COURSE OUTLINE: ELD301 - TRAIN, DEV, & STORY

Prepared: Sam Yousefifard
Approved: Lori Crosson, Continuing Education, e-Learning, and Culinary

Course Code: Title	ELD301: TRAINING, DEVELOPMENT AND STORYBOARDING
Program Number: Name	1229: E-LEARNING DES & DEV
Department:	GENERAL ARTS & SCIENCE
Academic Year:	2024-2025
Course Description:	In this course, learners will explore how to curate quality and peer-reviewed Canadian related online learning materials and resources to effectively storyboard content and develop online training modules and courses. Learners will curate sources that adhere to Canadian standards, such as Copyright Law and Accessibility for Ontarians with Disabilities Act.
Total Credits:	2
Hours/Week:	2
Total Hours:	28
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:	ELD410, ELD420
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	**1229 - E-LEARNING DES & DEV** VLO 2 Apply learning theories to the development and design of courses utilizing educational technology, eLearning and instructional design. VLO 3 Evaluate and recommend learning strategies and solutions when developing and designing courses for a variety of learning and course management systems. VLO 4 Assess integrated learning methods, evaluations, and assessments for a variety of learning and development environments. VLO 10 Curate, develop, and storyboard reliable and peer-reviewed Canadian related eLearning content and resources to design effective online training modules and courses.
Essential Employability Skills (EES) addressed in this course:	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. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 7 Analyze, evaluate, and apply relevant information from a variety of sources. 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
Design agile and adaptive content development frameworks for diverse learning environments by analyzing the most common methodologies of project and communication management, and evaluating their strengths and limitations	Compare and contrast the fundamentals of Agile, Blended, and Waterfall project management approaches in the context of course and content development analyze the strengths, weaknesses, and suitability of each approach for various content development contexts Identify the benefits, challenges and limitations of a blended approach (agile and waterfall) with the roadmap on how the specific needs of the institution and the essential requirements of the project are met Evaluate the approaches to enhance stakeholder engagement through agile, waterfall, and blended content development process Develop an adaptive content development framework with elements of agile, blended approaches that allows for potential modifications and accommodates the unexpected circumstances and requests Develop a communication plan for an e-learning project, including key stakeholders (e.g., subject matter experts, instructional designers, developers, clients), communication channels, meeting frequency, and key deliverables
Course Outcome 2	**Learning Objectives for Course Outcome 2**
Develop an engaging e-learning model that supports the integration of multimedia, interactivity by incorporating evidence-based design principles to enhance active learning and authentic skill development	Conduct research to investigate how different multimedia elements (text, images, audio, video) influence learner engagement to inform your evidence-based selection strategies of multimedia Evaluate the strengths and limitations of various interactive e-learning approaches such as branching scenarios, simulations, game-based learning through a review of resources and best practices to determine their suitability for achieving the learning objectives and supporting authentic skill in learners Create a comprehensive e-learning storyboard blueprint that

	supports an alignment with learning objectives, characteristics of the target audience, and principles of effective multimedia design
	Build a functional e-learning prototype with an authoring tool (e.g., Articulate Storyline, Adobe Captivate, or iSpring Suite), that translates the storyboard design into a user-friendly and interactive learning experience.
	Evaluate the performance metrics and gather feedback on the clarity, engagement, and overall efficacy of your prototype from the data of usability test and learner feedback to iterate your e-learning prototype design
	Create compelling micro-narratives and authentic scenarios to frame learning content, support active learning which leads to memorable connections between information and real-world applications
Course Outcome 3	**Learning Objectives for Course Outcome 3**
Evaluate ways for integrating multimedia design principles to create visually compelling and pedagogically sound e-learning materials that optimize cognitive load, enhance information retention, and cater to diverse learning preferences	Analyze the core principles of multimedia learning theory, including modality, redundancy, coherence to determine how each principle can be applied to enhance learner engagement and understanding
	Create a comprehensive style guide for e-learning materials that is tailored to the e-learning needs of your organization by addressing branding, inclusive visual design, interaction design, and accessibility considerations.
	Examine the role of visual design elements such as color schemes, typography choices, and layout structures in e-learning and how they impact learner perception, attention, and cognitive load.
	Develop a set of practical guidelines for creating effective multimedia learning experiences that address key considerations such as cognitive load management, information retention and supporting the needs of diverse learners
	Design and develop a series of e-learning asset templates (e.g., infographics, animations, interactive diagrams, screencasts) that demonstrate an evidence-based application of multimedia design principles based on relevant research or best practices
	Conduct an expert review or evaluation of an existing e-learning course or module that results in recommendations for improvement on the effectiveness, engagement, and inclusivity of the design
Course Outcome 4	**Learning Objectives for Course Outcome 4**
Design approaches for	Define clear, measurable learning objectives for your gamified

