

Sample Type 1 studies

1. Aukerman, M.E. (1987). Effectiveness of an interactive video approach for CPR recertification of registered nurses. (Doctoral dissertation, University of Pittsburgh, 1986) *Dissertation Abstracts International-A* 47 (06), 1979.

Focus	Process	Context	Techniques	Method	Conclusion
♣ Computer based	♣ Util. & delivery ♣ Learner outcomes	♣ Health care	♣ Cost analysis	♣ Evaluation ♣ Observation ♣ Qualitative	♣ Context specific w. some gen.

2. Blackstone, B.B. (1990). The development and evaluation of a simulation game about being a believer in the Soviet Union. (Doctoral dissertation, University of Pittsburgh, 1989.) *Dissertation Abstracts International-A* 50 (7), 2024.

Focus	Process	Context	Techniques	Method	Conclusion
♣ Game	♣ Production ♣ Form. evaluation ♣ Sum. evaluation ♣ Learner outcomes	♣ Cont. ed.	?	♣ Case study ♣ Evaluation ♣ Experimenta l ♣ Survey	♣ Context specific

3. Bowers, D. & Tsai, C. (1990). Hypercard in educational research: an introduction and case study. Educational Technology 30 (2), 19-24.

Focus	Process	Context	Techniques	Method	Conclusion
♣ Computer based	♣ Production ♣ Learner outcomes	♣ Employee training	♣ Specific technology	♣ Case study ♣ Experimental	♣ Generalizations

4. Buch, E.E. (1989). A systematically developed training program for microcomputer users in an industrial setting. (Doctoral dissertation, University of Pittsburgh, 1988.) *Dissertation Abstracts International-A* 49 (4), 750.
5. Cantor, J.A. (1988). An automated curriculum development process for navy technical training. *Journal of Instructional Development* 11(4), 3-12.
6. Capell, P. (1990). A content analysis approach used in the study of the characteristics of instructional design in three intelligent tutoring systems: The LISP tutor, Bridge, and Piano Tutor. (Doctoral dissertation, University of Pittsburgh, 1989.) *Dissertation Abstracts International-A* 50 (7), 2024.
7. Coscarelli, W.C. & White, G.P. (1982). Applying the ID process to the guided design teaching strategy: a case study. *Journal of Instructional Development* 5 (4), 2-6.
8. Coyle, K. (1986). The development and evaluation of an experimental computer simulation for animal science students. (Doctoral dissertation, Iowa State University, 1985.) *Dissertation Abstracts International-A* 46 (12),3581.
9. Coyle, L. (1992). Distance education project: extending extension programming via telecommunications technology. *Educational Technology* 32 (8),57-58.
10. Crane, G. & Mylonas, E. (1988). The Perseus project: an interactive curriculum on classical Greek civilization. *Educational Technology* 28 (11), 25-32.

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