

HEP901 Developing eLearning Resources

Unit Description

This unit will focus on the evaluation of learner environments and creation of engaging eLearning resources.

Students will review rubrics and criteria, testing them against a variety of exemplar resources and platforms. The theories studied will include standards for instructional design / usability / accessibility and student engagement and “intrinsic motivation” touching on principles such as gameful design, authentic learning, and the development of ‘flow’ in an educational environment.

Students will develop an e-learning resource that speaks to the elements they have identified as significant in cultivating student engagement and motivation. Technical requirements, universal design for accessibility and any legal and ethical obligations will be discussed.

Credit Points	6 credit points
Duration	12 weeks (10 teaching weeks and 2 revision and assessment weeks)

Unit Learning Outcomes

On successful completion of this unit, students will be able to:

1. Assess e-learning resources by applying standards-based rubrics.
2. Evaluate the likely efficacy of a learning environment and/or resource in terms of its propensity to engage and motivate the learner.
3. Recommend improvements to e-learning resources to enhance student engagement and increase time on task.
4. Design and implement one or more e-learning resources with a high probability of success based on described design principles and "intrinsic motivators".
5. Document and review iterative feedback and related metrics supporting incremental enhancement of a developed eLearning resource.