



COURSE OUTLINE: ELD303 - ADV. ARTICULATE 360

Prepared: Jennifer Mosley

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

Course Code: Title	ELD303: ADVANCED ARTICULATE 360
Program Number: Name	1229: E-LEARNING DES & DEV
Department:	GENERAL ARTS & SCIENCE
Academic Year:	2024-2025
Course Description:	In this course, learners will further explore advanced features of Articulate 360 to create interactive and engaging online learning and training modules for various target groups and Canadian businesses. Learners will use their design and storyline 360 skills to develop modules that adhere to instructional design best practices, quality assurance, accessibility, and copyright standards.
Total Credits:	4
Hours/Week:	4
Total Hours:	56
Prerequisites:	ELD203
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:	1229 - E-LEARNING DES & DEV
Please refer to program web page for a complete listing of program outcomes where applicable.	VLO 2 Apply learning theories to the development and design of courses utilizing educational technology, eLearning and instructional design.
	VLO 5 Evaluate the quality of all learning materials and resources, ensuring that they adhere to Canadian accessibility and copyright standards and regulations.
	VLO 6 Integrate fundamentals of design, animation, audio, and video to develop interactive online learning resources using a wide range of educational technological tools and systems.
	VLO 7 Develop lesson and training plans according to instructional design standards and best practices to support learners and the use of educational technologies.
	VLO 10 Curate, develop, and storyboard reliable and peer-reviewed Canadian related eLearning content and resources to design effective online training modules and courses.
	VLO 11 Manage eLearning projects from proposal through the development, implementation, and evaluation phases to meet requirements and timelines.
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 3 Execute mathematical operations accurately.
- EES 4 Apply a systematic approach to solve problems.
- EES 5 Use a variety of thinking skills to anticipate and 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 8 Show respect for the diverse opinions, values, belief systems, and contributions of 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. Develop an interactive and engaging lesson using Rise 360 that adheres to accessibility, copyright law, Quality Matters, and instructional design principles	1.1 Identify how to use Rise 360, a cloud-based eLearning authoring tool with Articulate 360 1.2 Discuss the differences between Rise 360 and Storyline 360 as it pertains to interactivity and engagement 1.3 Practice using the features in Rise 360 to develop an interactive lesson that adheres to quality and accessibility standards 1.4 Use curated content that has been storyboarded to develop a short lesson in Rise 360 that adheres to Canada’s copyright law and accessibility standards 1.5 Plan how each section of Rise 360 will be used to develop a short eLearning lesson 1.6 Develop an interactive lesson in Rise 360 that adheres to instructional design principles, accessibility, and Canadian copyright law 1.7 Publish a developed Rise 360 eLearning module to be reviewed and uploaded to a Learning Management System
Course Outcome 2	Learning Objectives for Course Outcome 2
2. Apply the different advanced features of Storyline 360 to create an	2.1 Identify where specific advanced features are located within Storyline 360 and how to incorporate them in the creation of eLearning modules



