

## E Learning By Design 2nd Edition Horton Wiley Online

Put your course online now, without sacrificing pedagogical quality. *Conquering the Content: A Blueprint for Online Course Design and Development, Second Edition* is a highly practical guide to creating online courses. With guidance on incorporating learning theory into online course content, as well as a host of templates, learning guides, and sample files, this book furnishes instructors and instructional designers with the information and tools they need to design and develop their course content to better serve online students. This second edition introduces relevant statements and time-saving tips as well as content maps which provide a scaffold for content organization and help students anchor the topics in their memories for retrieval. Readers will gain expert insight and best practices for designing within the rapidly changing online learning environment and learn to incorporate recent advances that can improve student outcomes. Because the book is designed to focus on online teaching pedagogy, it won't go out of date as specific tools change. Nearly one-third of all students in higher education are taking at least one online class, and online hybrid classes are becoming more widespread. Distance learning is becoming the norm, but creating an online class is more complex than just posting course content on a website. *Conquering the Content* demonstrates how instructors can best revamp their course content to suit the online learning environment, and provides the tools and resources instructors need to transfer their effectiveness from the classroom to the online environment. Learn how to: Create student-friendly navigation structures that support what is known about the brain and learning Organize content based on priority, flow, and ease of navigation Create assessments that work within the parameters of an online course "Chunk" information to facilitate better processing Time is of the essence in getting a course online, but it's important that pedagogy not get lost in the crush of new content. Course design is just as critical as course content when it comes to distance learning outcomes, and *Conquering the Content* provides a holistic and practical approach to effective online course development.

The new edition of *Digital Learning: The Key Concepts* is the perfect reference for anyone seeking to navigate the myriad of named concepts, approaches, issues and technologies associated with digital learning. Key terms are explained succinctly, making this book ideal to dip into for a quick answer, or to read from cover-to-cover, in order to gain a mastery of how digital concepts fit within the world of education. Fully updated to include important developments in digital practice and technology in education over the last ten years, this book takes the reader from A to Z through a range of relevant topics including: • Course design • Digital scholarship • Learning design • Open education • Personal learning environments • Social media and social networking. Ideal as an introductory guide, or as a reference book for ongoing referral, this quick-to-use and comprehensive guide is fully cross-referenced and complete with suggestions for further reading and exploration, making it an essential resource for anyone looking to extend their understanding of digital practices, techniques and pedagogic concepts.

This *Instructional Design for E-Learning* handbook has been updated with the latest design principles and case studies. Fully revised with both new and updated chapters, *Instructional Design for eLearning: Essential Guide for Designing Successful eLearning courses* is your step-by-step, go-to reference for eLearning design and development. In this book, Marina Arshavskiy presents all the practical information in one place. This second edition includes even more content, examples, case studies, practice exercises, and assessments. You will also find checklists and templates you can immediately apply to your course design. What's new: - Technical Training - eLearning copyright information - New chapter about Agile E-Learning design and development - New information about personalized and augmented learning approaches - New and up-to-date information about eLearning tools - Assessments after each chapter - New tables and templates - Case studies that illustrate eLearning concepts in each chapter

This handy resource describes and illustrates the concepts underlying the "First Principles of Instruction" and illustrates First Principles and their application in a wide variety of instructional products. The book introduces the 3 Course Critique Checklist that can be used to evaluate existing instructional product. It also provides directions for applying this checklist and illustrates its use for a variety of different kinds of courses. The Author has also developed a Pebble-in-the-Pond instructional design model with an accompanying 3 ID Checklist. This checklist enables instructional designers to design and develop instructional products that more adequately implement First Principles of Instruction.

"This book includes a selection of world-class chapters addressing current research, case studies, best practices, pedagogical approaches and strategies, related resources and projects related to e-learning"--Provided by publisher.

