



# Best Practices for Creating E-Learning Courses

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# Outline

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- ▶ Introduction
- ▶ What is e-Learning?
- ▶ Development Process:  
    **Planning , Design, Development, Evaluate, Implement**
- ▶ Best Practices
- ▶ **Case Study- e learning Course- Programming II**



# E-learning

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- ▶ “e-Learning can be defined as 'learning facilitated and supported through the use of information and communications technology'.
- ▶ It can cover a spectrum of activities from the use of technology to support learning as part of a ‘blended’ approach (a combination of traditional and e-learning approaches),
- ▶ ‘e-learning’ therefore essentially covers the use of computers and technology as a vehicle for knowledge exchange within teaching and learning



# E-learning

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**E-learning** (or eLearning) is the use of electronic educational technology in learning and teaching.

- ▶ eLearning is learning utilizing electronic technologies to access educational curriculum outside of a traditional classroom.

## **What are the benefits?**

- ▶ **Learning 24/7, anywhere:**
- ▶ **It makes tracking of course progress**
- ▶ E-learning allows each individual to tackle the subject at their own pace, with interactive tasks being set in place to ensure a thorough understanding throughout each module.



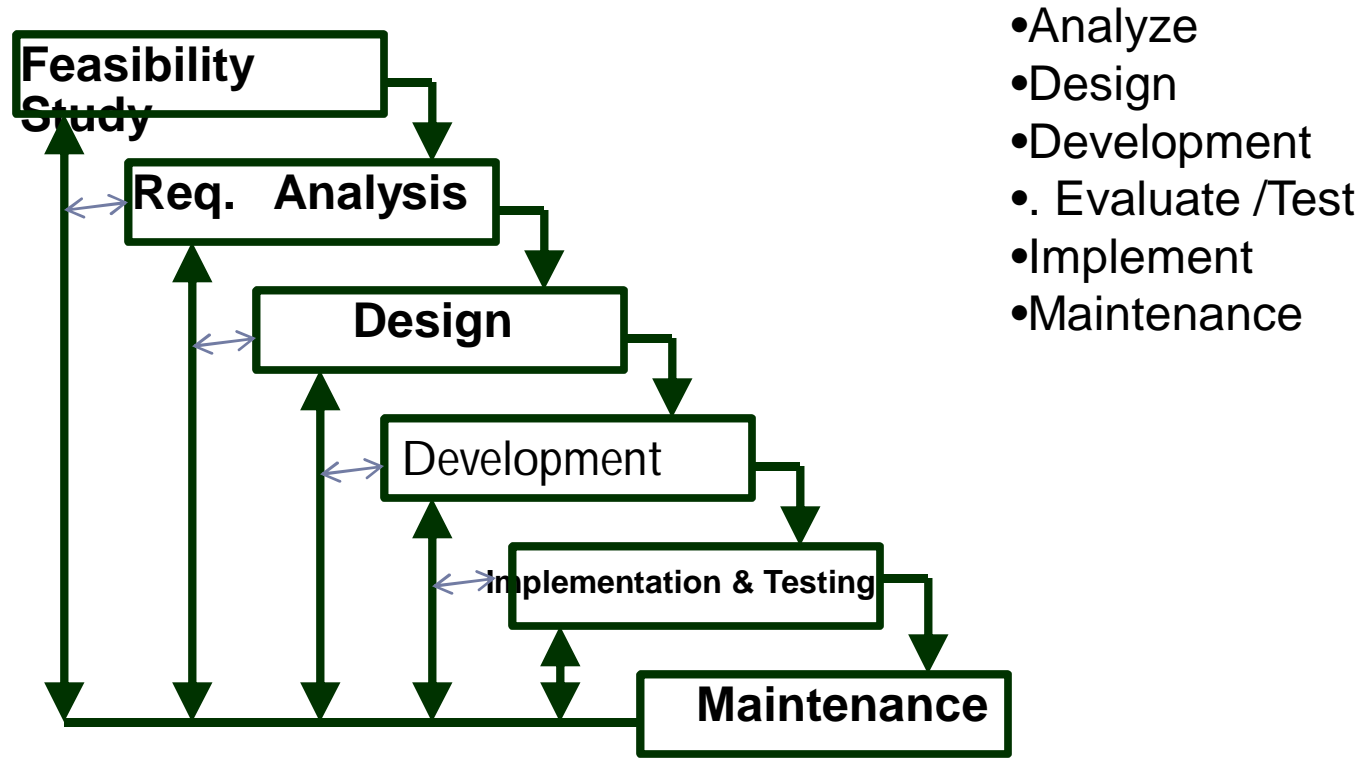
# Developing Course for e- Learning

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- ▶ All development plans should consist of the following stages which make up the Course Development Process
  - Analyze
  - Design
  - Development
  - Evaluate /Test
  - Implement
  - Maintenance



# Development Model



# Planning for e-Learning Course

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- ▶ A Course Development plan can be shared with all those involved in the project so that individuals know exactly what the expectations are, and what their own role is in the overall process.
- ▶ A well planned process leaves little room for the misunderstanding of objectives.
- ▶ Developing a plan allows for time, resources, and cost management factors to be worked into the big-picture.
- ▶ If approval needs, a good development plan will permit you to submit a clear and valid proposal.



