

Academic Software

Chapter 6 Objectives

After studying this chapter, the student will be able to

- Describe the major categories of academic software and their application in teaching and learning
- Define academic software and describe the key features and use of each type in teaching and learning including
 - Authoring Software
 - Presentation Software
 - Desktop Publishing
 - Graphics Programs
 - Tutorials and Drill and Practice Programs
 - Educational Gaming and Simulation Software
 - Integrated Learning Systems
- Review and evaluate educational software so that their technology acquisitions will appropriately meet student needs