



COURSE OUTLINE: ELD101 - ACCESS, COPY, ETHICS

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Approved: Karen Hudson, Chair, Community Services and Interdisciplinary Studies

Course Code: Title	ELD101: ACCESS. COPYRIGHT, ETHICS ONL CRS CREAT
Program Number: Name	1228: E-LEARNING TRAIN DEV 1229: E-LEARNING DES & DEV
Department:	GENERAL ARTS & SCIENCE
Academic Year:	2023-2024
Course Description:	In this course, learners will learn how to evaluate the quality of all learning materials and resources, such as copyright and accessibility compliance, to ensure that ethical research practices are adhered to during each phase of online course creation and development. Learners will be exposed to Canadian standards and legislation such as the Accessibility for Ontarians with Disability Act, Copyright Law, and Universal Design of Learning.
Total Credits:	3
Hours/Week:	3
Total Hours:	42
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
This course is a pre-requisite for:	ELD205
Vocational Learning Outcomes (VLO's) addressed in this course:	<p>1228 - E-LEARNING TRAIN DEV</p> <p>VLO 5 Evaluate the quality of all learning materials and resources, ensuring that they adhere to Canadian accessibility and copyright standards and regulations.</p> <p>1229 - E-LEARNING DES & DEV</p> <p>VLO 5 Evaluate the quality of all learning materials and resources, ensuring that they adhere to Canadian accessibility and copyright standards and regulations.</p>
Essential Employability Skills (EES) addressed in this course:	<p>EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p> <p>EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>EES 4 Apply a systematic approach to solve problems.</p> <p>EES 5 Use a variety of thinking skills to anticipate and solve problems.</p> <p>EES 6 Locate, select, organize, and document information using appropriate technology and information systems.</p> <p>EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.</p> <p>EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of</p>



others.

EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.

EES 10 Manage the use of time and other resources to complete projects.

EES 11 Take responsibility for ones own actions, decisions, and consequences.

Course Evaluation:

Passing Grade: 50%, D

A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.

Other Course Evaluation & Assessment Requirements:

Learners within this Post-Graduate program must maintain a cumulative program average of 63% or higher to be eligible for co-op or field placement.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
1. Use digital tools and technologies to determine the accessibility in eLearning design and online learning	1.1 Define accessibility, copyright, and ethics in the workplace and educational settings 1.2 Identify the benefits and barriers that exist in regard to accessibility, copyright, and ethics in eLearning design and online learning 1.3 Describe the Accessibility for Ontarians with Disabilities Act and how this is an essential consideration in eLearning design 1.4 Describe Web Content Accessibility Guidelines and how it is used for eLearning design and development 1.5 Apply the Accessibility for Ontarians with Disabilities Act and Web Content Accessibility Guidelines to determine if web content is accessible and suitable for persons with disabilities
Course Outcome 2	Learning Objectives for Course Outcome 2
2. Design a learning plan that adheres to the Universal Design of Learning guidelines and principles	2.1 Identify the three main principles of Universal Design of Instruction and Learning and their corresponding guidelines, and they relate to eLearning development 2.2 Interpret how Universal Design of Learning and Instruction is beneficial in eLearning design and online learning 2.3 Use the principles to determine how online learning can meet the needs of diverse learners 2.4 Analyze which digital and eLearning tools will be effective for each of the principles and guidelines 2.5 Plan how to use Universal Design of Learning principles and guidelines in eLearning design and online course development 2.6 Develop a short learning plan for eLearning that adheres to the guidelines and principles of Universal Desing of Learning



	Course Outcome 3	Learning Objectives for Course Outcome 3
	3. Create accessible learning materials using digital tools and assistive technologies	3.1 Describe what assistive technology is and how it contributes to accessibility, especially as it pertains to accessibility in eLearning 3.2 Identify the prominent accessibility features in various tools and technologies, including eLearning authoring tools 3.3 Uses assistive technologies and eLearning tools to explore their accessibility features 3.4 Compare the accessibility features of various software programs, applications, and eLearning tools 3.5 Plan how to use assistive technologies and digital tools in eLearning design and online development 3.6 Develop eLearning materials that are accessible using digital tools and technologies
	Course Outcome 4	Learning Objectives for Course Outcome 4
	4. Create learning materials that adhere to Intellectual Property (IIP) Rights and Copyright Law for eLearning design and online development	4.1 Identify what intellectual property is and its various forms, including inventions, literary works, designs, works of art, and information, and they can be incorporated into eLearning development 4.2 Describe the reasons why intellectual property is protected and why this information is critical to acknowledge within the eLearning industry 4.3 Differentiate between the five different ways intellectual property can be protected 4.4 Define copyright law and how long it provides protection of original work 4.5 Summarize the different types of copyright infringement and acceptable use of copyrighted materials to ensure that eLearning design and development adheres to these standards 4.6 Develop a learning material that adheres to intellectual property rights and copyright law and can be used in an eLearning module
	Course Outcome 5	Learning Objectives for Course Outcome 5
	5. Develop elearning resources that adhere to Creative Commons Licenses and Open Educational Resources characteristics	5.1 Describe the purpose and history of Creative Commons and how they are used within the eLearning industry 5.2 Differentiate between the different types of Creative Commons licenses and the permissions granted by each license to ensure that appropriate resources are used for eLearning development 5.3 Explain the importance of attribution and proper citation of

	<p>Creative Commons licensed material to ensure that resources are properly cited within eLearning modules</p> <p>5.4 Define what characteristics make a resource an Open Educational Resource</p> <p>5.5 Locate Open Educational Resources to use for eLearning design and development</p> <p>5.6 Adapt an Open Educational Resource based on specific criteria for eLearning design projects</p> <p>5.7 Develop open educational learning resources that adhere to Creative Commons licenses and proper attributions</p>
Course Outcome 6	Learning Objectives for Course Outcome 6
6. Apply digital tools and technologies that detect plagiarism and Artificial Intelligence use in documents for the purposes of eLearning development	<p>6.1 Define Academic Integrity and Plagiarism</p> <p>6.2 Describe what is Artificial Intelligence and ChatGBT</p> <p>6.3 Evaluate the pros and cons of Artificial Intelligence models such as ChatGPT</p> <p>6.4 Explain the ethical considerations and concerns of using Artificial Intelligence in education and organizations for online course development</p> <p>6.5 Evaluate the use of Artificial Intelligence for academic integrity, plagiarism, and eLearning development</p> <p>6.6 Use digital tools and technologies to detect plagiarism and Artificial use in documents to ensure copyrighted materials are not used for eLearning design and development</p>
Course Outcome 7	Learning Objectives for Course Outcome 7
7. Evaluate the importance of professionalism and ethics as it relates to eLearning design and development	<p>7.1 Define what professionalism and ethics mean</p> <p>7.2 Classify what constitutes professional and ethical behaviour in the workplace</p> <p>7.3 Analyze what an unconscious bias or hidden bias is and how it can affect decision-making within the workplace environment</p> <p>7.4 Summarize the actions required to maintain confidentiality and ethical behaviour within the workplace setting</p>

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Application Learning & Report Web Accessibility (CLO 1)	20%
Project Creation: Accessible, Engaging eLearning Lesson (CLLOs 1-7)	30%
Project-Based: Create Accessible eLearning Lesson Plan (CLOs, 2,	

	3, 4, 5)	25%
	Quiz (IP Rights, Professionalism, Copyright, Creative Commons) (CLOs 1-7	25%

Date: August 23, 2023

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.