This is a synopsis of the course syllabus intended to provide an overview of the course. Please note that details of the course may change from semester to semester and that the syllabus used during a given semester takes precedence over this summary.

General Course Description

OPWL 523 is designed as a hands-on, project-based course with the following structure/sequence, in order to help you acquire skills required for rapid e-learning development.

Course Goals

The overall course goals are:
1. Identify performance improvement situations that can be improved by employing rapid e-learning development methods.
2. Apply appropriate multimedia design principles to the design and development of e-learning products.
3. Develop learning objects using rapid e-learning development tools.

More specific course objectives are:
1. Define rapid e-learning development.
2. Describe when to use rapid e-learning development (and when not to use it).
3. Critique potential pitfalls and hypes about rapid e-learning development, while reviewing characteristics of rapid e-learning development.
4. Define a learning object.
5. Distinguish instruction and information.
6. Describe three types of knowledge (declarative, procedural and situated).
7. Analyze the main type of knowledge intended to be learned in e-learning products.
8. Identify appropriate tools for rapid e-learning development.
9. Identify appropriate tools to develop different types of e-learning content (knowledge).
11. Explain how the principles are applied to the design of e-learning products to facilitate learning of procedural knowledge.
12. Identify instructional strategies used in procedural-type e-learning products that were designed based on appropriate principle(s).
13. Develop a learning object to facilitate learning of procedural knowledge by incorporating
appropriate e-learning design principles and strategies.
14. Describe three types of cognitive load.
15. Explain how cognitive load principles are applied to the design of e-learning products to facilitate learning of declarative knowledge.
16. Identify instructional strategies used in declarative-type e-learning products that were designed based on appropriate principle(s).
17. Develop a learning object to facilitate learning of declarative knowledge by incorporating appropriate e-learning design principles and strategies.
18. Apply ID principles to the design of e-learning products to facilitate learning of situated knowledge.
19. Identify instructional strategies used in situated-type e-learning products.
20. Develop a learning object to facilitate learning of situated knowledge.
21. Aggregate learning objects into a package.
22. Critique the effectiveness of e-learning products.

Course Assignments

[1] Regular Attendance & Interactive Participation in Weekly Activities

You are expected to actively participate in class discussions and complete activities. More specifically, the following criteria will be used to evaluate the quality of your weekly class participation:

1. Post a required startup msg(s) by the deadline
2. Participate in 2+ days/week.
3. Post 4+ messages during each week.
4. Participate in different discussion threads (not just under your own msg thread).
5. Post quality information (e.g., elaborate on classmates’ comments to provide meaningful contributions, provide helpful tips, avoid simple comments such as I agree, provide rationales/sources for your agreement or disagreement, focus on workplace applications).

[2] Mini-Projects #1, #2, and #3

Three main project modules, covering three types of rapid e-learning development (procedural, declarative, and situated), are included in this class. Each mini-project is a product of completing each module’s assignment, using Adobe Captivate or Articulate Storyline. You will follow directions provided in class to complete the mini-projects. However, you may use your own content to complete their mini-project(s).

[3] Final Project

You will choose one of the three types of rapid e-learning development (procedural, declarative, and situated) to complete your final project. It can be informational or instructional. It may not be a full-blown lesson or course; it is likely a topic-level learning object. You may use Adobe Captivate or Articulate Storyline to complete your final project.

Time Required

A general rule of thumb is that you should expect to invest approximately 45 hours per credit during a semester. OPWL 523 is a 3-credit course taught during a 10 week session. This means that you should expect to invest approximately 135 hours (45 x 3) on this course. This translates to approximately 13.5 hours per week (135 ÷ 10). Remember that this is an approximation. You might
spend more or less time on the course depending on your relevant work experience and your familiarity with the content and technical skills.

**Prerequisite**
No OPWL courses are required as a prerequisite course; however, students who wish to take this course should have an adequate level of technical skills, which include abilities to:

- Download and trouble-shoot software
- Follow a minimum level of technical job aids (written or video)
- Save and locate files on a computer
- Recognize different types of files such as html, swf, mp3, jpg, zip, etc.
- Zip files and unzip zipped files
- Record audio files of narration