

Web-based Module

Create a web-based learning module using scenario-based design as the instructional strategy. Your module should include the following content and instructional design elements:

- An introduction screen
- Learning objectives (stated in terms that are appropriate for the learner audience)
- Learning content (some way in which new information is disseminated)
- Learning interactions (some form of practice and feedback for the learner, realizing that feedback may be limited due to technical constraints)
- A scenario (may be either a learning or assessment scenario) with all of the elements discussed in class (review content from week 9 as needed)

And the following technical elements:

- At least 10 separate web pages (odds are you'll need more than that)
- A navigation system
- A template-based design (in other words, be visually consistent from page to page unless the content clearly warrants changes)
- Graphics on each page (OK to repeat graphics as warranted, nothing fancy expected here – you might create your own, grab some from the web, take digital photos, scan items, etc.)

Also turn in 1-2 pages explaining the following (upload to assignments):

- Learner audience
- Learning objectives
- How you applied various principles of courseware design (multimedia, visual, ISD, etc.). They all apply, and this is your chance to bring things together. (But be brief – you need be extensive in your explanation)
- How SCORM and Section 508 compliance, if they were required, would impact your design and development process

In terms of scope, don't make it too big. You might pretend you're creating one part (a small module) of a larger instructional system.

The bulk of your grade will be for the execution of the content and instructional design elements. Don't let the technical side overshadow your ideas!