

**Standard: Candidate Professional Growth and Development**  
**Element: 6.3 Field Experiences**  
**Class: ITEC7445**  
**Artifact: Multimedia Design Project**

*Candidates engage in appropriate field experiences to synthesize and apply the content and professional knowledge, skills, and dispositions identified in these standards.*

**1. Briefly describe the artifact and the context in which it was created. What was your individual contribution(s)?**

The artifact that was selected to represent this standard is my Webquest that I developed as my multimedia design project. The multimedia design project is a product of using multimedia to **integrate** technology standards and content-based standards while offering **differentiation** and **high order thinking skills**. This project was an **application** of learned content, professional knowledge, skills, and dispositions.

**2. Explain how this artifact demonstrates mastery of the standard/element under which it is placed.**

This artifact shows mastery of the standard because I applied **content** learned throughout this program of study. During the production of this artifact I applied **professional knowledge** gained throughout this program of study.

The **professional knowledge** shown during this artifact included knowledge of good multimedia design, **knowledge** of content and technology standards and implementation, **knowledge** of research, knowledge of **good design** principles, and **knowledge** of differentiation.

The **skills** applied during this field experience include modeling of safe, legal, ethical use of computers and the Internet for research. I also modeled and facilitated producing a creative innovative product. Other **skills** needed were the ability to produce a Weebly using good design. In this artifact I also integrated content standards and technology standards.

The **dispositions** I have for learning have been strengthened. I will be a life long learner. I know that technology changes I need to “hone” my skill and stay updated,. I have felt pretty confident in my technology skills, however; this field experience has strengthened and helped update skills.

**3. What did you learn from completing this artifact? What would you do differently to improve the quality of the artifact or the process involved in creating the artifact?**

From this artifact and its **implementation** I learned that students want to be creative and innovative in their learning products. My students were excited and wanted more to do. I realize that my students wanted the freedom to choose how they were learning.

If I were to do something differently I would take the time to teach my students how to make their own Webquest. The technology standards, technology skills, and 21<sup>st</sup> century skills they would learn from this are invaluable.

**4. How did the work that went into creating the artifact impact school improvement, faculty development or student learning? How can the impact be assessed?**

My student learning was greatly impacted during this field experience. They were engaged, insightful, and thirsting for more. They were assessed using a rubric of their oral presentations and their products.