



New methodology of development of e. learning courses

Development

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Development

- Authoring
- Media creation / integration / production
- Prototyping
- Processing
- Quality Assurance

Development

- Authoring
- Learning Objective: The learner will be able to state what must be considered while authoring effective online instruction.
- Based on the information obtained through the prior phases of ADDIE (Analysis and Design), you can start authoring the content.
- Take each learning objective and write the lesson that teaches specifically those concepts and skills. We refer to that as teaching to the objective.

Development

- Media Creation
- Based on the information obtained during the analysis and the determinations made during the design, create the variety of media content that will support the objectives of each lesson.

Development

- Media Creation
- Media may include:
 - Text
 - Images / graphics (still or animated)
 - Video streaming
 - Audio (streaming or downloadable files)
 - Databases
 - Games or simulations
 - e-books
 - Others (this is not an exhaustive list)

Development

- Prototyping
- While all the previous steps and phases should contribute to the effectiveness of the instruction, it is wise to test a prototype before full development. It is best to find potential problems at this stage and adjust, than it is to wait until all the development is done, or worse, until we are getting poor results.
- With part of the content for the course or training develop a prototype present it to potential learners and get their reactions. Make any necessary changes and then again test with a prototype. Only after you are satisfied that the instruction will meet its goals should you proceed with then next ADDIE step.

Development

- Implementation
 - Promotion
 - Distribution
 - Reporting
 - Maintenance
- Evaluation is important to insure that we are meeting our objective and to improve future offerings of the instruction.
