

Vignette: a snapshot of your applied project experience

Name: *Niamh O' Mahony*

What was your project title?

Cognitive learning and motivation of 1st year secondary school students using an interactive and multimedia-enhanced e-book made with iBooks Author.

What is your discipline/area of professional practice?

Multimedia and graphic design for elearning

Why did you need to do this project at the time?

My career is in multimedia development for elearning and so I was interested in and very curious about the relationship between interactive multimedia and the psychology of learning. There have been many studies done to analyse the learning benefits from digital, multimedia and interactive platforms, and I found it exciting to contribute to this field by doing a specialised study of my own.

What technologies did you use?

Photoshop, Ibooks Author, iPads, kwiksurveys.com

What were the main challenges in your project? How did you overcome them?

- 1. **Topic choice:** A challenge was to choosing and narrowing in on a specialised area of elearning. I overcame this challenge by keeping my choice relevant to my work practice and my interests, keeping the workload more enjoyable.*
- 2. **Time/amount of work:** From my experience there are many small phases to the final year project such as research, application of this research to a possible study, methodology decisions, preparation for data collection involving technology, data collection, analysis, more research and writing. I overcame the challenge of the workload with careful calendar and time-line management for the development of the study in a smooth manner with minimal stress and this was very important for an enjoyable project.*
- 3. **Technology and the unknown:** Given that I was out to find answers, I was using technology in a way I had not done before. I overcame this challenge by testing my developed lessons on some subjects and testing the online data collection tools and processes well in advance of the real data collection.*

What was the outcome of your project?

My project generated some interesting data. I discovered that the large majority of students found learning from interactive and multimedia enhanced ebooks to be motivating in general. However, not all of the methods of interactivity provided on the platform were found to be motivating or liked by the students. Some of the methods of multimedia delivery on the platform resulted in better recall and learning by the students, while other methods hindered learning.

What is happening now? Has it developed since? How?

My project was to evaluate motivation and learning via one standalone data collection session in a school and so was not intended to be in ongoing use. I am however, in the process of having my paper reviewed for publication in an academic journal.

URL/Link to Project: http://www.niamh-om.com/elearning-eportfolio/?page_id=1360