implementing a gamified e-learning module that incorporates game mechanics, storylines, and rewards to increase learner motivation, engagement, and achievement of higher-order learning outcomes	module that aligns with the characteristics of the learners (age, prior knowledge, interests, technological proficiency) to create relevant and engaging game elements
	Choose an engaging theme (e.g., real-world scenarios, fictional narratives, or problem-based situations) and storyline that aligns with the learning content and resonates with learners leading to meaningful learning
	Identify common practices for enhancing learner engagement and motivation by incorporating game mechanics like points for progress, badges for achievements, optional leaderboards for friendly competition, leveled content for progression, and challenging bonus activities for deeper exploration
	Select an e-learning authoring tool (e.g., Articulate Storyline, Adobe Captivate, Evolve, Gomo) that supports gamification features, interactive elements, and engaging multimedia experiences
	Design learning screens or interactions for your gamified module with an e-learning storyboard template or a digital prototyping tool
	Create a visual prototype and learning screens of the potential learning flow and interactions of your gamified module with an e-learning storyboard template or a digital prototyping tool
Course Outcome 5	**Learning Objectives for Course Outcome 5**
Create e-learning project workflows and communication strategies by selecting and using project management tools, storyboarding platforms to ensure efficient development processes and strong stakeholder relationships	Create a checklist for the workflow processes and resource management including how to optimize team workload and successfully balance multiple concurrent projects
	Develop a project charter for an e-learning development project that clearly defines project goals, scope, deliverables, timelines, roles and responsibilities, and communication protocols
	Create a standard operating procedure (SOP) for asset management, including naming conventions, folder structures, and metadata tagging protocols
	Identify common technical issues and logistical challenges that may arise during e-learning development, demonstrating resourcefulness, problem-solving skills, and a commitment to continuous improvement
	Apply key principles of Agile project management such as sprints, iterative development cycles, daily stand-up meetings, and responsiveness to changing needs to plan and manage a small-scale e-learning project
	Create visually compelling and informative presentations that communicate complex e-learning concepts, data findings, or

	project proposals in a clear, concise, and engaging way
Course Outcome 6	**Learning Objectives for Course Outcome 6**
Design microlearning experiences that are effective and efficient, and in alignment with the principles of microlearning and design	Analyze microlearning examples (e.g., videos, infographics, simulations) to identify strengths and areas for improvement for each principle of microlearning design
	Apply established accessibility guidelines (e.g., WCAG) to develop microlearning modules that meet basic requirements for color contrast, keyboard navigation, alternative text for images, and accurate captions to ensure an inclusive learning experience
	Develop a checklist for quality assurance (QA) to ensure accuracy of content, visual and technical consistency, functional links and buttons, accessibility compliance, and user-friendliness of your microlearning module
	Create engaging and concise microlearning narratives that blend learning objectives with real-world examples, compelling stories, and professionally relevant training scenarios to enhance authentic learning
	Design an evaluation metric that is clear and measurable to assess the efficacy of microlearning in addressing a specific performance gap or knowledge need
	Develop a microlearning mini-guide to ensure quality standards, consistency in design, and commitment to accessibility guidelines for all the content in your microlearning
Course Outcome 7	**Learning Objectives for Course Outcome 7**
Construct intricate storyboarding frameworks to compose visually compelling narratives for e-learning content development	Develop a visual metaphor or symbolic representation that captures the essence of your e-learning topic throughout your storyboard to reinforce key themes
	Create compelling and concise on-screen text or narration (with clear, active voice, engaging language) to support your storyboard visuals and enhance learner comprehension
	Conduct research on innovative examples of visual storytelling in various media (e.g., film, animation, comics, interactive games) to identify the techniques you would need to enhance your e-learning storyboards
	Compose on-screen text that is concise, easily digestible, and free of jargon, which supports clarity and alignment with spoken narration or visual cues
	Apply principles of narrative structure (e.g., exposition, rising action, climax, falling action, resolution) to create a story that effectively engages learners, presents challenges, provides resolutions, and makes the e-learning content more memorable

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		Apply different storyboarding methods, from rapid sketching techniques to detailed, scripted panels to support your creative process, the complexity of your e-learning project, and the preferences of your stakeholders

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Application-Based Exercises: 3 @ 10% each	30%
Online Learning Activities: 12 @ 2% each	28%
Project-Based Exercises: 6 @ 7% each	42%

Date: August 6, 2024

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