



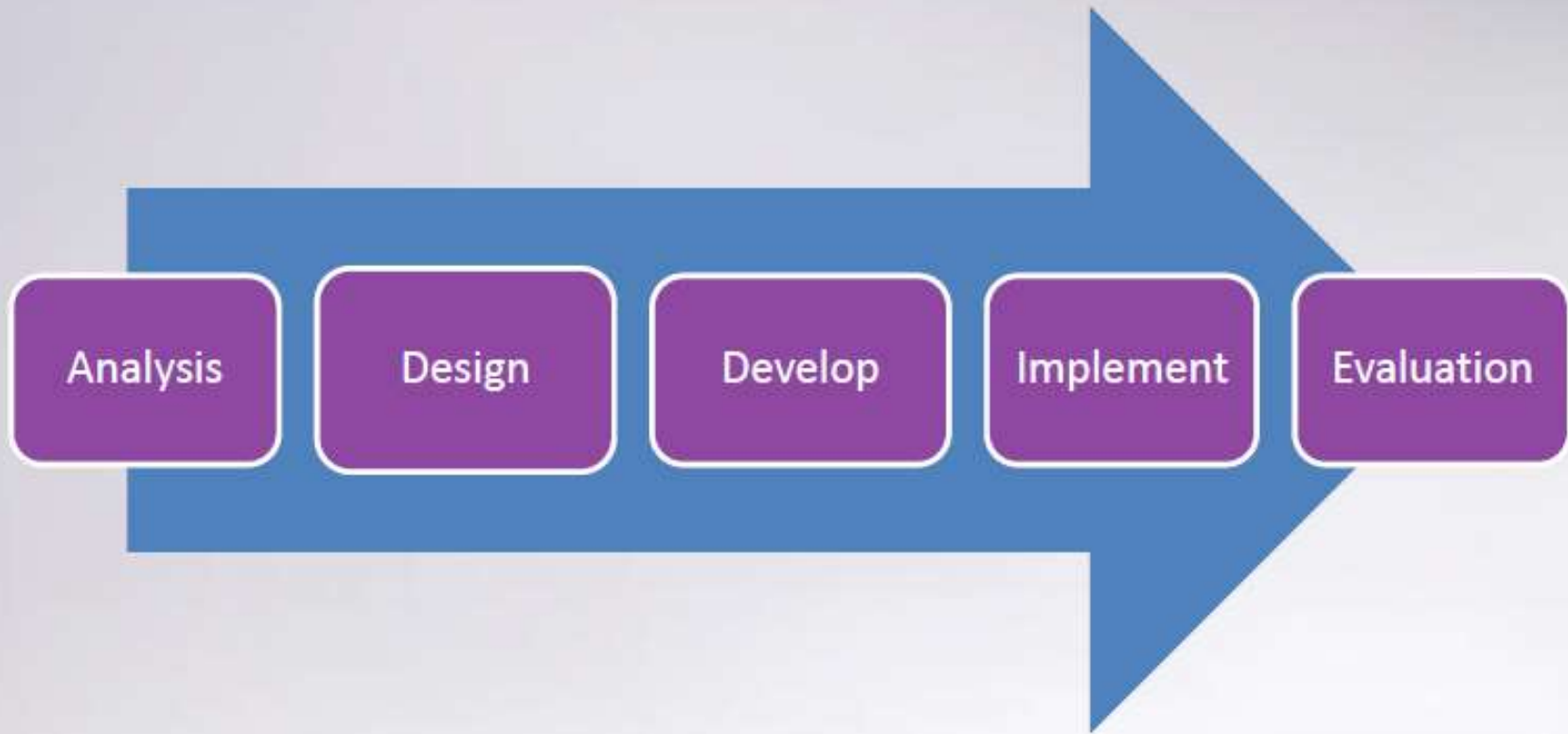
# E-COURSE DEVELOPMENTS





## What is Instructional Design?

Instructional Design allows you to analyze the learning needs of an end-user and develop a course that will allow you to meet its objectives. These needs can be for varied audiences, and at each point you need to ensure that you are meeting these requirements.



