

How to produce an instructional module on the Internet

- A hands-on workshop for teachers, professors, trainers and educational experts -

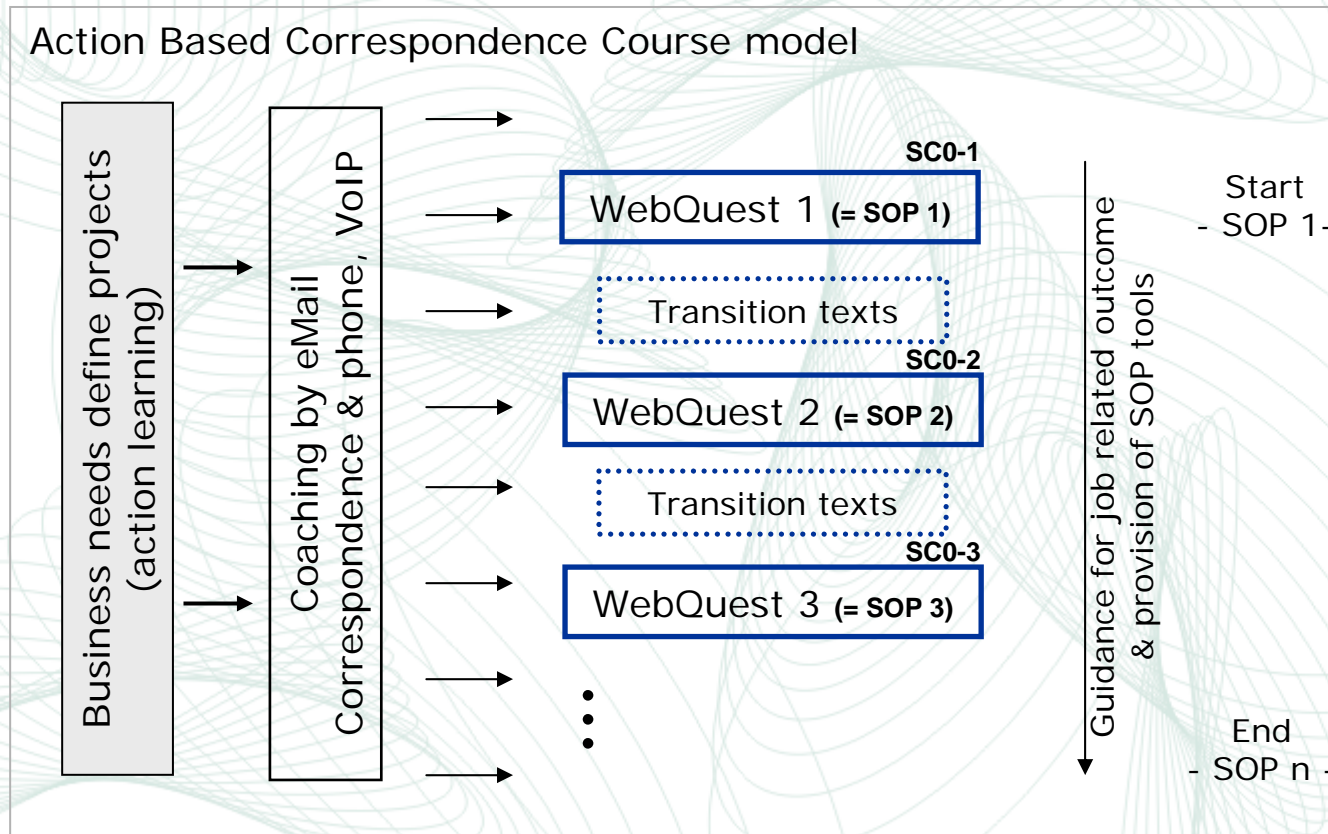
ICDE Conference, 2005

Indira Gandhi National Open University (IGNOU)

