

## Chapter IX

# Pedagogical Uses of Multimedia Annotators and Players

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### Inside Chapter

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*Multimedia materials form an increasingly important part of technology-enhanced learning (TEL). We present two kinds of related computer programs, multimedia annotators and multimedia players, which provide greatly improved control over how the user navigates, searches, and displays multimedia materials. Our main focus will be on MannX (Multimedia Annotator—XML). The objective of this chapter is to familiarize the reader with multimedia annotators and players, explain why and how they should be used for learning and especially for foreign language learning, present the best practices for their design, and outline the future directions for developing this new technology and its pedagogical applications. We believe that for many fields of study annotated and searchable multimedia materials are the best vehicle for instruction and learning.*

## Introduction

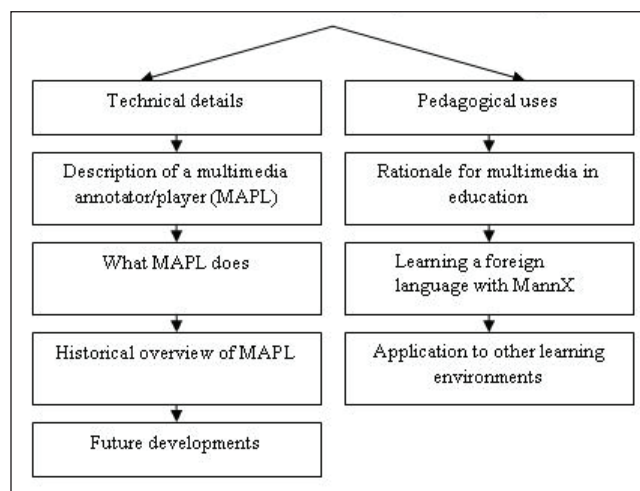
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Multimedia materials form an increasingly important part of technology-enhanced learning (TEL). We present two kinds of related computer programs that provide greatly improved control over how the user navigates, searches and displays multimedia materials. The programs are recent and do not yet have standard names, but at least two groups of developers (Nakhimovsky & Myers, 2003; University of Wisconsin Language Institute, 2003) call them *multimedia annotator* and *multimedia player*. These programs conform to the best practices of TEL:

- They can be accessed online, which assures “Learning for anyone, at any time, at any place.”
- These programs are user-centered because they let the user take control of the program (and therefore of acquiring knowledge) and accommodate various learning styles.
- Such programs allow for the inclusion of a variety of authentic materials in various media.
- They motivate the learners by using authentic material and by providing a non-stressful learning environment.

According to the constructivist approach to learning, the above concepts are very important in education. Let’s look at some examples of these concepts. We will start

*Figure 1. Chapter key issues: Multimedia annotators and players for learning*



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