ADDIE model (Systemic design of instruction)





There are elements that you, as an Instructional Designer, must keep in mind when designing a course:

- Set and define high-level learning objectives
- Develop the course in tandem with the learning objectives defined
- Assess performance of the learner periodically

Now that you have a brief knowledge about what Instructional Design is, let us look at some pointers to keep in mind while creating a storyboard for Instructional Design.

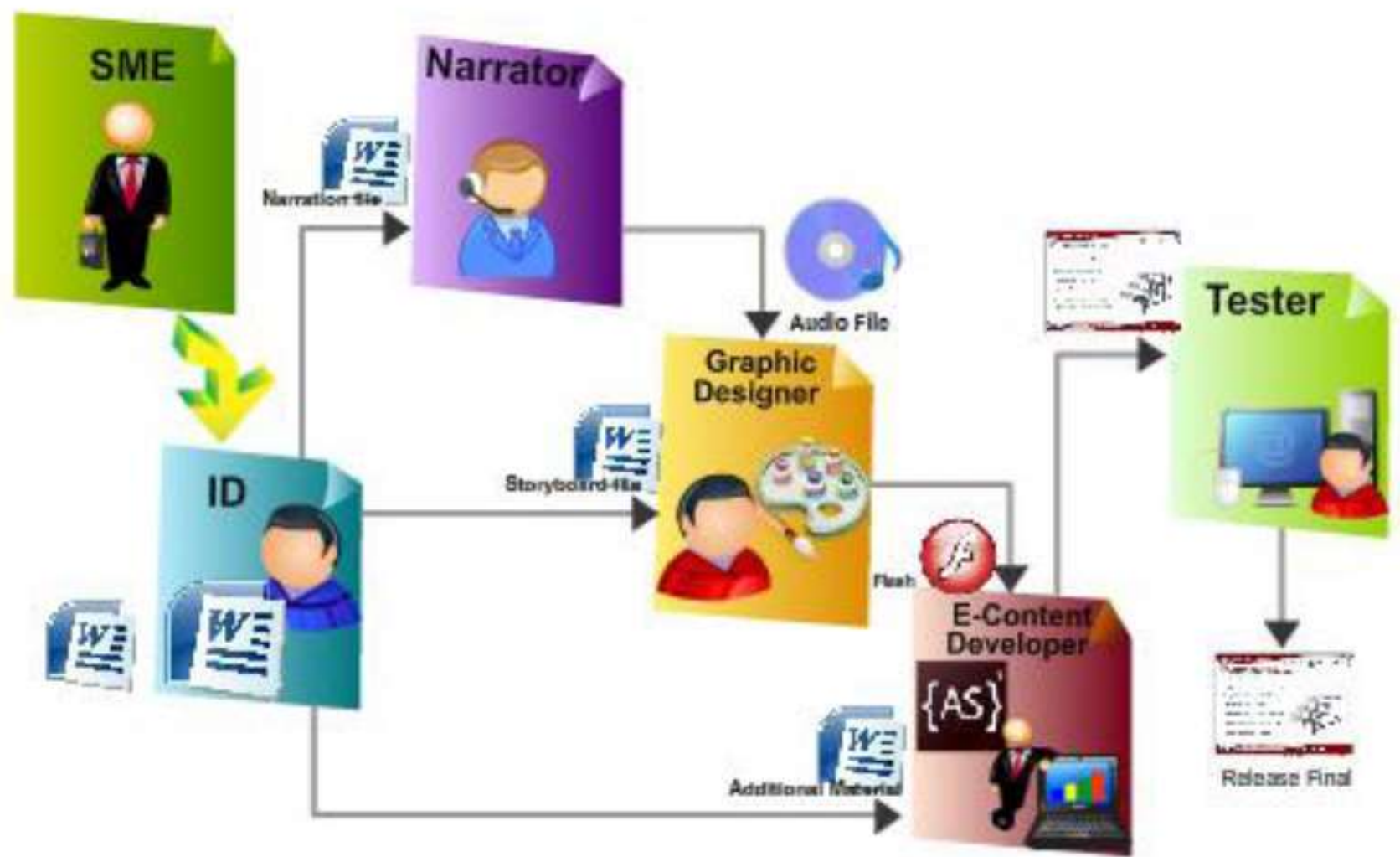


## Who are the members of e Learning team

E Learning Content team consists of :-

1. Project Manager (PM)
2. Instructional Designer (ID)
3. Subject matter expert (SME)
4. Graphic designer
5. Flash Developer
6. Multimedia developer
7. E Content Developers
8. Quality Controllers

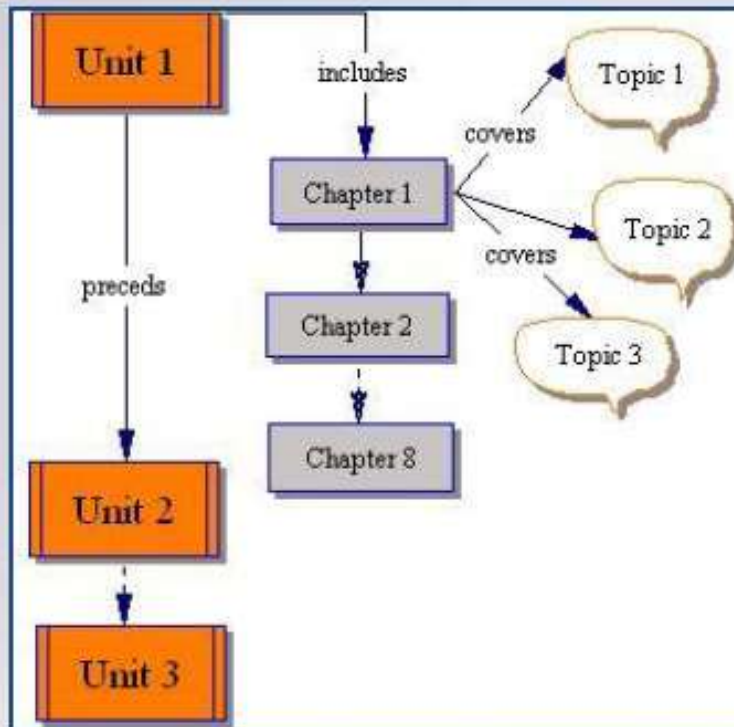
(All team members need to take part in this in the development process)



