**References**

Alessi, S. M., & Trollip, S. R. (2001). *Multimedia for Learning.  Methods and Developments* (Third ed.). Boston: Allyn and Bacon.

Alexander, S. (1995, 30 April - 2 May 1995). *Teaching and Learning on the World Wide Web.* Paper presented at the The First Australian World Wide Web Conference, Australia.

Alliger, G. M., Tannenbaum, S. I., Bennett, W., & Traver, S., A. (1997). A Meta-Analysis of the Relations among Training Criteria. *Personnel Psychology, 50*, 341 - 358.

Anderson, E. (1998). *Enhancing Visual Literacy through Cognitive Activities.* Paper presented at the 2002 ASEE/SEF/TUB Colloquium, Glasgow.

Arnheim, R. (1954). *Art and Visual Perception:  A Psychology of the Creative Eye.* Berkeley, CA.: University of California Press.

Atkinson, x. (1998). *Cognitive Styles and Computer Aided Learning (Cal):  Exploring Designer and User Perspectives.* Paper presented at the PATT 11, Haarlem.

Bates, R. (2004). A Critical Analysis of Evaluation Practice:  The Kirkpatrick Model and the Principle of Beneficence.   Retrieved January 2005, 2005

Bloom, B. J. (1956). *Taxonomy of Educational Objectives.  Handbook 1:  Cognitive Domain*. New York: David McKay.

Caborn, C., Mould, I., & Cave, J. (1989). *Design and Technology*. London: Nelson.

Clark, D. (n.d.). Evaluation Phase - Instructional Systems.   Retrieved September 2004, 2004, from www.nwlink.com/~donclark/hrd/sat6.html

Clementz, A. R. (2002). Program Level Evaluation: Using Kirkpatrick's Four Levels of Evaluation to Conduct Systemic Evaluation of Undergraduate College Programs., 24 September 2003, from http://web.bryant.edu/~assess/Program_Level_Evaluation.doc

Cohen, L., Manion, K., & Morrison, K. (2000). *Research Methods in Education* (5 ed.). London: Routledge & Farmer.

Custer, R. L. (1995). Examining the Dimensions of Technology. *International Journal of Technology and Design Education, 5*, 219-244.

Davies, T. (1996). Modelling and Creativity in Design and Technology.   Retrieved September 2004, 2004

Davies, T. (2000). Confidence! Its Role in the Creative Teaching and Learning of Design and Technology.   Retrieved September 2004, 2004, from http://scholar.lib.vt.edu/ejournals/JTE/v12n1/davies.html

De Villiers, M. R. (2002). *The Dynamics of Theory and Practice in Instructional Systems Design.* Unpublished thesis, University of Pretoria, Pretoria.

Denzin, N. K., & Lincoln, Y. S. (1994). *Handbook of Qualitative Research*. Thousand Oaks, CA: Sage.

Department of Education. (2002). *Revised National Curriculum Statement for Grades R-9 for Technology*. Pretoria: Department of Education.

Department of Education. (2004). *Teacher's Guide for the Development of Learning Programmes, Technology*. Pretoria: Department of Education.

DoE. (2002). *South African Revised National Curriculum Statement for Grades R-9 for Technology*. Pretoria: Department of Education.

Ford, N. (1999). *Learning Styles for Adaptive Course Delivery:  Problems and Prospects.* Paper presented at the 4th Annual Conference of the European Learning Styles Information Network, Preston:  University of Central Lancashire.

Fordyce, D. (1992). The Nature of Student Learning in Engineering. *International Journal of Technology and Design Education, 5*, 219-244.

Garner, S. W. (1988). Drawing and Designing:  Exploration and Manipulation through Two-Dimensional Modelling.   Retrieved September 2004, 2004

Garner, S. W. (1994). *The Role of Graphic Modelling in Design Education*. London: Routledge.

Garner, S. W., in McCormick, R., Murphy, P., & Harrison, M. (1993). *The Importance of Graphic Modelling in Design Activity, in Teaching and Learning Technology*. Workingham: Addison-Wesley Publishing Company.

Garratt, J. (1996). *Design and Technology* (2 ed.). Cambridge: Cambridge University Press.

Hannafin, M. J., & Peck, K. L. (1988). *The Design, Development and Evaluation of Instructional Software*. New York: Macmillan.

Hodgson, A. R. (1994). Developing Links between Computer Aided Learning and Design and Technology Teaching.   Retrieved September 2003, 2003, from http://www.lboro.ac.uk/idater/database/hodgson94.html

Hoepfl, M. C. (1997). Choosing Qualitative Research:  A Primer for Technology Education Researchers. *Journal of Technology Education, 9*(1).

Kirkpatrick, D. L. (1994). *Evaluating Training Programs: The Four Levels*. San Francisco: Berrett Koehler.

Lauer, D. A. (1985). *Design Basics* (2nd ed.). New York: Holt, Rinehart and Winston.

Lee, C. H. (1999a). An Exploration of Pedagogical Implications of Using Networked-Based Computer Mediated Communication in the Communicative Language Classroom. *Interpersonal Computing and Technology:  An Electronic Journal for the 21st Century [On-line]*.