# Process Stage

Process Stage	Roles	Tasks
Design	Instructional Designer(s)	Analysis of Content Design Documents Creating Standards
Development	<ul style="list-style-type: none"><li>• Instructional Designers</li><li>• Course Developers</li><li>• Subject Matter Expert/Content Provider</li><li>• Media Developers</li></ul>	Page Design, Content Input, Interactive Content. <ul style="list-style-type: none"><li>• Graphic Design, Flash Development, Sound &amp; Video Recording.</li><li>• Checkpoint Reviews.</li></ul>
Review	Reviewers	Design, Editorial, and Subject Matter integrity Reviews.
Deploy	<ul style="list-style-type: none"><li>• Instructional Designers</li><li>• Technical Specialists</li></ul>	<ul style="list-style-type: none"><li>• Publish</li><li>• Import to LMS</li></ul>



# Best Practices

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## **1. Course Outline**

- ▶ Know the audience
- ▶ Find good Subject Matter Experts
- ▶ Always create an outline of the course
- ▶ Decide what knowledge/skills need to be taught first
- ▶ Content creating



# Best Practices (cont..)

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## **2.Text**

- ▶ Keep it simple
- ▶ Don't introduce too much information at once
- ▶ Use bullets/lists
- ▶ Avoid font color



## Best Practices (cont..)

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### **3.Consistency**

- ▶ Font (Headers, body)
- ▶ Colors (text, images)
- ▶ Grammar (tense, spelling, etc.)
- ▶ Bullets
- ▶ Image placement
- ▶ Introduction pages, end of lesson, test, evaluation, etc.
- ▶ Interface and navigation



## Best Practices (cont..)

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### **4. Image Selection/Design**

- ▶ Learners scan text and often look at images first
- ▶ Can learners understand your page by only looking at the image?
- ▶ Make them meaningful.
- ▶ Explain the process visually



## Best Practices (cont..)

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### **5. Tests/Assessments**

- ▶ Ensure that the questions are answered
- ▶ Decide an appropriate number of questions based on the needed score to pass
- ▶ Will you have a pool of questions?
- ▶ Should the questions be randomized?
- ▶ Submit after each question vs. submit all at once
- ▶ Quizzes vs. tests



## Best Practices (cont..)

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### **Quality Review**

- ▶ Always click through the finished course before and after the final upload to the LMS
- ▶ Have someone outside of your area click through the course
- ▶ Don't test the course on the same computer that it was created on



# How do start developing e-Learning?

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- ▶ **Find subject matter expert** :Subject matter expert (SME) is the person who knows the material best and has the most experience presenting it.
- ▶ **Aid of an instructional designer**: An instructional designer can help to present the SME's information for maximum effectiveness.
- ▶ **Storyboarding** : Storyboards are a great way to organize your graphics and text and plan out the flow of your e-Learning.
- ▶ **Create interactivity**:. It should be interactive and dynamic. Using actions and variables, We can create any level of scenario—from basic to complex. Also embed videos or WebPages into our content.

[ A storyboard is a graphic organizer in the form of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence]

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# CASE STUDY

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E Learning Course on  
Object oriented Programming ( Programming I & II )





# Course general description

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- ▶ **Introduction to the course:**
- ▶ **Course Concepts:**
- ▶ **Course topics:**
- ▶ **Learning Outcomes of the course:**
- ▶ **Glossary to the course:**
- ▶ **References:**
- ▶ **Related links: Links on the Internet to enrich the course**
- ▶ **Interaction on the System Tools(Forum, Blogs etc)**
- ▶ [Link](#)



# *General description model of the unit*

- ❖ The Curriculum name:
- ❖ The unit number:
- ❖ The unit title:
- ❖ The number of unit lessons:
- ❖ An introduction for the unit:
- ❖ Learning Outcomes for the unit:
- ❖ The unit topics:
- ❖ The unit concepts:
- ❖ An abstract:
- ❖ The unit test:
- ❖ The test within the limits of (20-30) questions
- ❖ References:

[LINK](#)



# General description model of the lesson

- ▶ The unit title:
  - ▶ The unit number:
  - ▶ The lesson title:
  - ▶ The lesson number:
  - ▶ An introduction for the lesson:
  - ▶ The lesson objectives:
  - ▶ The lesson concepts:
  - ▶ The scientific content of the lesson:
  - ▶ (The written text , voice commentary ,Photos,animations,videos
  - ▶ Learning activities:
  - ▶ Example: steps arrangement - solving problems - assembling elements
  - ▶ An abstract:
  - ▶ Questions:
  - ▶ A test within the limits of (10-20) questions
  - ▶ Enriching references:
  - ▶ LINK
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- ▶ Link PPT

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Thanks  
Questions ?

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