The classic guide to instructional design, fully updated for the new ways we learn *Rapid Instructional Design* is the industry standard guide to creating effective instructional materials, providing no-nonsense practicality rather than theory-driven text. Beginning with a look at what "instructional design" really means, readers are guided step-by-step through the ADDIE model to explore techniques for analysis, design, development, intervention, and evaluation. This new third edition has been updated to cover new applications, technologies, and concepts, and includes many new templates, real-life examples, and additional instructor materials. Instruction delivery has expanded rapidly in the nine years since the second edition's publication, and this update covers all the major advances in the field. The major instructional models are expanded to apply to e-learning, MOOCs, mobile learning, and social network-based learning. Informal learning and communities of practice are examined, as well. Instructional design is the systematic process by which instructional materials are designed, developed, and delivered. Designers must determine the learner's current state and needs, define the end goals of the instruction, and create an intervention to assist in the transition. This book is a complete guide to the process, helping readers design efficient, effective materials. Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e-learning, Millennials, and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well-designed course should do, providing relevant guidance for anyone who wants to know how to apply good instructional design. Eminently practical and fully up-to-date, *Rapid Instructional Design* is the one-stop guide to more effective instruction.

*Multimedia-Based Instructional Design* is a thoroughly revised and updated second edition of the best-selling book that provided a complete guide to designing and developing interactive multimedia training. While most training companies develop their training programs in many different technological delivery media—computer-based, web-based, and distance learning technologies—this unique book demonstrates that the same instructional design process can be used for all media. Using just one process reduces cycle time for course development—and also reduces costs.

The third edition of E-Learning in the 21st Century provides a coherent, comprehensive, and empirically-based framework for understanding e-learning in higher education. Garrison draws on his decades of experience and extensive research in the field to explore technological, pedagogical, and organizational implications. The third edition has been fully updated throughout and includes new material on learning technologies, MOOCs, blended learning, leadership, and the importance and role of social connections in thinking and learning, highlighting the transformative and disruptive impact that e-learning has recently had on education.

Providing a range of different practical and theoretical perspectives and summarising guidelines for best practice, this book considers the key concerns involved in the provision of e-learning for disabled students in Higher and Further Education.

Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e-learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch—building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program. "Every newcomer to the field will find this edition indispensable, while professionals will find much needed contemporary information to manage the rapid changes happening in our field. Even if you own the first edition, buy this update as soon as possible." —Michael W. Allen, CEO of Allen Interactions, Inc.; author, Michael Allen's e-Learning Library Series "Covers the full range of options for presenting learning materials online—including designing useful topics, engaging activities, and reliable tests—and it takes into account the realities and issues of today's instructional designers, such as social learning and mobile learning." —Saul Carliner, associate professor, Concordia University; author, The E-Learning Handbook "Horton nails it! Perfectly timed, robust, and practical, this second edition of brings together the latest strategies for learning without losing its critical premise—technology enables e-learning, but great design makes it work." —Marc J. Rosenberg, e-learning strategist; author, Beyond E-Learning "An e-learning encyclopedia loaded with detailed guidelines and examples ranging from basic instructional design techniques to the latest applications in games, social media, and mobile-learning. An essential reference for anyone involved in e-learning design, development, or evaluation" —Ruth Colvin Clark, author, e-Learning and the Science of Instruction

Explore effective learning programs with the father of e-learning Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization Discuss the experiences of others via targeted case studies, which cover good and not so good e-learning projects Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.

In spite of the proliferation of online learning, creating online courses can still evoke a good deal of frustration, negativity, and wariness in those who need to create them. The second edition of Essentials of Online Course Design takes a fresh, thoughtfully designed, step-by-step approach to online course development. At its core is a set of standards that are based on best practices in the field of online learning and teaching. Pedagogical, organizational, and visual design principles are presented and modeled throughout the book, and users will quickly learn from the guide's hands-on approach. The course design process begins with the elements of a classroom syllabus which, after a series of guided steps, easily evolve into an online course outline. The guide's key features include: a practical approach informed by theory clean interior design that offers straightforward guidance from page one clear and jargon-free language examples, screenshots, and illustrations to clarify and support the text a checklist of online course design standards that readers can use to self-evaluate. a Companion Website with examples, adaptable templates, interactive learning features, and online resources:

<http://essentialsofonlinecoursedesign.com> Essentials of Online Course Design serves as a best practice model for designing online courses. After reading this book, readers will find that preparing for online teaching is a satisfying and engaging experience. The core issue is simply good design: pedagogical, organizational, and visual. For more of Marjorie Vai in her own words, listen to this 2011 interview from the On Teaching Online podcast: <http://onteachingonline.com/oto-16-essentials-of-online-course-design-with-marjorie-vai/>

Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e-learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch—building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program. "Every newcomer to the field will find this edition indispensable, while professionals will find much needed contemporary information to manage the rapid changes happening in our field. Even if you own the first edition, buy this update as soon as possible."--Michael W. Allen, CEO of Allen Interactions, Inc.; author, Michael Allen's e-Learning Library Series "Covers the full range of options for presenting learning materials online-including designing useful topics, engaging activities, and reliable tests-and it takes into account the realities and issues of today's instructional designers, such as social learning and mobile learning." - Saul Carliner, associate professor, Concordia University; author, The E-Learning Handbook "Horton nails it! Perfectly timed, robust, and practical, this second edition of brings together the latest strategies for learning without losing its critical premise-technology enables e-learning, but great design makes it work." - Marc J. Rosenberg, e-learning strategist; author, Beyond E-Learning "An e-learning encyclopedia loaded with detailed guidelines and examples ranging from basic instructional design techniques to the latest applications in games, social media, and mobile-learning. An essential reference for anyone involved in e-learning design, development, or evaluation" - Ruth Colvin Clark, author, e-Learning and the Science of Instruction.

This no-nonsense title has two missions-first to help workplace training professionals find a happy medium between technology required to get the job done and techno-overload, and second, to turn tech savvy into a functional e-learning solution.

Bring pedagogy and cognitive science to online learning environments Online Teaching at Its Best: Merging Instructional Design with Teaching and Learning Research, 2nd Edition, is the scholarly resource

for online learning that faculty, instructional designers, and administrators have raved about. This book addresses course design, teaching, and student motivation across the continuum of online teaching modes—remote, hybrid, hyflex, and fully online—integrating these with pedagogical and cognitive science, and grounding its recommendations in the latest research. The book will help you design or redesign your courses to ensure strong course alignment and effective student learning in any of these teaching modes. Its emphasis on evidence-based practices makes this one of the most scholarly books of its kind on the market today. This new edition features significant new content including more active learning formats for small groups across the online teaching continuum, strategies and tools for scripting and recording effective micro-lectures, ways to integrate quiz items within micro-lectures, more conferencing software and techniques to add interactivity, and a guide for rapid transition from face-to-face to online teaching. You'll also find updated examples, references, and quotes to reflect more evolved technology. Adopt new pedagogical techniques designed specifically for remote, hybrid, hyflex, and fully online learning environments Ensure strong course alignment and effective student learning for all these modes of instruction Increase student retention, build necessary support structures, and train faculty more effectively Integrate research-based course design and cognitive psychology into graduate or undergraduate programs Distance is no barrier to a great education. Online Teaching at Its Best provides practical, real-world advice grounded in educational and psychological science to help online instructors, instructional designers, and administrators deliver an exceptional learning experience even under emergency conditions.

This update to the award-winning first edition analyzes the pros and cons of different media and focuses on general guidelines and basic principles, making the ideas in this guide transferable to future technologies.

Making learning and development (L&D) content inclusive and accessible for everyone is not only a good thing to do, it's the right thing to do. Designing Accessible Learning Content provides evidence-based advice on designing digital learning content that ensures all learners are included and are therefore able to perform to their full potential. This is a practical guide on accessibility for anyone involved in the design, creation, development or testing of online learning content. It provides detailed guidance on how to meet the Web Content Accessibility Guidelines making it essential reading for L&D professionals, instructional designers and course developers who need to comply with legal accessibility requirements. Using the author's 'eLearning Accessibility Framework', Designing Accessible Learning Content demystifies sometimes complex technical accessibility standards and provides an easy to follow contextual framework uniquely designed for learning content created using any authoring tool. This book also demonstrates how creating accessible learning content can improve usability and provide the best possible learning experience for everyone. In addition, it offers essential background information such as a focus on disability, an overview of assistive technology and an exploration of the case for digital accessibility. This guarantees that L&D professionals have the vital background knowledge they need to make sense of accessibility before they begin practically applying the principles. With online checklists, learner case studies, and industry perspectives, Designing Accessible Content is an essential handbook for all L&D professionals seeking to harness the benefits of accessibility in order to improve their learning content for everyone.