Delhi, Nov. 18, 2005

Sebastian Hoffmann

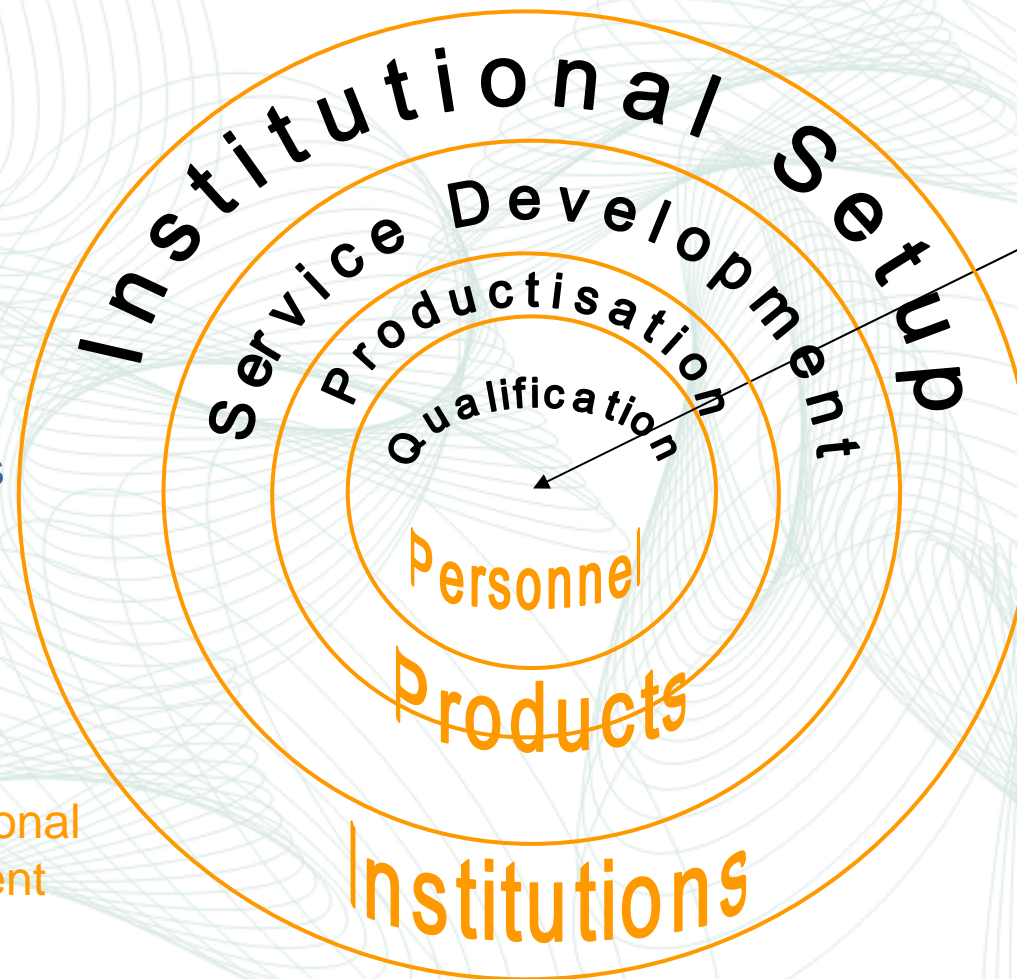
TAHR™-Course Sequence Model for action learning (based on the WebQuest approach)



Elements of action based e-learning programmes

The coaching strategy targets

1. HR-
2. Product- and
3. Organisational development



Teacher Training
about planning,
development,
and
delivery
of eLearning
products
as **entry strategy**

