





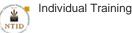


Context for Instructional Technology at NTID • Events of Instruction and Processes of Learning* • Get Attention/Share Objectives • Present Material/Guide Learning • Performance/Feedback • Assess Performance/Retention & Transfer *Gagne, Briggs & Wager 1992, Principles of Instructional Design.



Faculty Technology Skills **Professional Development Program**

- Level of Training
 - Individual
 - Department
 - Center
- College
- Workshops
- Seminars
- Demonstrations







Faculty Technology Skills Instructional Technology Consortium

- **Faculty Development** Activities
- Teachers Teaching Teachers
- Web Based Resources
- Faculty Projects
- Positive Evaluation & Impact



http://www.rit.edu/~ntiditc/



Faculty Technology Skills **RIT Resources**

- RIT Faculty **Training**
- RIT ITS Support
- RIT Office of Professional Dev.
- RIT Library
- Educational Technology Center



Infrastructure for Faculty **Educational Technology Resource Room**

- Most Current Technology
- **Experienced Faculty** and Staff Guide Use of Technology with NTID Faculty
- Resource Room
- **Product Development**
- Loan System for Equipment



http://www.rit.edu/~493www/

Infrastructure for Faculty **Instructional Design & Evaluation**

- Instructional **Developers Lead Projects**
- Team of Multimedia Developers, Grpahic Designers, Photographers, **Evaluators**



http://www.rit.edu/~491www/

Infrastructure for Faculty Instructional Television

- **Traditional Television** Production
- Captioning Process
- Classroom Captioning
- Videoconferencing



http://www.rit.edu/~490www/etv.html







