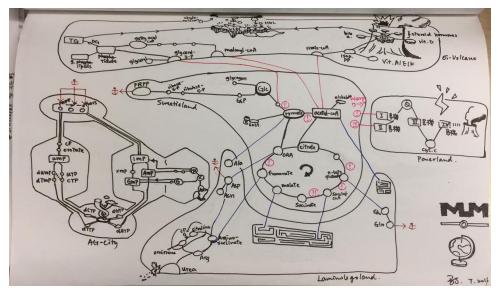
AI: Adobe Illustrator AE: Adobe After Effect AS: Articulate Storyline

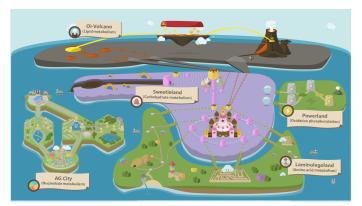




Hand drafting occupies at least 1/3 of the time (very important)



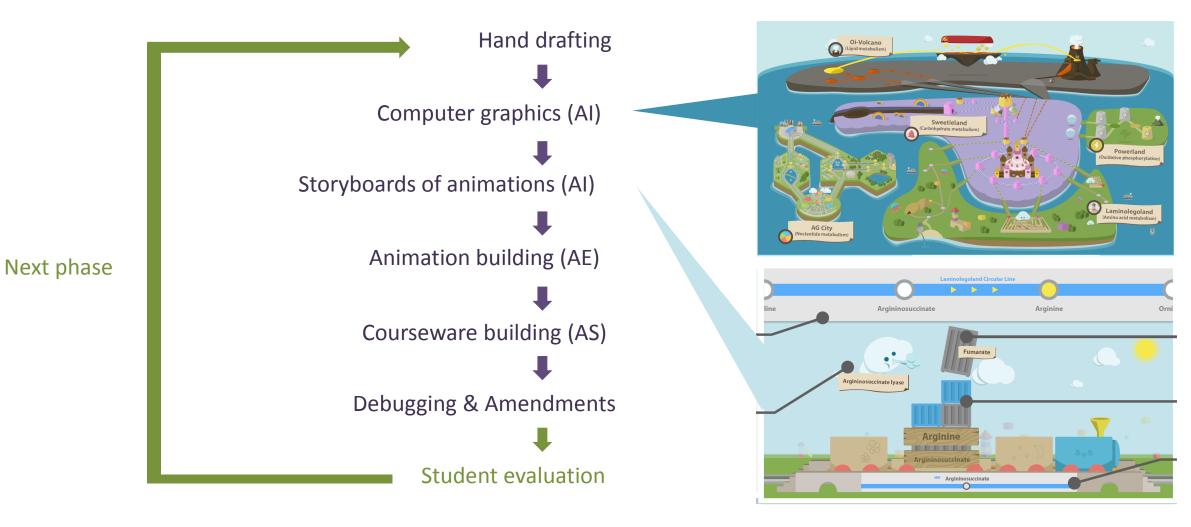




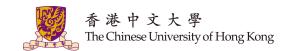




A Typical Development Timeline



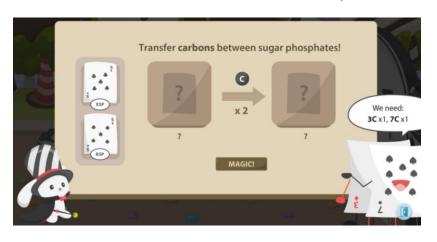
AI: Adobe Illustrator AE: Adobe After Effect AS: Articulate Storyline

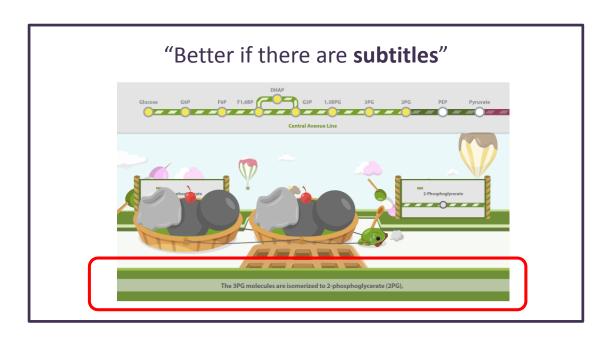




Responding to Students' Requests

"Better if more interactive. Can add quiz/exercise."





"Animation too slow. Increase the speed!"

We **increased speed** 2-3x

"Can I **skip/exit** from the animation?"

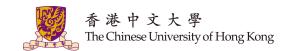
Review **UI** (User interface)

"Good if there is an integrated map for revision."



Revision package to be developed





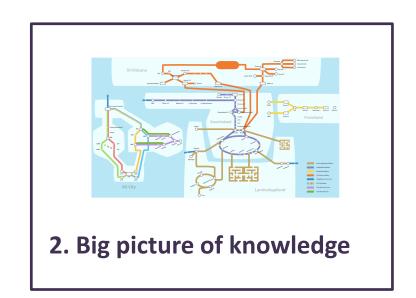


We need a courseware that ...

is interesting



can provide insights in addition to lecture materials







Acknowledgement

- ▶ This courseware is supported by:
 - □ Phase 1 "Laminolegoland": Teaching Development Grant (TDLEG)
 - Phase 2 "AG City": Office of Medical Education (OME)
 - □ Phase 3 "Sweetieland": Courseware Development Grant Scheme (CDGs)
 - □ Phase 4 "Powerland": Micro-Module Course Development Grant (MMCD)



Thank you!



