

An Epistemological Process for Multimodal Assignment Design (A Webtext)

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Abstract

Informed by theories of *reflection* and *affordance*, this article presents a pedagogical framework for designing multimodal assignments. The framework is an epistemological process that directs instructors to reflect on *practical* affordances, *conceptual* affordances, and *pedagogical* affordances of genres, digital tools, and/or digital platforms. Such reflection helps instructors thoughtfully respond to questions relevant for assignment design: what can it (genre, tool, and/or platform) do? What kind of thinking and meaning-making does it evoke? What can it help students learn? What might it be used to teach? The process yields raw epistemological material that instructors can mine to craft multimodal assignments that achieve course learning goals.

This webtext is comprised of several pages that work to describe and concretize my proposed method for multimodal assignment design. The Exigence page provides a detailed account of three events in which this article responds, while the Pedagogical Framework page explains the framework and its theoretical underpinnings. The Instructor Guidelines page concretizes the method and provides direction for instructors on how to use it. Thought Train #1 and Thought Train #2 and <a href="T

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Keywords

Exigence, Conceptual Affordances, Practical Affordances, Pedagogical Affordances, Multimodal Assignment Design, Multimodal Literacies

This is a webtext. Please follow the links below for individual sections of the article:

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EXIGENCE

PEDAGOGICAL FRAMEWORK

THOUGH TRAIN #1

THOUGHT TRAIN #2

RESOURCE PAGE

REFERENCES

Or, click <u>here</u> for the full webtext.