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Types of educational media

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INTRODUCTION

Use of Educational Media is essential for teaching and learning process. Media can be utilized in almost every discipline to enhance learning in class and out of class. Research suggests that people learn more easily when they are presented in both verbal and visual form (Salomon, 1979). Other empirical research shows that visual media make concepts more accessible to a person than text media and help with later recall (Cowen, 1984). These media is helpful to all types of learners having different Learning Stylesvisual, auditory and kinesthetic. It keeps the learner focused and actively engaged in teaching learning process in classroom.

1- What is Media?

Media itself means a method of communication.





Media can be defined as means through which information is shared or communicated among people. E.g; language, newspapers, radio, TV, and internet.

2-What is Educational media?

- Educational media: refers to channels of communication that carry messages with an instructional purpose. They are usually utilised for the sole purpose of learning and teaching (Webcrawler, 2013).
- These are any means of communication between the teacher and learner that allow interaction and feedback between the two parties (Angelo et.al,1993).

3-What is Educational media and Technology?

- Rowtree (1990) says EMT is the development (process involving learners from start to evaluation) and evaluation (how much has the learners achieved given the applied media and technology) of system of techniques (technology) and aids (media) so as to improve the teaching learning in conveying the content (message) to learners.
- Coffey (1977) defines the concept as a systematic way of designing, implementing and evaluating the total teachinglearning process by employing a combination of human and scientific equipments to bring about effective instruction.

Examples of EMT may include

- All books and their illustrations,
- Magazine/Newspaper,
- Documents,
- Programmed Materials,
- Pictures,
- Films, Strips,
- Sliders,
- Projectors Of All Kinds,
- Charts/Graphs/Maps/D rawing,

- Writing Boards And Board Materials,
- Tape Recorders,
- Radio
- Cameras,
- Videos,
- Televisions
 Computers,
- Models Etc.

Hardware

- ✓ Hardware is the physical equipment or mechanical/electrical that make for a medium system operate e.g. a central pressing unit (CPU), mouse and keyboard.
- ✓ The hardware is used to run devices e.g motion pictures, video tapes, DVD players, radio TV, tape recorder, projectors, cameras and laptops. The hardware enables teacher to deal with more learners at least cost.

Software

Software refers to data or programs not forming part of the hardware but used when operating the hardware eg a film in a camera, a transparency in an OHP, a cassette in a tape recorder or a program in a computer. It controls the computer's operation.

Courseware

✓ The courseware is specific instructional software that addresses the content eg specific films used in teaching environment.

(i). Motivational media

 These are media that are meant to arouse the interest of the learner

Example: Computer, Tv, etc

(j). Informational media

 These are kind of media that are mainly aimed at giving information without an opportunity of interaction; they are one way traffic eg TV, newspaper or books. However behind these media there must be a hidden message.

(k). Instructional media

These are kind of media intended to change a learner's behavior in a classroom setting and the learners can interact with them eg photos, models, projectors and regalia.

1. Printed Materials:

- ➤ Textbooks: Traditional printed books designed for educational purposes.
- Workbooks: Exercises and activities to complement textbooks.
- Reference Materials: Encyclopedias, dictionaries, and other reference books.

2. Visual Aids:

- Charts and Graphs: Visual representations of data or concepts.
- Maps: Geographical representations for subjects like geography and history.
- Posters and Infographics: Visual summaries of information.

- 3. Audio-based Media:
- Podcasts: Educational content delivered in audio format.
- Lectures and Speeches: Audio recordings of educational talks.
- Audiobooks: Narrated versions of books for learning.

- 4. Video-based Media:
- Educational Videos: Instructional content covering various subjects.
- Documentaries: In-depth explorations of real-world topics.
- Animations and Simulations: Visualizations to explain complex concepts.

5- Interactive Media:

- Educational Software: Interactive programs designed for learning.
- Educational Games: Games with educational objectives.
- Simulations: Virtual models of real-world processes.

- 6. Online Resources:
- E-learning Courses: Online courses covering a variety of subjects.
- Webinars: Online seminars or workshops.
- Blogs and Articles: Educational content published on the internet.

- 7. Social Media:
- Educational Social Media Groups: Platforms where learners can share and discuss information.
- Live Streaming: Real-time educational content delivery.

- 8. Virtual Reality (VR) and Augmented Reality (AR):
- Virtual Tours: Simulated tours of real or imaginary places.
- AR Applications: Overlaying digital information onto the real world for educational purposes.

9-Broadcast Media:

- Educational TV Programs: TV shows designed for learning.
- Educational Radio Programs: Radio shows with educational content.

10. Teaching Aids:

- Models and Props: Physical objects used to illustrate concepts.
- Manipulatives: Hands-on objects to aid understanding in subjects like mathematics

11- Educational Apps:

Mobile Applications: Apps designed for learning on smartphones and tablets.

12-Learning Management Systems (LMS):

Online Platforms: Systems that manage and deliver educational content in a structured way.

13- Open Educational Resources (OER):

Free and Open Content: Educational materials available for free use and adaptation.

These types of educational media can be used individually or in combination to create diverse and engaging learning experiences. The choice of media often depends on the subject matter, learning objectives, and the preferences of both educators and learners.

Thanks for your attention