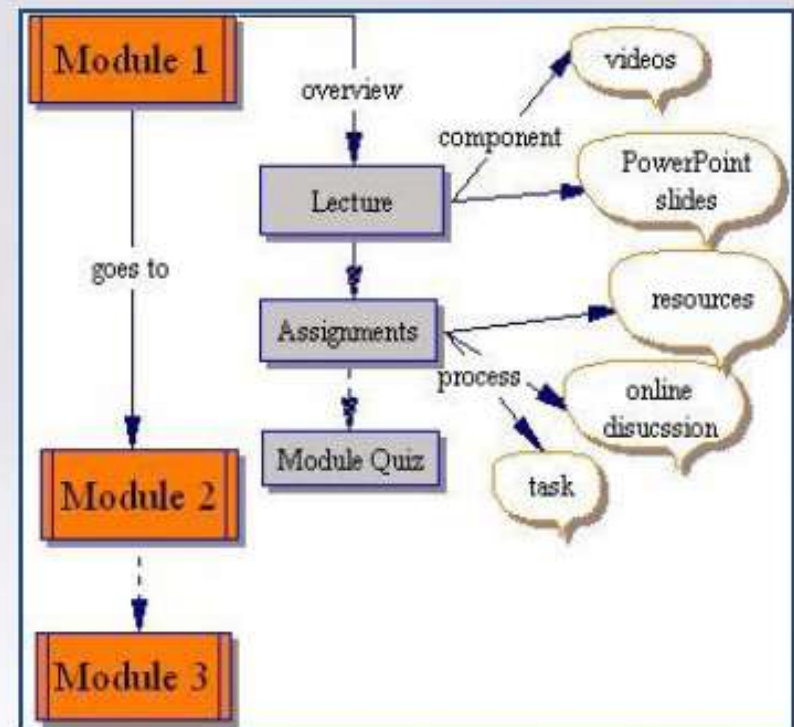


## How to layout your course structure?

### Model 1: Unit by Unit

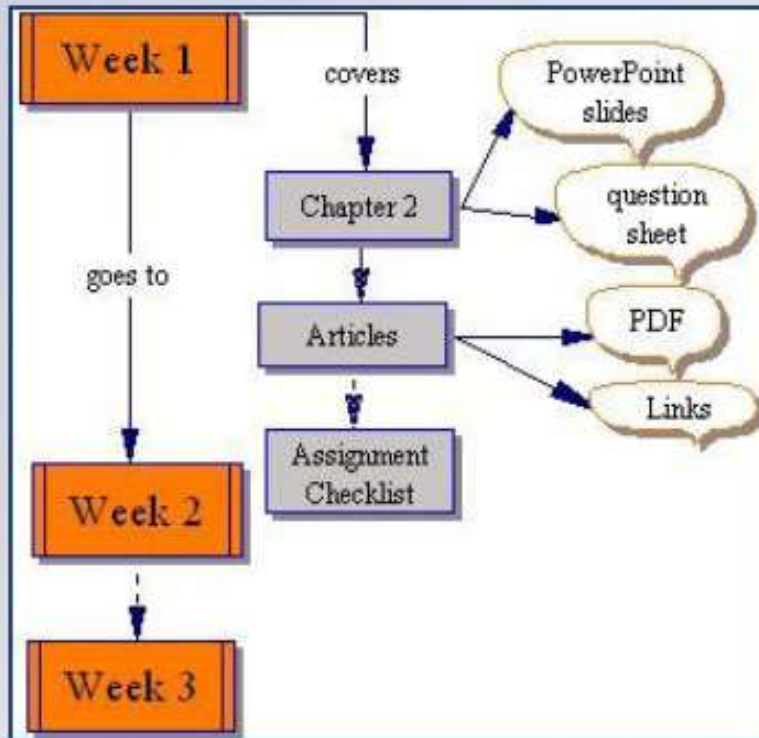


### Model 2: Module by Module (Chapter by Chapter, etc.)

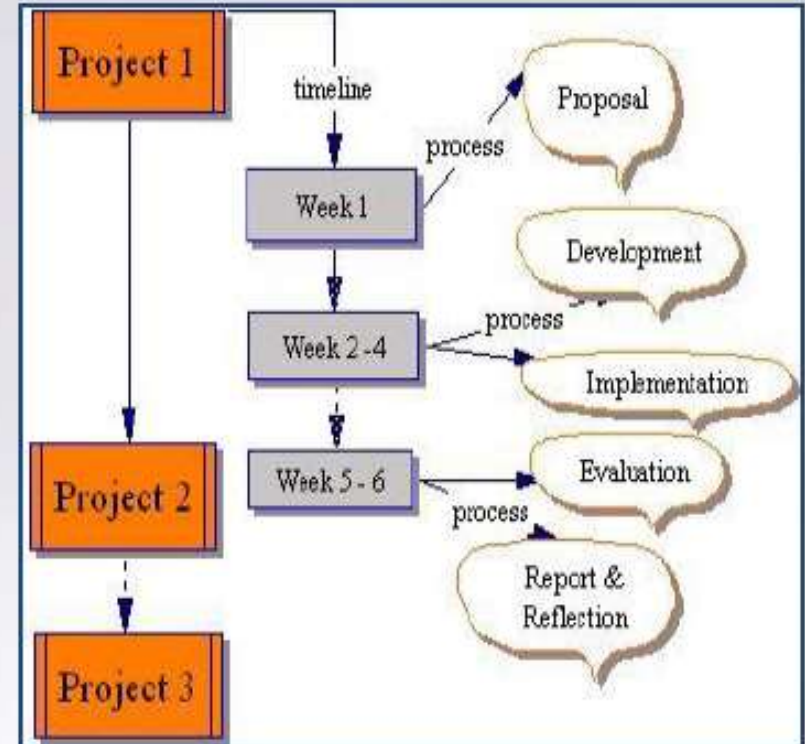




### Model 3: Week by Week



### Model 4: Project by Project





- **About the course:** course description, learning goals and objectives
- **Instructor:** contact information, office hours
- **Teaching Assistants:** contact information, office hours
- **Course Requirements:** prerequisites, technology requirements, required texts and course packs, required readings, course materials fees
- **Course Calendar:** important dates to remember
- **Course Policies:** attendance, cancelled classes, tutorials, copyright materials, academic honesty, and other policies
- **Library Resources:** links to key campus library resources
- **Technical/Computer Support:** ITS, WebCT support
- **Student Evaluation:** late assignments, missed tests or exams, grading policy, evaluation or scoring rubrics, online participation, evaluating group work
- **Course Assignments:** descriptions, due dates, grade values

A Storyboard in Instructional Designing is a prototype of a proposed e-learning course. An Instructional Designer details out each slide of an e-learning course in its right sequence in a Storyboard. A Storyboard can have any number of slides depending on the duration of the course. Most often MS Word or PowerPoint is used to make Storyboard Templates.



- A storyboard is used to describe and present the flow of events in an easy-to-understand style. The objective of the storyboard is to describe in detail how the end product would be. Storyboarding is primarily the task of an Instructional Designer. The more detailed the storyboard, the more effective the end result would be.
- It is important for an Instructional Designer to be well-versed with the **design principles** to be able to create a good storyboard. A good Instructional Designer always keeps in mind how important it is for the **target audience** to be able to grasp the **knowledge** and how they would apply it to their profession.



Slide No:	Module:
	Topic:
	Learning Objective:

