Out of the Box Thinking: Inspiring Ways to Use Existing Technology to Create E-learning Objects

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ANSWERING THE E-LEARNING CALL

What

E-learning Objects are the raw educational material that support e-learning.

When

Used when face to face instruction isn't possible or ideal. Support for traditional instruction.

Why Reusable.
Scalable.
Sharable.

How

Software tools: screencasting, rapid authoring, etc.



OBJECT REQUIREMENTS

- Learning Outcomes
 - Statement that describe the measurable learning that will take place during an instruction event.
- Additional Content
 Information that is included within a e-learning object that is necessary to know but is outside of a learning outcome.
- Mode of Delivery

 The way in which the e-learning object will be delivered to learners.
- Mnown Constraints

 Known limitations or restrictions that affect the development or delivery of the e-learning object.
- O5 Feedback Mechanisms
 In what ways will you provide feedback to learners, evaluate or assess the learning.



MINIMALIST MINDSET FOR CREATIVE THINKING: TAKING INVENTORY

What you need:

- Content holder with multimedia capabilities
- Mode of distribution
- Feedback mechanism
- Activities (internal or external to object)



What you have:

LibGuides

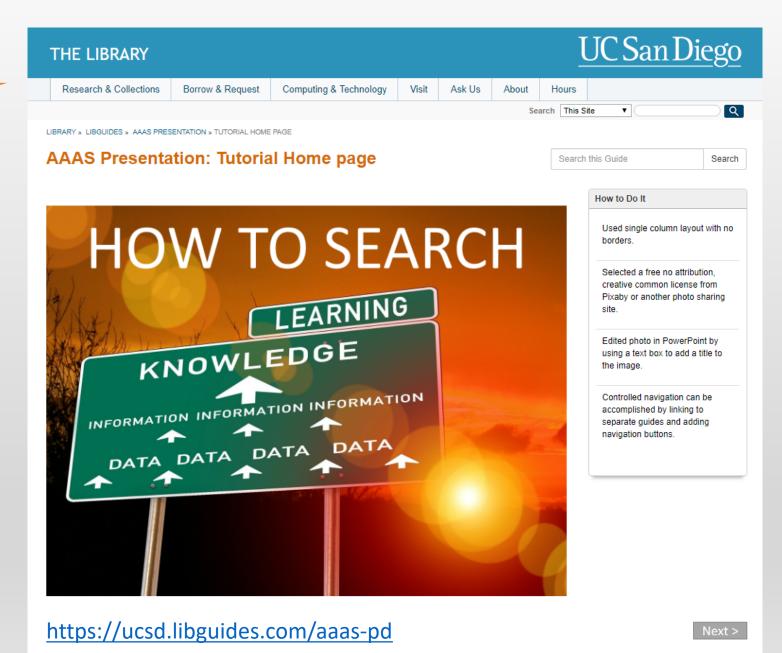
- Screencasting software
- PowerPoint
- Google Tools



SHOW AND TELL

Software Used

- LibGuides
- PowerPoint
- Camtasia
- Google Forms



Questions?

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References

The Importance of Learning Objects In Instructional Design for eLearning, Marisa Keramida, elearningindustry.com

