

E-Learning pedagogy

Description

Whatever authoring tool is used, it is important to have and master a method to design effective e-Learning content, hence the proposal for this training.

Participant profiles

Classroom Registration Price (CHF)

1800

Virtual Classroom Registration Price (CHF)

1800

Course Content

Day 1 Module 1: The objective of the training Module 2: The History of e-Learning

- e-Learning: what is it?
- e-Learning: a new profession

Module 3: Specificity of e-Learning

- Face-to-face: Advantages
- Face-to-face: disadvantages
- e-Learning: Benefits
- e-Learning: Disadvantages

Module 4: e-Learning - Seeing it clearly

- The objective: To capture the attention
- Mistakes not to make
- e-Learning: Good practices
- Similarity to cinema
- Similarity to video games

Module 5: Methodology

- What are we looking for in training?
- Clear data, what is it?
- What is a usable theory?
- The certainty of being able to apply
- Which script to use
- The fundamental rule

Module 6: Choice of subject and educational objectives Module 7: Target audience & place of learning

Module 8: General ergonomics Module 9: Technical advice Module 10: Conclusion on creating a module

Day 2 Module 1: Practice Module 2: Choice of a specific module Module 3: Making a Storyboard

Module 4: Educational resources implemented

- Alternation of methodological presentations and individual practice

Module 5: Means of evaluation implemented and monitoring

- Each participant completes an evaluation sheet to judge their achievements and give an appreciation of the course

Documentation

- Digital courseware included

Participant profiles

- Training managers
- Instructional designers
- Trainers
- Product managers
- Marketing and communication professionals

Prerequisites

- No prerequisites

Objectives

- Knowing how to build a coherent scenario for e-learning learning

Niveau

Fondamental

Duration (in Days)

2

Reference

COM-ELEA