## Content

Each slide in a Storyboard Template must have:

- Slide Number
- Module Name
- Topic Name
- Learning Objective
- Content ( **Text + Images**)
- Notes to the Programmer/Designer ( **detailing out your ideas on the kind of image or animation the slide must have**)
- Audio Script ( **voice over for the slide**) (optional)



Notes to the Programmer

Audio Script:



## A storyboard template

Module/Course name		Geriatrics: Clinical Fundamentals	Proposed Graphics / Visuals						
Unit #	1								
Unit name	Introduction								
Screen title	Demographic Trends								
Screen no	56								
Screen index	5/27								
Screen type	Animation + Rollover								
On Screen Content:									
Population aged 65 and over from 2008 - 2030									
<b>Media: Audio script/Video</b>									
<p>The Long Term Care business is related with two main factors one is ageing of the population and the other is development index of each country. Ageing does not affect only EU countries, although, together with Japan, many EU Member States are among the most aged countries in the world.</p> <p>Population ageing is a universal process that accompanies economic and social development. Indeed, the pace of population ageing can be faster in developing than in developed countries, requiring them to adjust to the rapidly growing number of older people.</p>									
<b>Instructions to the Developer:</b>		<b>Interactivity/On click</b>							
Please add an alert pop up message with the following content:		First bring the text and world map in the onscreen and then bring each sticky pin with its relevant country name and population for both 2008 and 2030.							
<table border="1"><tr><td><b>Activity Incomplete</b></td><td><b>X</b></td></tr><tr><td colspan="2">Please complete the activity and then click Next.</td></tr><tr><td colspan="2"><input type="button" value="OK"/></td></tr></table>		<b>Activity Incomplete</b>	<b>X</b>	Please complete the activity and then click Next.		<input type="button" value="OK"/>		Make the highly populated countries appear in one color and the others in different.	
<b>Activity Incomplete</b>	<b>X</b>								
Please complete the activity and then click Next.									
<input type="button" value="OK"/>									



