

A Course Overview - Self-paced

The overarching objective of this 4-module course is to *facilitate the development of any person who seeks to create quality, technology-enhanced (digital) learner experiences*. Learners will leave the course able to *take the best resources and experiences from this course and apply them to the design and structures of their own courses*.

Though this course is self-paced, and so allows you to move through at whatever speed best fits your schedule, we have found the optimal learning occurred when completed within a 5 week period.

By investing approximately 4 hours each week, over the course of 5 weeks, you'll be able to:

- **Apply** the knowledge, skills, and best resources from this course to the design and structure of your one course;
- **Create** quality, technology-enhanced (digital) learner experiences;
- **Design** and develop strategies to realize equity, diversity, and inclusion within digital spaces;
- **Design** adaptations of pedagogical frameworks for activating learning, within digital spaces.

This course will help you grasp the key principles of technology-enabled learning experience design, with answers to questions like:

- How can instructors/trainers effectively communicate, engage, and support learners while online?
- Why are some approaches more effective than others?
- How can the use of social media support teaching and impact learning?

The course is designed to serve the development needs of teaching staff (full-time and sessional), and those who will be involved in the design and development of technology-enabled learning in higher education. The principles introduced are equally applicable to government and corporate teaching and learning spaces.

Course Structure

The course is organized as a series of modules which build upon a project you will begin in Module 1. For those who want to learn more, we provide additional readings and resources within each of the modules.

Getting Started

In the Getting Started section of this course, you will get to know the course structure in more detail and get familiarized with the virtual course space. You will also learn a bit about how the course came to be.

Module 1: Blueprinting Learner Experiences

This module supports the design of engaging blended and online learner experiences by aligning our designs to the ways people learn in activity and through technology. You will be introduced to a few learning theories that align to the course and you are provided an opportunity to begin drafting your own design blueprint.

By the end of the week you will:

1. Draft a thoughtful course design that will map the build of your online course space, and
2. Design opportunities in your course to give and receive formal and informal feedback.

Module 2: Blueprinting Interactions

In this module, we look at course structures that you can create to bring your design to life through communication and interaction! We'll explore the what, when, and why of each of these within critical course structures.

By the end of the week you will:

1. Create course structures that provide a consistent look and feel, and
2. Create a course structure that allows for effective communication and interaction.

Module 3: Resourcing Access

In order to support the academic success of a variety of learners, this module will invite you to consider resource accessibility (by location and by function). This requires you to consider resource distribution/access from a learner's point of view.

By the end of the week you will:

1. Embed media assets in thoughtful ways, and
2. Map learner-centered options for distributing/accessing media effectively.

Module 4: Activating Learning

In this final module, you explore the importance of activating learning including different strategies and activities you can use to move learners from passive to active participants. You will also learn about the importance of learner agency.

By the end of this week you will:

1. Create a course structure that activates learning within a digital space, and
2. Design and implement strategies that activate learning in ways that support learner agency for pace, place, and mode of learning.

It's a Wrap!

In these final few days you will 'return to the beginning' to problem solve. This will close out your learning in this course, but further readings and resources will be provided if you have time to extend your learning beyond the course.

Course Assessment

Your full participation in the course will account for part of your final course scoring (30%). The other aspect of course completion will be your design blueprint draft (35%), and refined final product, which should account for all concepts introduced throughout core modules (35%).

You will also be provided many opportunities to reflect upon, and self-assess, your comprehension of concepts through embedded questions and scenario activities. These activities will help with the development of your design draft and final product (so although not graded, will benefit your final course score).

Certificate/Badge

This is a self-directed study so no certificate is issued. If you would like to receive credit for your active participation we encourage you to have your institution deliver a facilitated instance. The facilitated course instance, and delivery guide can be found here: <https://ecampusontario.pressbooks.pub/creatingqualitytelexperiences/>

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