Neither an academic tome nor a prescriptive 'how to' guide, The Theory and Practice of Online Learning is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "The Theory and Practice of Online Learning" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations.

Are you getting the most learning value from visuals? Thoroughly revised and updated, Graphics for Learning is the second edition of the bestselling book that summarizes the guidelines for the best use of graphics for instructional materials, including multimedia, texts, working aids, and slides. The guidelines are based on the most current empirical scientific research and are illustrated with a wealth of examples from diverse training materials. The authors show how to plan illustrations for various types of content, including facts, concepts, processes, procedures, and principles. The book also discusses technical and environmental factors that will influence how instructional professionals can apply the guidelines to their training projects. Praise for the First Edition "For years I've been looking for a book that links cognitive research on learning to graphics and instructional design. Here it is! Ruth Clark and Chopeta Lyons not only explain how to make graphics work—they've created a very interesting read, full of useful guidelines and examples."

—Lynn Kearny, CPT, instructional designer and graphic communicator, Graphic Tools for Thinking and Learning "Finally! A book that integrates visual design into the larger context of instructional design and development." —Linda Lohr, Ed.D., author, Creating Graphics for Learning and assistant professor, University of Northern Colorado

There is currently a technological revolution taking place in higher education. The growth of e-learning is being described as explosive, unprecedented, and above all, disruptive. This timely and comprehensive book provides a coherent framework for understanding e-learning in higher education. The authors draw on their extensive research in the area to explore the technological, pedagogical and organisational implications of e-learning, and more importantly, they provide practical models for educators to use to realise the full potential of e-learning. A unique feature of the book is that the authors focus less on the ever-evolving technologies and more on the search for an understanding of these technologies from an educational perspective. This book will be invaluable for researchers, practitioners and senior administrators looking for guidance on how to successfully adopt e-learning in their institutions. It will also appeal to anyone with an interest in the impact of e-learning on higher education and society.

Don't create boring e-learning! Cammy Bean presents a fresh, modern take on instructional design for e-learning. Filled with her personal insights and tips, The Accidental

Instructional Designer covers nearly every aspect of the e-learning design process, including understanding instructional design, creating scenarios, building interactivity, designing visuals, and working with SMEs. You'll learn all about the CBT Lady and how to avoid her instructional design mistakes. Along the way, you'll hear from a few other accidental instructional designers, get ideas for your own projects, and find resources and references to take your own practice to the next level. The Accidental Instructional Designer is perfect for the learning professional or instructional designer who is just getting started with e-learning—or the more experienced practitioner looking for new ideas. In addition to sharing proven techniques and strategies, this book: covers best practices and what to avoid when designing an e-learning program presents e-learning in action through various case studies shows how you can go from being an accidental instructional designer to an intentional one.

Although verbal learning offers a powerful tool, Mayer explores ways of going beyond the purely verbal. Recent advances in graphics technology and information technology have prompted new efforts to understand the potential of multimedia learning as a means of promoting human understanding. In this second edition, Mayer includes double the number of experimental comparisons, 6 new principles - signalling, segmenting, pertaining, personalization, voice and image principles. The 12 principles of multimedia instructional design have been reorganized into three sections - reducing extraneous processing, managing essential processing and fostering generative processing. Finally an indication of the maturity of the field is that the second edition highlights boundary conditions for each principle research-based constraints on when a principle is likely or not likely to apply. The boundary conditions are interpreted in terms of the cognitive theory of multimedia learning, and help to enrich theories of multimedia learning.

