

# Redundancy Principle

Redundancy principle refers to the fact that capacity of both human information channels can unnecessarily be **overloaded by redundant information** presented through both channels thereby negatively affecting learning process.<sup>1)</sup>

Still, some research has also pointed that the negative redundancy effect does not occur if redundant information is short and respects spatial contiguity principles.<sup>2)</sup>

<sup>1)</sup>

For example see: Schmidt-Weigand, Florian, and Katharina Scheiter. The role of spatial descriptions in learning from multimedia. Computers in Human Behavior 27, no. 1: 22-28. January 2011.

<sup>2)</sup>

Mayer, Richard E., and Cheryl I. Johnson. Revising the Redundancy Principle in Multimedia Learning. Journal of Educational Psychology 100, no. 2: 380-386. May 2008.

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