

DESIGNING SLIDES THAT STICK







RESEARCH <u>A Cognitive Theory of Multimedia Learning:</u> <u>Implications for Design Principles</u> <u>Richard E. Mayer and Roxana Moreno</u>









































Selecting

Incoming Visual Creates Image Base

Incoming Verbal Creates Text Base

Organizing

Visual >> Image-based Model of the to-be-explained system

Verbal >> Text-based model of the to-be-explained system

Integrating

Learner builds connections between elements of the Verbal-based model and elements of the Visual-based model



5 secrets for designing better multimedia materials for **earning** (Based on that research)

1 Speak words <u>and</u> use pictures.

MULTIPLE REPRESENTATION PRINCIPLE: It is better to present an explanation in words and pictures than solely in words.



1 Speak words and use pictures.

MULTIPLE REPRESENTATION PRINCIPLE: It is better to present an explanation in words and pictures than solely in words.



2 Speak words and use pictures (at the same time).

CONTIGUITY PRINCIPLE When giving a multimedia explanation, present corresponding words and pictures contiguously rather than separately.













3 Don't show words you're saying out loud.

SPLIT-ATTENTION PRINCIPLE: When giving a multimedia explanation, present words as auditory narration rather than as visual on-screen text.





SPLIT-ATTENTION PRINCIPLE: When giving a multimedia explanation, present words as auditory narration rather than as visual on-screen text.















Don't use pictures if they don't relate to the words your saying out loud.

SPLIT-ATTENTION PRINCIPLE: When giving a multimedia explanation, present words as auditory narration rather than as visual on-screen text.















4 Less is more.

<u>Coherence Principle:</u> When giving a multimedia explanation, use few rather than many extraneous words and pictures.








5 Everybody's different.

<u>Individual Differences Principle:</u> The foregoing principles are more important for learners with less prior knowledge than for those with more prior knowledge and high-spatial learners than low-spatial learners.



Slide RE-design



Pythagorean Theorem a²+b²=c²

- The area of the square whose side is the hypotenuse (the side opposite the right angle) is equal to the sum of the areas of the squares on the other two sides.
- This theorem is an equation relating the lengths of the sides a, b and c:^[1]a²+b²=c² where c represents the length of the hypotenuse and a and b the lengths of the triangle's other two sides.





Backward Design

What's most important about this slide?





Pythagorean Theorem a²+b²=c²

- The area of the square whose side is the hypotenuse (the side opposite the right angle) is equal to the sum of the areas of the squares on the other two sides.
- This theorem is an equation relating the lengths of the sides a, b and c:^[1]a²+b²=c² where c represents the length of the hypotenuse and a and b the lengths of the triangle's other two sides.











Pythagorean Theorem $a^2 + b^2 = c^2$ C b С b а b а а

Why do I have to know this?























$a^2 + b^2 = c^2$





$a^2 + b^2 = c^2$





Pythagorean Theorem a²+b²=c²

- The area of the square whose side is the hypotenuse (the side opposite the right angle) is equal to the sum of the areas of the squares on the other two sides.
- This theorem can be written as an equation relating the lengths of the sides *a*, *b* and *c*:^[1]a²+b²=c² where *c* represents the length of the hypotenuse and *a* and *b* the lengths of the triangle's other two sides.







The winged goddess of Victory standing on the prow of a ship overlooked the Sanctuary of the Great Gods on the island of Samothrace. This monument was probably an ex-voto offered by the people of Rhodes in commemoration of a naval victory in the early second century BC. The theatrical stance, vigorous movement, and billowing drapery are hallmarks of this Hellenistic sculpture.

Greek, Etruscan, and Roman Antiquities Hellenistic Art (3rd-1st centuries BC) Author(s): Astier Marie-Bénédicte

Backward Design

What's most important about this slide?







The winged goddess of Victory standing on the prow of a ship overlock of the Sanctuary of the Great Gods on the island of Samothrace. This more nent was probably an ex-voto offered by the people of Rhodes in compemoration of a naval victory in the early second century BC. The theatrical stance, vigorous movement, and billowing drapery are hallmarks of this Hellenistic sculpture.

<u>Greek, Etruscan, and Roman Antiquities</u> Hellenistic Art (3rd-1st centuries BC) Author(s): Astier Marie-Bénédicte



W I LAND TO GOT BY

ANG !!