The essential e-learning design manual, updated with the latest research, design principles, and examples e-Learning and the Science of Instruction is the ultimate handbook for evidence-based e-learning design. Since the first edition of this book, e-learning has grown to account for at least 40% of all training delivery media. However, digital courses often fail to reach their potential for learning effectiveness and efficiency. This guide provides research-based guidelines on how best to present content with text, graphics, and audio as well as the conditions under which those guidelines are most effective. This updated fourth edition describes the guidelines, psychology, and applications for ways to improve learning through personalization techniques, coherence, animations, and a new chapter on evidence-based game design. The chapter on the Cognitive Theory of Multimedia Learning introduces three forms of cognitive load which are revisited throughout each chapter as the psychological basis for chapter principles. A new chapter on engagement in learning lays the groundwork for in-depth reviews of how to leverage worked examples, practice, online collaboration, and learner control to optimize learning. The updated instructor's materials include a syllabus, assignments, storyboard projects, and test items that you can adapt to your own course schedule and students. Co-authored by the most productive instructional research scientist in the world, Dr. Richard E. Mayer, this book distills copious e-learning research into a practical manual for improving learning through optimal design and delivery. Get up to date on the latest e-learning research Adopt best practices for communicating information effectively Use evidence-based techniques to engage your learners Replace popular instructional ideas, such as learning styles with evidence-based guidelines Apply evidence-based design techniques to optimize learning games e-Learning continues to grow as an alternative or adjunct to the classroom, and correspondingly, has become a focus among researchers in learning-related fields. New findings from research laboratories can inform the design and development of e-learning. However, much of this research published in technical journals is inaccessible to those who actually design e-learning material. By collecting the latest evidence into a single volume and translating the theoretical into the practical, e-Learning and the Science of Instruction has become an essential resource for consumers and designers of multimedia learning.

Beyond the hype of online learning lies a straightforward question: how do you really deliver worthwhile learning online? This book, based on action research, provides a simple answer to this fundamental question by exploring a key technique that enables teachers and learners to use available technologies happily and successfully. So, what are e-tivities? They are motivating, engaging, purposeful activities developed and led by an e-moderator. They are frameworks for active and interactive online learning. E-tivities are in the hands of the teachers themselves and promote active e-learning. This is not a book about the technology of online learning. Practical, accessible and direct, it looks at personalizing and customizing teaching and learning. Written for use in any topic, subject or course, E-tivities explores: the importance of activities in online learning; designing and running e-tivities; the five-stage model of teaching and learning online. Backed up extensive illustrations and case studies, and including a unique collection of 35 Resources for Practitioners, this is a book for all professionals involved in online learning.

Instructional Design for ELearning: Essential guide to creating successful eLearning courses is a powerful yet concise how-to resource to instructional design for eLearning, and a key tool for aspiring, new, and experienced instructional designers. If you need a basic understanding of what instructional design for eLearning is, this book is for you. The text includes comprehensive tables, questionnaires, checklists, templates, and other helpful visuals. In the Instructional Design for ELearning, you will discover how to apply the key principles behind creating engaging materials that enable your audience to both gain and retain the knowledge and skills they are being taught.

Presents a multifaceted model of understanding, which is based on the premise that people can demonstrate understanding in a variety of ways.

Products, technologies, and workplaces change so quickly today that everyone is continually learning. Many of us are also teaching, even when it's not in our job descriptions. Whether it's giving a presentation, writing documentation, or creating a website or blog, we need and want to share our knowledge with other people. But if you've ever fallen asleep over a boring textbook, or fast-forwarded through a tedious e-learning exercise, you know that creating a great learning experience is harder than it seems. In Design For How People Learn, you'll discover how to use the key principles behind learning, memory, and attention to create materials that enable your audience to both gain and retain the knowledge and skills you're sharing. Using accessible

visual metaphors and concrete methods and examples, Design For How People Learn will teach you how to leverage the fundamental concepts of instructional design both to improve your own learning and to engage your audience.

Essentials for Blended Learning: A Standards-Based Guide provides a practical, streamlined approach for creating effective learning experiences by blending online activities and the best of face-to-face teaching. This guide is: Easy to use: Clear, jargon-free writing; illustrations; and references to online resources help readers understand concepts. Streamlined: A simple but effective design process focuses on creating manageable activities for the right environment. Practical: Real-world examples from different subject areas help teachers understand principles in context. Contemporary: The variety of modern, connected technologies covered in the guide addresses a range of teaching challenges. Forward-Looking: The approach bridges the gap between formal classroom learning and informal lifelong learning. Standards-based: Guidelines and standards are based on current research in the field, relevant learning theories, and practitioner experiences. Effective blended learning requires significant rethinking of teaching practices and a fundamental redesign of course structure. Essentials for Blended Learning: A Standards-Based Guide simplifies these difficult challenges without neglecting important opportunities to transform teaching. This guide is suitable for teachers in any content area. Please visit [www.essentialforblended.com](http://www.essentialforblended.com) for additional resources.

