

# EMDT 5030 Presentation Design + Delivery

Credits: 3

In this course students examine education methodologies and media design techniques used in lecturing, training, and classroom facilitation, both in face-to-face and virtual settings. Students explore best practices for presentation design, and evaluate their unique delivery style and the impact it has on their audience. Students engage in project-based learning activities to produce content and assets for their educational portfolio, which serves as an applied demonstration of their knowledge and skill in delivery and audience presentation methodologies. At the conclusion of this course, students will have applied their knowledge of presentation design and delivery for a deeper understanding of audience engagement.

*Prerequisites: EMDT 5020: Multiple Learning Theories*

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Create impactful content in a variety of presentation formats	<p>Presentation demonstrates exceptional creativity and critical thinking as well as an in-depth understanding of cognitive science. Presentation supports student learning through thoughtful, incremental, and creative instruction. Design is visually interesting and builds engagement. Format is chosen purposefully to meet learning needs.</p>	<p>Presentation demonstrates creativity and critical thinking as well as an understanding of cognitive science. Presentation supports student learning through thoughtful, incremental instruction.</p>	<p>Presentation demonstrates a basic understanding of cognitive science or design principles. Products support student learning.</p>	<p>Presentation lacks application of cognitive science and design principles. Significant revision required to meet learning needs.</p>	EMDT 1	Design competence
Analyze and evaluate content delivery style	<p>In evaluating presentation content and delivery, learner provides an accurate assessment that is supported by educational research, logic, practical experience, and design principles. Learner can communicate an opinion respectfully and demonstrates a nuanced understanding of best practices in designing and implementing curriculum.</p>	<p>In evaluating presentation content and delivery, learner provides an accurate assessment that is supported by educational research, logic, practical experience, and design principles.</p>	<p>In evaluating presentation content and delivery, learner provides a relatively accurate assessment that is supported by educational research, logic, practical experience, or design principles.</p>	<p>In evaluating presentation content and delivery, learner provides insufficient analysis of the strategy and how it connects to educational research, logic, practical experience, or design principles.</p>	EMDT 4	Design competence
Apply audience engagement tactics	<p>Learner plans ahead to engage the audience in a presentation. Audience engagement tactics are applied skillfully and are clearly connected to learning goals. Audience engagement tactics feel like a fluid, deeply integrated part of the presentation.</p>	<p>Learner plans ahead to engage the audience in a presentation. Audience engagement tactics are applied skillfully and are clearly connected to learning goals.</p>	<p>Learner plans ahead to engage the audience in a presentation. Audience engagement tactics are applied with basic skills.</p>	<p>Learner does not plan for or effectively implement audience engagement tactics.</p>	EMDT 6	Communication competence
Evaluate audience follow-up and assessment measures	<p>Learner gathers feedback from the audience in creative ways that are embedded in the learning process. Learner can skillfully explain the implications of that feedback and how they will use audience feedback in future presentations. Learner also integrates immediate audience feedback to customize their presentation in the moment.</p>	<p>Learner gathers feedback from the audience and can explain the implications of that feedback. Learner can explain how they will use audience feedback in future presentations.</p>	<p>Learner gathers feedback from the audience and can explain the implications of that feedback.</p>	<p>Learner does not gather audience feedback or cannot explain what that feedback means.</p>	EMDT 5	Design competence