

Undergraduate	EDCI 270 Project 2 Research (Purdue)
Overview	At this point in the semester, your instructional design and technology integration skills will be used to help design, develop, and present a team-based project. This project will give you the opportunity to research and explore a specific Web 2.0 application and create instructional materials on how it could/should be utilized within a classroom/training environment. The finished project will consist of a full collaboratively written online chapter of a Web 2.0 application (including examples of its use, training materials on how to use it, as well as educational materials to inform others of its potential) and a professional live presentation at the concluding "Web 2.0 Showcase." The research and outline of the finished project will consist of a full collaboratively created online bubbl.us mind map. Team members will consist of all members of the EDCI 270 lab sections, graduate and undergraduate teaching assistants, and international partners (Professor Tim Newby)
Objective	<ol style="list-style-type: none"> <li>Using bubbl.us, have the students conduct research and add at least 3 bubbles with research information to a skeleton mind map setup by the project manager.</li> </ol>
Material	<ul style="list-style-type: none"> <li>Computer and Internet access</li> <li>A free bubbl.us account.</li> </ul>
Procedure	<ol style="list-style-type: none"> <li>Instruct the team members to create a free online account on bubbl.us.</li> <li>Encourage the team members to add each other as friends to their accounts.</li> <li>Have the project manager create a basic skeleton, with the title of the Web 2.0 application as the main parent bubble and all the topics that need to be covered attached to the parent bubble, for the team to use for adding their ideas.</li> <li>Then have the project manager share the basic skeleton with all the team members as Full Edit access.</li> <li>Next, notify the team members that they have had the skeleton shared with them and they can access the skeleton.</li> <li>Then have the team members access the skeleton and add on information from their research.</li> <li>Over the next several days have the team members revise the skeleton and the information added so that only the information on the skeleton is relevant to the website that is going to be created.</li> <li>After all the important information is added to the skeleton, have the team members transfer information from their assigned topic bubble to add the information to the wiki page.</li> </ol>
Evaluation	<p>The students will be evaluated on how well they meet the objectives listed above. Below is an example rubric.</p> <p>----</p> <p>Objective 1- Using bubbl.us, have the students conduct research and add at least</p>

	<p>3 bubbles with research information to a skeleton mind map setup by their project manager.</p> <p>* A minimum of 3 posting on the mind map must be made. Each posting must include at least one unique reference to web and/or other sources that discuss the use of the team's specific Web 2.0 application. (6 pts)</p> <p>** Total 6 pts</p> <p>----</p> <p>Grand Total 6 pts</p>
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