Ten Steps to Complex Learning presents a path from an educational problem to a solution in a way that students, practitioners, and researchers can understand and easily use. Students in the field of instructional design can use this book to broaden their knowledge of the design of training programs for complex learning. Practitioners can use this book as a reference guide to support their design of courses, curricula, or environments for complex learning. Now fully revised to incorporate the most current research in the field, this third edition of Ten Steps to Complex Learning includes many references to recent research as well as two new chapters. One new chapter deals with the training of 21st-century skills in educational programs based on the Ten Steps. The other deals with the design of assessment programs that are fully aligned with the Ten Steps. In the closing chapter, new directions for the further development of the Ten Steps are discussed.

This second edition is a practical, easy-to-read resource on web-based learning. The book ably and clearly equips readers with strategies for designing effective online courses, creating communities of web-based learners, and implementing and evaluating based on an instructional design framework. Case example, case studies, and discussion questions extend readers skills, inspire discussion, and encourage readers to explore the trends and issues related to online instructional design and delivery.

This book focuses exclusively on the application of PowerPoint to the creation of online training programs. Better than Bullet Points, Creating Engaging e-Learning with PowerPoint fills that gap. By providing in-depth guidance, specific instructions, and helpful exercises, the book will enable training practitioners to create impactful learning interactions in PowerPoint. The author steps readers through the powerful features of this popular desktop application, covering everything from text to art, animation to interactivity. Provided that the reader owns a copy of PowerPoint, this book will immediately put free real-world tools into the hands of those who need it. The information is practical rather than theoretical and immediately applicable. Most importantly, this book will help make e-learning accessible to those who have previously been excluded from taking advantage of the opportunities e-learning can provide. Jane Bozarth is the e-learning coordinator for the North Carolina Office of State Personnel's Human Resource Development Group and has been a training practitioner since 1989. She is a columnist for Training Magazine and has written for numerous publications including Creative Training Techniques Newsletter and the Journal of Educational Technology and Society.

e-Learning by Design John Wiley & Sons

Fast-paced guide for designing effective Moodle courses; experiment with Moodle's features for free using MoodleCloud Key Features Apply principles of instructional design to create great Moodle learning experiences Enhance collaboration and spur creativity with Moodle Bring together instructional materials, social interaction, and student management functions in your courses Book Description Moodle is a leading virtual learning environment for your online course. This book incorporates the principles of instructional design, showing you how to apply them to your Moodle courses. With this guidance, you will develop and deploy better courses, content, and assessments than ever. This book will guide you as you learn how to build and incorporate many different types of course materials and dynamic activities. You will learn how to improve the structure and presentation of resources, activities, and assessments. All this will help you to create better for self-led courses, instructor-led courses, and courses for collaborative groups. The use of multimedia features to enhance your Moodle courses is also explained in this book. Our goal is to encourage creativity, and the free MoodleCloud hosting option is an ideal place for teachers, students, trainers, and administrators to jump in and play with all the new features, which include powerful new plug-ins, new resources, and activities. Moodle can be your sandbox as well as your castle of learning! With this book, you will build learning experiences that will last your learners' lifetimes. What you will learn Build a course structure that fits your goals Design a unique appearance Manage the resources and activities Tips for better organization of your course content Select and set up assessments Include effective instructional strategies Incorporate competency frameworks Run and archive webinars Motivate learners by incorporating badges Explore MoodleCloud Who this book is for If you create courses with Moodle, this book is for you. It can be used by teachers, instructors, training managers, Moodle administrators, instructional technologists, instructional designers, and e-learning entrepreneurs. Prior experience with Moodle will be helpful.

From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book's predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media Review, by Jon Aleckson, [www.tmreview.com](http://www.tmreview.com), 2007

