Eighteen articles published during 1983 and 1984 and cited in "Current Index to Journals in Education" are listed in this bibliography. Articles listed include discussions of the state-of-the-art in interactive video, the capabilities of interactive videotape and videodisc systems, and technical aspects of program design, development, and costs. Applications of interactive video in education are emphasized, and projects described include use of an interactive computer-videodisc system to teach hearing impaired students, a videodisc simulation to teach college-level Spanish, social studies instruction programs, and varied higher education uses. In addition to bibliographical information and the annotation, ERIC accession numbers are provided. (LMN)
Citations in this bibliography were selected from the Educational Resources Information Center (ERIC) Index Current Index to Journals in Education (CIJE).


Suggests using videodiscs interfaced with microcomputers for educational purposes and discusses a program designed to promote use of interactive video in medical education.


A three-year project at the California School for the Deaf - Riverside has focused on developing an interactive computer videodisc system to teach hearing impaired students. Preliminary results have revealed that the system appears to be an effective motivating instructional tool.


Describes interactive video teaching system (CAVIS) which mixes videocassette pictures, text and videotex diagrams, presented via single television screen with sound. The development of CAVIS, related research, teacher-learner interaction, creating courseware, equipment compatibility, and evaluating trainee and courseware performance are highlighted.


Discussion of capabilities of interactive videodisc which combines video images recorded on disc and random access highlights interactivity, teaching techniques with videodiscs, costs and games. Illustrative material is provided.


The development of an interactive videodisc simulation of a visit to a Mexican village for college-level Spanish instruction is described. Problems encountered, production considerations, program development, hardware and classroom results are discussed.


Technical aspects of interactive videodisc design are discussed.


Argues that factors that create a feeling of interacting in the human situation—response time, spontaneity, lack of distraction—should be included as prime elements in the design of human/machine systems, e.g., computer assisted instruction and interactive video. A computer/videodisc learning system for cardiopulmonary resuscitation and its effectiveness are discussed.


This article explains how teachers can develop their own interactive video programs. Suggestions for choosing equipment and developing lessons are given, and the development of a local history lesson using interactive video is described.


Looks at the capabilities of optical videodisc recordings and principles of audiovisual and computer-assisted instruction for use in medical education.

Provides an overview of recent developments in interactive video, including information on hardware requirements, federal programs to promote courseware development, implementation in the classroom, and currently available software. Emphasis is given to the perspective of the classroom teacher who wishes to explore this development further.


A detailed perspective on the current status of interactive videodiscs is provided, along with brief examples of their present uses in education. Considerations in program development and evaluation are also discussed. A substantial list of references is included.


Discusses three current social studies projects employing interactive videodisc systems.


Interactive video (computer controlled video instruction) has the potential to transform the educational delivery system in public education. The fiscal demise of public education, current uses of technology in education, interactive video courseware, project considerations, and future prospects are discussed.


Provides a step-by-step guide to creating an interactive video program, using technology that allows a computer program to control a video program. Discusses the concept, equipment and process involved. A buyer's guide to video interface cards is included.


Application in higher education of IVIS (interactive video instructional systems) is in its beginning stages. Survey of media professionals indicates they have positive attitudes toward IVIS use and some training has begun, but lack of software and financing present major barriers.


Describes applications in a variety of settings of videodiscs as tools for information retrieval with online databases, identifies technical capabilities, and discusses operations required to implement any application. Seventeen sources listed.


Reviews trainers' attitudes toward interactive video as well as how interactive video facilitates the learning process, the importance of the instructor, and a discussion of system hardware and the interface function.


Discussing the disciplines required in writing branching programs for interactive video, underscores the need to work from a flowchart, function on a team, and develop skills to write nonlinearly. Problems encountered are compared with Faulkner's novel, "The Sound and the Fury," and the development of two programs is briefly described.