

# 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>

1)

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.

2)

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.

From:

<https://www.learning-theories.org/> - Learning Theories

Permanent link:

[https://www.learning-theories.org/doku.php?id=research\\_results:redundancy\\_principle&rev=1307366456](https://www.learning-theories.org/doku.php?id=research_results:redundancy_principle&rev=1307366456)

Last update: **2023/06/19 15:49**

