

Videodisc Instructional Design

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"Because of the low processing intelligence of the MCA/Phillips Magnavision player and the limited interactive capabilities of the MCA/Pioneer educational industrial (E/I) model, instructional design strategies for such systems should capitalize on user control. These videodisc systems free the user and the designer from the tyranny of the clock. If the subject matter requires a variable amount of presentation time depending on the ability of the learner, that time can be created by the user manually stopping the player until he or she is ready to proceed."

"But the still-frame and stopping capabilities provide advantages. The user's ability to stop means that there can be a more rapid real-time presentation of material. There is no need to slow the pace of the program to match the average or slow learner. 'Fluff' pieces are no longer necessary as a way of allowing some absorption time."