1. Discuss basic issues involved in the interface between the computer and basic design (foundations) instruction.
   a. Briefly describe how you would organize and investigate the topic above.
   b. To build and back-up your case, review the contributions of some writers one may turn to for guidance on these issues.
   c. Prepare a draft of a 20 minute presentation; discuss basic issues involved in the interface between the computer and basic design (foundations) instruction.
   d. Develop a proposed courses outline with the integration of computers using a basic foundation class as an example.

2. Describe the differences between physiological color phenomena and psychological color phenomena. If you were designing a public relations campaign, how would you select colors based on both physiological and psychological factors?

3. Describe the Gestalt theory of visual perception. Identify specific design strategies that can be developed using this theory. Apply one of the strategies to a hypothetical design project.

4. Visual metaphors form the basis of interface design. Identify six of these icons/metaphors and compare their function and appearance to their real-life counterparts. If you were an interface designer, what two new metaphors would you add to interface design?

5. Identify the three standard characteristics of color. How do these play a role in visual legibility?

6. Identify possible stages in the design process. Develop a course outline for a class in design methods where these stages are explored. What would be required of the students at each stage? What questions would you ask of the students to help them to develop an awareness of the process of design?

7. How has design for the Internet and interactive media changed the look of traditional media?

8. Identify four designers whose work you admire and write a brief essay about each. Include in your essay an examination of each designer’s formal and conceptual approach to design. Also include what you believe to be each designer’s philosophy of design.

9. Traditional research methods often are not effective in terms of interactive media in specific and design in general. Outline different approaches that researchers might use for studying interactive and multimedia design. Describe the types of results that each approach could be expected to produce. Consider types of research questions that might be examined by each approach you have described.

10. Describe a problem involving the use of technology in education. Outline a research plan to investigate the problem.
11. Discuss your research agenda. What are three of your current areas of interest for research post dissertation. Briefly outline a research plan for each. Describe how each would have an impact on education and/or curriculum. Identify the relationship between the stated objectives and the questions.

12. Here are three articles. Choose one to read in depth.
   a. Summarize the article.
   b. Describe the strengths and shortfalls of the article.
   c. Extend the article’s methodology or concepts to your own research, and describe how it supports or challenges your work.

13. Describe the history of technology use in design. Explain why the use of computers in education should be viewed differently from any other educational technology. Describe how design has changed as a result of technology.