Lee, S. H. (1999b). Usability Testing for Developing Effective Interactive Multimedia Software: Concepts, Dimensions, and Procedures.  2(2). Retrieved September 2004, 2004, from http://ifets.ieee.org/periodical/vol_2_99/sung_heum_lee.html

Lundall, P., & Howell, C. (2000). *Computers in Schools.  A National Survey of Information Communication Technology in South African Schools*. Cape Town: University of the Western Cape.  Education Policy Unit.

McMillan, J. H. (2001). *Research in Education: A Conceptual Introduction*. London: Longman Inc.

Miles, M. B., & Huberman, A. M. (1984). *Qualitative Data Analysis: A Sourcebook of New Methods*. Beverly Hills,CA: Sage Publications.

Montgomery, K., & Wiley, D. (2004). *Creating E-Portfolios Using Powerpoint*. London: Sage Publications.

Norman, D. A., & Spohrer, J. C. (1996). Learner-Centered Education. *Communications of the ACM, 39*(4), 24-27.

Osman, M. E., & Hannafin, M. J. (1992). Metacognition Research and Theory:  Analysis and Implications for Instruction Design. *Educational Technology Research & Development, 40*(2), 83-99.

Parr, J. W. (2004). Aesthetic Intentions in Product Design

Market Driven or Alternative Form.   Retrieved September 2004, 2004, from folk.uio.no/parr/text/aesthetic.pdf

Petrina, S. (n.d.). What Is Technology Studies?   Retrieved 24 September, 2003, from http://curricstudies.educ.ubc.ca/programs/tsed/what/what.pdf

Poole, B. J. (2001). Education for an Information Age.  Teaching in the Computerized Classroom.  3rd. Retrieved September 2003, 2003, from http://www.educationworld.com/a_tech/tech/tech188,shtml

Press, M., & Cooper, R. (2002). *The Design Experience*. Burlington: Ashgate.

Price, E. A. (1998). Instructional Systems Design and the Affective Domain. *Educational Technology, 38*(6), 17-28.

Recker, M. M. (1995). Cognitive Media Types for Multimedia Information Access., 2005, from http://www.comp.vuw.ac.nz/~mini/suceed/

Reeves, T. C. (2000). *Enhancing the Worth of Instructional Technology Research Through "Design Experiments" And Other Development Research Strategies.* Paper presented at the International Perspectives on Instructional Technology Research for the 21st Century, New Orleans.

Rozaitis, B. B. P. (2004). Active Learning with Powerpoint.   Retrieved March 2004, 2004, from http://www1.umn.edu/ohr/teachlearn/workshops/powerp/active_learning.html

Rubin, A. (n.d.). Educational Technology:  Support for Inquiry-Based Learning.   Retrieved September 2004, 2004, from http://lsc-net.terc.edu/do.cfm/paper/8085/show/use_set-tech

Schön, D. (1987). *Educating the Reflective Practitioner*. San Francisco: Jossey-Bass.

Schumaker, J. B., Denton, P. H., & Deshler, D. D. (1984). *The Paraphrasing Strategy*. The University of Kansas: Lawrence, KS.

Semmelink, J. J. (2000). *Science and Technology Education in South Africa.* Paper presented at the Science and Technology Education, Cape Town, South Africa.

Soe, K., Koki, S. a., & Chang, J. (2000). Effect of Computer Assisted Instruction (Cai) on Reading Achievement:  A Meta-Analysis.  June 2000. Retrieved September 2004, 2004, from http://www.prel.org/products/products/Effect-CAI.pdf

Stein, S., Docherty, M., & Hannam, R. (2001). *Making the Processes of Design Explicit within an Information Technology Environment.* Paper presented at the Australian Association for Research in Education (AARE), University of Notre Dame.

Strickland, A. W. (n.d.). Addie.   Retrieved October 14, 2002, from http://ed.isu.edu/addie/index.html.

Taylor, N. (2003). Powerpoint Presentations Has Potential to Hurt Education.   Retrieved January 2004, 2004, from http://www.collegian.com

Travers, K. (1993). *Design, the Basis of Engineering or Just Another Subject?* Auckland: Australasian Association for Engineering Education.

Tversky, B. (1999). What Does Drawing Reveal About Thinking?   Retrieved January 2005, 2005, from http://www.arch.usyd.edu.au/kcdc/books/VR99?Tversky.html

University of Pretoria. (2003). Study Guide to Jot120. In G. Haupt (Ed.), *Design*. Pretoria: University of Pretoria.

Van den Akker, J. (1999). Principles and Methods of Development Research. In N. N. J. van den Akker, R. M. Branch, K. L. Gustafson & T. Plomp (Ed.), *Design Methodology and Developmental Research in Education and Training (Pp. 1-14).* The Netherlands: Kluwer Academic Publishers.

Weiser , J. (2003). Weiser , J.   Retrieved March 2004, 2004, from http://www.uwec.edu/help/PPointXP/lnkbrch-m.htm

Winfrey, E. C. (2002). Kirkpatrick's Four Levels of Evaluation.   Retrieved 24 September 2003, 2003, from http://coe.sdsu.edu/eet/Articles/k4levels/index.htm

Wong, W. (1993). *Principles of Form and Design*. New York: Van Nostrand Reinhold.

Worden, S. (2003). Sight or Insight: Accounting for the Visual in Design Research. Retrieved September 2004, 2004, from www.idemployee.id.tue.nl/g.w.m.rauterberg/conferences/CD_doNotOpen/DED/d_final_paper/d_10.pdf