**TABLE 1** *Typical storyboard organization*

*These items are representative of the types of detail frequently included on storyboards for frame-based e-Learning.*

**Header section:** Identifying information and administration details

<b>Item</b>	<b>Description</b>
Date	Storyboard creation or latest revision date
Storyboard number	Unique number assigned to this screen or frame
Version	Version number; reflects number of SME review cycles
Revision	Revision number; reflects revisions between SME reviews
Writer	The designer or author of this storyboard
Reviewer	The person assigned to review the storyboard
Review date	The date the current storyboard was reviewed
Course title, number	Course title is the one that will appear on the course title screen. A unique number identifies the course to which this storyboard belongs.
Module title, number	Module title is the one that will appear on the module introduction screen. A unique number identifies the module within the course.
Lesson title, number	Lesson title is the one that will appear on the lesson introduction screen. A unique number identifies the lesson within the course.
Screen title, number	Screen title is the one that will appear on the screen itself. A unique number identifies the screen and its position within the lesson.



### Display section: Instructional content seen or heard by the learner

Item	Description
Monitor	Graphic showing what the learner sees on the monitor
Script/notes	Script for narration, notes for developer/programmer
Monitor image details	Where to find the graphic, if one exists
Logo/branding	Notes concerning use of logos or branding on this screen
Font, bullets, text position	Notes concerning typographic treatment

### Navigation section: Options and instructions given to the learner

Item	Description
Navigation controls	Indicate which controls are available and which screen each goes to
User instructions	Specific instructions to appear on screen for the learner

### Interactivity section: How the learner and the application communicate; logic

Item	Description
Rollovers	Location and text for any rollovers
Hot spots	Location and result for any hot spots on screen
Items and logic	Response items, right/wrong/none, and result of selection
Number of tries	How many tries does the learner get on the question
Feedback	Feedback for learner when maximum tries are exceeded, number of next screen



## Storyboard template contain:

- **Title Area:** Add the unit, module, lesson or topic name.
- **Screen Number Area:** Enter a unique identifier for each screen. Something like “m1l2s3” for module 1, lesson 2, screen3.
- **Visual Area:** Describe in words, sketch or show the visual, such as the graphic, video clip, etc. You can include the text that will be on the screen or make another area for text.
- **Audio Area:** Write out the script, the name of a music file and the sound effects that will play on each screen. If you want to be really cool, use the acronym SFX for sound effects.
- **Interaction Area:** Describe the interactions that occur on each screen. Take advantage of the medium and provide lots of activities. Specifying these can be tricky and it often helps to write it out in the logic of programming. For example, “If button 1 is clicked, go to screen m1l24” or “If choice 1 is dragged to correct target, display this response.”
- **Branching Area:** Define all the system branching that might occur. Branching differs from interactions, as it refers to navigating the whole system. There are standard navigation events, such as Next and Back, as well as more complex branching, such as what happens as a result of a user interaction. For example, you will need to define what happens when a user fails a self-check, clicks on a hyperlinked term or opts to retake a test.



To provide our clients with user-friendly storyboards, we include the following sections/areas in almost all the storyboards:

1. **State the high level objectives**
2. **Create a Content Outline**
3. **Visualize the course**
4. **Use Interactive Elements**
5. **Audio usage**
6. **Use assessments**
7. **Summarizing**

1. **Title**
2. **Screen Label**
3. **Visual Area (Visual Components + On-Screen Text)**
4. **Audio Narration**
5. **Interaction and Navigation**
6. **Notes (Any additional comments)**

A yellow sticky note is pinned to a white background with a red pushpin. The word "Assignment" is written on the note in a red, hand-drawn, cursive font.

Assignment