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An evaluation tool designed to assess physics visualizations, animations and apps effectiveness teaching computational modeling SEBASTIAN GARCES, Purdue University, ETHAN STANLEY, Tiliadal STEM Education Solutions, REBECCA ROSENBLATT, NEIL CHRISTIANSEN, RAYMOND ZICH, Illinois State University, CHRIS ORBIN, The Ohio State Universituy, REBECCA LINDELL, Tiliadal STEM Education Solutions — With the ongoing use of animations, visualizations, apps to teach computational modeling in physics and astronomy courses, the need for evaluation methods has increased. We have designed a rubric that evaluates each multimedia component across four dimensions: quality of visualizations, connections between pedagogy and learning goals, quality of multimedia use in the instruction and learning effectiveness. In this talk we will present the rubric, discuss its development and validation, as well as present an example of the use of this rubric to analyze a variety of multimedia curriculums designed to allow students to develop computational modeling skills.

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