Map data ©2020 Google United States Terms Send feedback 50 mi ⊾



Map data ©2020 Google United States Terms Send feedback 50 mi ⊾



Map data ©2020 Google United States Terms Send feedback 50 mi L



(c)2009 NAVISTORY









4







The winged goddess of Victory standing on the prow of a ship overlock of the Sanctuary of the Great Gods on the island of Samothrace. This more nent was probably an ex-voto offered by the people of Rhodes in compemoration of a naval victory in the early second century BC. The theatrical stance, vigorous movement, and billowing drapery are hallmarks of this Hellenistic sculpture.

<u>Greek, Etruscan, and Roman Antiquities</u> Hellenistic Art (3rd-1st centuries BC) Author(s): Astier Marie-Bénédicte



The winged goddess of Victory standing on the prow of a ship overlooked the Sanctuary of the Great Gods on the island of Samothrace. This monument was probably an ex-voto offered by the people of Rhodes in commemoration of a naval victory in the early second century BC. The theatrical stance, vigorous movement, and billowing drapery are hallmarks of this Hellenistic sculpture.

Greek, Etruscan, and Roman Antiquities Hellenistic Art (3rd-1st centuries BC) Author(s): Astier Marie-Bénédicte



- (Neftel et al., 1994)
- Antarctica EPICA Dome C (Fluckiger et al., 2002)

Carbon Dioxide in Earth's atmosphere has risen by about 30% since the beginning of the industrial revolution. Most of the increase is due to the combustion of fossil fuels, which releases the longstored CO₂ back into the atmosphere.

Backward Design

What's most important about this slide?







Chart 2

- Law Dome, East Antarctica 75-year smoothed (Etheridge et al., 1998)
- Siple Station, West Antarctica (Neftel et al., 1994)
- Antarctica EPICA Dome C (Fluckiger et al., 2002)

Carbon Dioxide in Earth's atmosphere has risen by about 30% since the beginning of the industrial revolution. Most of the increase is due to the combustion of fossil fuels, which releases the longstored CO₂ back into the atmosphere.

CO₂ Atmospheric Concentrations: 12,000 years



Design Better Multimedia Materials for Learning

- 1) Speak words and use pictures.
- 2) Speak words and use pictures (at the same time).
- 3) Don't show words you're saying out loud.
 - Don't use pictures if they don't relate to the words your saying out loud.
- 4) Less is more.




1) Speak words and use pictures.



- 1) Speak words and use pictures.
- 2) Speak words and use pictures (at the same time).



- 1) Speak words and use pictures.
- 2) Speak words and use pictures (at the same time).
- 3) Don't show words you're saying out loud.
 - Don't use pictures if they don't relate to the words your saying out loud.



- 1) Speak words and use pictures.
- 2) Speak words and use pictures (at the same time).
- 3) Don't show words you're saying out loud.
 - Don't use pictures if they don't relate to the words your saying out loud.
- 4) Less is more.





These same rules apply to video











mjmfoodie. (2011, Jan 13). Episode 4: Micro vs. Macro Economics. YouTube. https://youtu.be/w8tUIq7Blsg



mjmfoodie. (2011, Jan 13). Episode 4: Micro vs. Macro Economics. YouTube. https://youtu.be/w8tUIq7Blsg



TED. (2016, April 6). Inside the Mind of a Master Procrastinator | Tim Urban. YouTube. https://youtu.be/arj7oStGLkU

Don't let perfect be the enemy of the good.



Don't let perfect be the enemy of the good enough.



Copyright EXPLO Elevate 2020

THANK YOU!



© @EXPLOelevate

Designing Videos for Learning

- Segment your content to stay below 6 minutes
- Use first-person narration
- Provide spoken narration
 - > For accessibility, provide a means to access the text
- Associate the content with an emotion
- Give user tools for searching and navigation
 - Add title and pause cards to encourage user interaction.



Optimal Length of Videos

Introductions/Brief Overviews	1-3 minutes	6 Minute Barrier Prepare to segment
"Big Picture" Topic Overview	2-5 minutes	
"Deep Dives"/Complex Topic	5-15 minutes	
Full Lessons	15+ minutes Avoid! Segment!	