PRACTICING WHAT WE PREACH

How we used Digital Experience Design principles to create this teaching and learning environment

Empathize

We thought about who our learners might be, consulted stakeholders, and created Learner Personas.

Define

We created Learning Objectives and a Course Plan to help guide our development.

Prototype & Test

We created one module to approximate the design, scope, content, and interactivity in the course. User testers provided invaluable feedback!

Implement

All changes based on the testers' feedback were incorporated here, along with final accessibility checks.

A Note on Accessibility

We want this course to be accessible to all possible learners. If there are any accommodations needed that we have not anticipated, please let us know!

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