LEARN HOW TO DESIGN ELEARNING THAT DELIVERS RESULTS (AND DOESN'T SUCK)! When you're tasked with creating your very first eLearning course, it can be hard (and

downright scary) trying to figure out where to begin. You likely have a million questions running through your head. How do you plan your project and set it up for success? How do you collect learning content from your subject matter experts? Why do you need an eLearning storyboard, and how do you write one? How do you develop a prototype of your eLearning course? And, what the heck is a prototype anyway? When and where should you include interactivity? When should you let your SMEs review your course? And what's a "SME" again? And what do you do when they don't give you feedback? Trying to get answers to all of these questions can quickly leave you saying to yourself, "I don't think I'm cut out for this eLearning thing!" But, here's some good news: you're not alone! The truth is, most eLearning designers entered the field, stumbled, and dropped into the world of eLearning entirely by accident. This is where the second edition of The eLearning Designer's Handbook can help! In this book, Tim Slade will show you that the eLearning development process doesn't have to be as complicated as it might seem. If you're new to eLearning, Tim will walk you through the complete eLearning design and development process, providing you practical tips and advice, based on his own experience working as an eLearning designer for over a decade. With the second edition of The eLearning Designer's Handbook, you'll discover how to... Plan your eLearning project by conducting a kickoff meeting with your stakeholders. Conduct a needs analysis and recommend a training solution. Draft an eLearning project plan and development timeline. Define the learning objectives and create a blended training solution. Collect and organize your learning content into a design document. Create a course outline and draft a storyboard of your eLearning course. Create a prototype and develop your course with an eLearning authoring tool. Incorporate interactivity into your eLearning course. Reduce cognitive load and increase learning retention. Deliver and measure the effectiveness of your eLearning course. Conduct a retrospective at the end of your project. So, what's new in the second edition? With the second edition of The eLearning Designer's Handbook, Tim Slade went back to the drawing board to rewrite and redesign every single page of the book. Not only does the second edition include a boatload of new content on instructional design best practices, but it also includes even more practical content geared towards new eLearning designers. With the second edition of The eLearning Designer's Handbook, you'll get... 3X more content Full-color print Real-world examples More tools and templates

The demand for academic coursework and corporate training programs using the Internet and computer-mediated communication networks increases daily. The development and implementation of these new programs requires that traditional teaching techniques and course work be significantly reworked. This handbook consists of 20 chapters authored by experts in the field of teaching in the online environment to adult students enrolled in graduate university degree programs, corporate training programs, and continuing education courses. The book is organized to first lay a conceptual and theoretical foundation for implementing any online learning program. Topics such as psychological and group dynamics, ethical issues, and curriculum design are covered in this section. Following the establishment of this essential framework are separate sections devoted to the practical issues specific to developing a program in either an academic or corporate environment. Whether building an online learning program from the ground up or making adjustments to improve the effectiveness of an existing program, this book is an invaluable resource.--From Amazon.

An ideal textbook for instructional designers in training, Real World Instructional Design emphasizes the collaborative, iterative nature of instructional design. Positioning instructional design as a process of simultaneous rather than sequential tasks with learner-centered outcomes, this volume engages with the essential building blocks of systematically designed instruction: learner needs and characteristics, goals and objectives, instructional activities, assessments, and formative evaluations. Key features include a Designer's Toolkit that includes tips and approaches that practitioners use in their work; vignettes and narrative case studies that illustrate the complexities and iterative nature of instructional design; and forms, templates, and questionnaires to support students in applying the chapter content. With updated examples, this streamlined second edition presents a timeless approach to instructional design.

This is the second edition of the best-selling book that shows how to get instructional design done fast and get it done right! If you need a basic understanding of what instructional design is and a hands-on, to-the-point method of ensuring that the training and performance interventions you put into place meet the needs of your staff and your organization, this book is for you. It offers a no-nonsense walk through all the steps in the instructional design process and each step is explained in language that is conversational and easy to understand. This new edition addresses such topics as learning analysis, return on investment, and designing asynchronous and synchronous e-learning, as well as a wealth of illustrative examples of storyboards and professional commentary and case studies from professionals in the field.

The new edition of The SAGE Handbook of E-Learning Research retains the original effort of the first edition by focusing on research while capturing the leading edge of e-learning development and practice. Chapters focus on areas of development in e-learning technology, theory, practice, pedagogy and method of analysis. Covering the full extent of e-learning can be a challenge as developments and new features appear daily. The editors of this book meet this challenge by including contributions from leading researchers in areas that have gained a sufficient critical mass to provide reliable results and practices. The 25 chapters are organised into six key areas: 1. THEORY 2. LITERACY & LEARNING 3. METHODS & PERSPECTIVES 4. PEDAGOGY & PRACTICE 5. BEYOND THE CLASSROOM 6. FUTURES

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