	<p>accessible, esthetically pleasing, and engaging eLearning module for Canadian businesses</p>	<p>2.2 Locate the advanced features that are included in Storyline 360 to create engaging and interactive online learning experiences</p> <p>2.3 Locate the different accessibility features that are included in Storyline 360 to ensure that learners with disabilities can easily navigate eLearning modules</p> <p>2.4 Explain why it is essential to ensure that accessibility is essential in the creation of eLearning materials and web content, especially as it relates to Canadian legislation and the Accessibility for Ontarians with Disabilities Act</p> <p>2.5 Use the advanced features of Storyline 360 to create individual slides that adhere to accessibility and copyright standards and Web Content Accessibility Guidelines</p>
	<p>Course Outcome 3</p>	<p>Learning Objectives for Course Outcome 3</p>
	<p>3. Curate content for an eLearning training module to be developed using advanced features of Storyline 360</p>	<p>3.1 Describe how to curate content that is appropriate for eLearning design and development</p> <p>3.2 Select content and resources that are appropriate for eLearning design and development and adhere to Canadian copyright and accessibility standards and law</p> <p>3.3 Plan how the content will be used, paraphrased, and included in Storyline 360, ensuring that accessibility and copyright law and standards are adhered to</p> <p>3.4 Use instructional design models and Quality Matters to design an eLearning module with curated and sourced content and resources</p>
	<p>Course Outcome 4</p>	<p>Learning Objectives for Course Outcome 4</p>
	<p>4. Storyboard curated content to design a professional eLearning and training module for Canadian businesses</p>	<p>4.1 Describe how storyboarding curated content supports the design phases of eLearning development</p> <p>4.2 Use a Storyboard template to design an eLearning and training module for Canadian businesses</p> <p>4.3 Design an eLearning module using a storyboard template and curated content</p>
	<p>Course Outcome 5</p>	<p>Learning Objectives for Course Outcome 5</p>
	<p>5. Design an eLearning module that includes learning outcomes, activities, and assessments that adhere to instructional design principles, Quality Matters, and Canadian copyright and accessibility standards</p>	<p>5.1 Select instructional materials and resources to be included in the design phase of eLearning development</p> <p>5.2 Create appropriate learning outcomes and objectives, learning activities, and assessments that adhere to instructional design principles, Quality Matters, and Canadian copyright and accessibility standards for eLearning development</p>

Course Outcome 6	Learning Objectives for Course Outcome 6
6. Develop a professional eLearning and training module in Storyline 360 that adheres to instructional design practices, Quality Matters, and Canadian accessibility and copyright standards	<p>6.1 Use a completed storyboard with created learning outcomes, objectives, instructional materials and resources, learning activities, and assessments to develop a professional eLearning and training module in Storyline 360</p> <p>6.2 Use the advanced features of Storyline 360 to develop a user-friendly eLearning module that adheres to Quality Matters, instructional design principles, and Canadian copyright and accessibility standards</p> <p>6.3 Create a professional and engaging, and interactive eLearning module in Storyline 360 that adheres to instructional design principles, Quality Matters, and Canadian copyright and accessibility standards</p>
Course Outcome 7	Learning Objectives for Course Outcome 7
7. Conduct quality assurance and technical checks to ensure eLearning modules developed in Storyline 360 are accessible and support user-friendly experiences	<p>7.1 Use the preview features of Storyline 360 to review completed eLearning modules</p> <p>7.2 Provide feedback in regard to technical, accessibility, and user experience concerns with the eLearning module</p> <p>7.3 Edit the identified areas of concern in regard to technical, accessibility, and user experience</p> <p>7.4 Test the eLearning module after edits have been made and before publishing the eLearning module</p>
Course Outcome 8	Learning Objectives for Course Outcome 8
8. Publish an edited and completed eLearning course to a Learning Management System using a Shareable Content Object Reference Model (SCORM) zipped file	<p>8.1 Identify how to use SCORM zipped files so that they can be shared with others and uploaded to a variety of Learning Management Systems</p> <p>8.2 Differentiate between the different versions of SCORM to ensure that the right file is uploaded to the Learning Management System</p> <p>8.3 Select the tracking features before publishing the eLearning course to ensure learners` progress is tracked as they engage with the module</p> <p>8.4 Publish an eLearning course to the Learning Management System using a SCORM zipped file</p>

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Application- Based (CLO 7) - Publish to SCORM/LMS	5%
Application-Based (CLO 2) - Use Storyline 360 Advanced Features	5%
Application-Based (CLO 3) - Use a storyboard to design curated content	10%
Application-Based (CLO 6)-Review Link, Feedback, Edit, and Test	10%

	Creation-Based (CLO 1)- Create Rise 360 eLearning Module	15%
	Creation-Based (CLO 4) - Create learning outcomes, activities, and assessments	15%
	Creation-Based (CLO 5) - Develop an eLearning module, Storyline 360	30%
	Online Discussion 1 (CLO 1) Online Discussion 2 (CLO 2)	4%
	Quizzes (3 @ 2%) Quiz 1 (CLO 1) Quiz 2 (CLO 2) Quiz 3 (CLO 7)	6%
Date:	August 6, 2024	
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.	