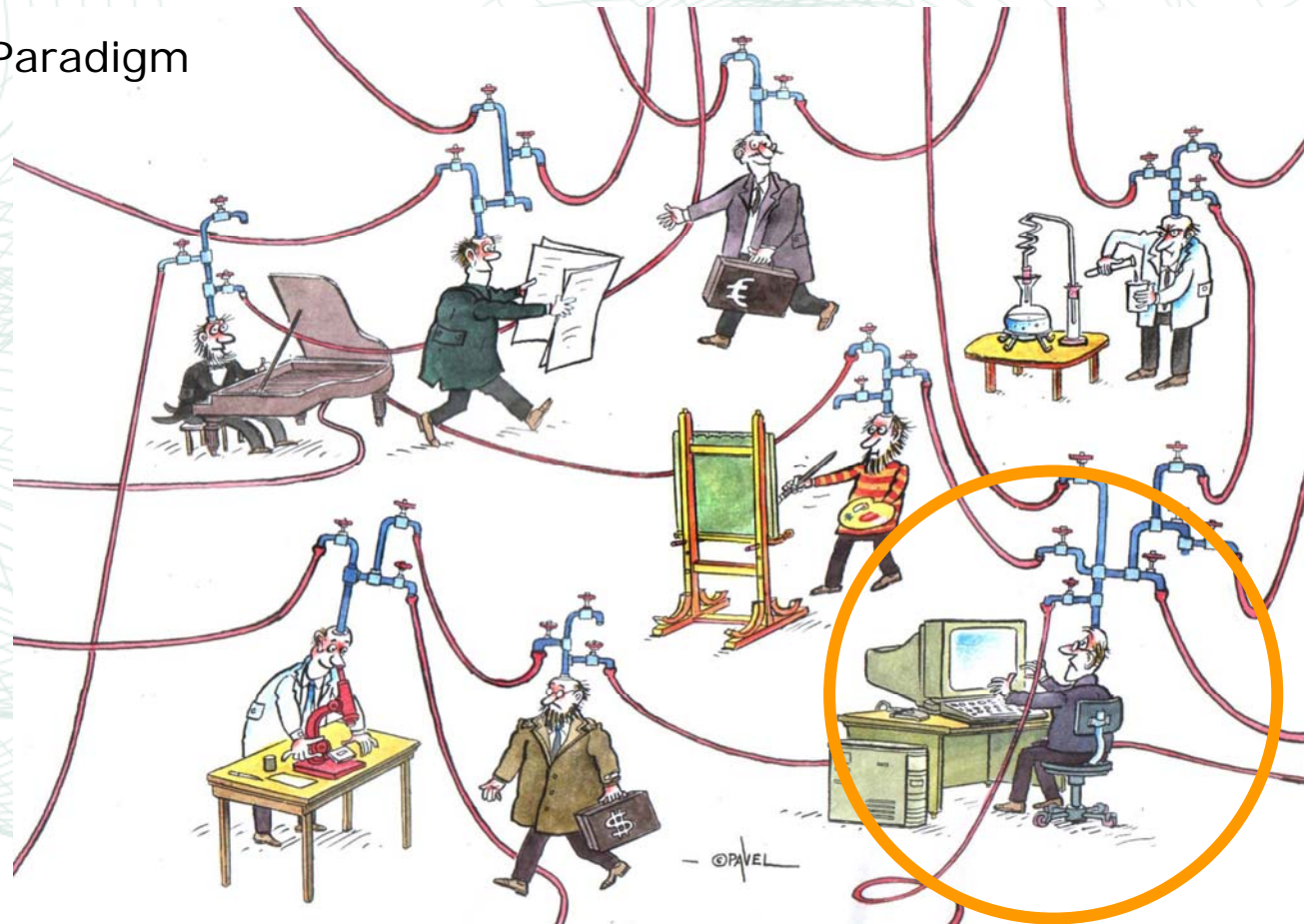
Awareness building and coaching of decision makers

Elements of action based eLearning

- Workplace coaching (instead of training)
- Learning activities are real job activities and are embedded into internal workflows
- Action Learning as result oriented working method
- Instructional model: WebQuest and accompanying portfolio assessment

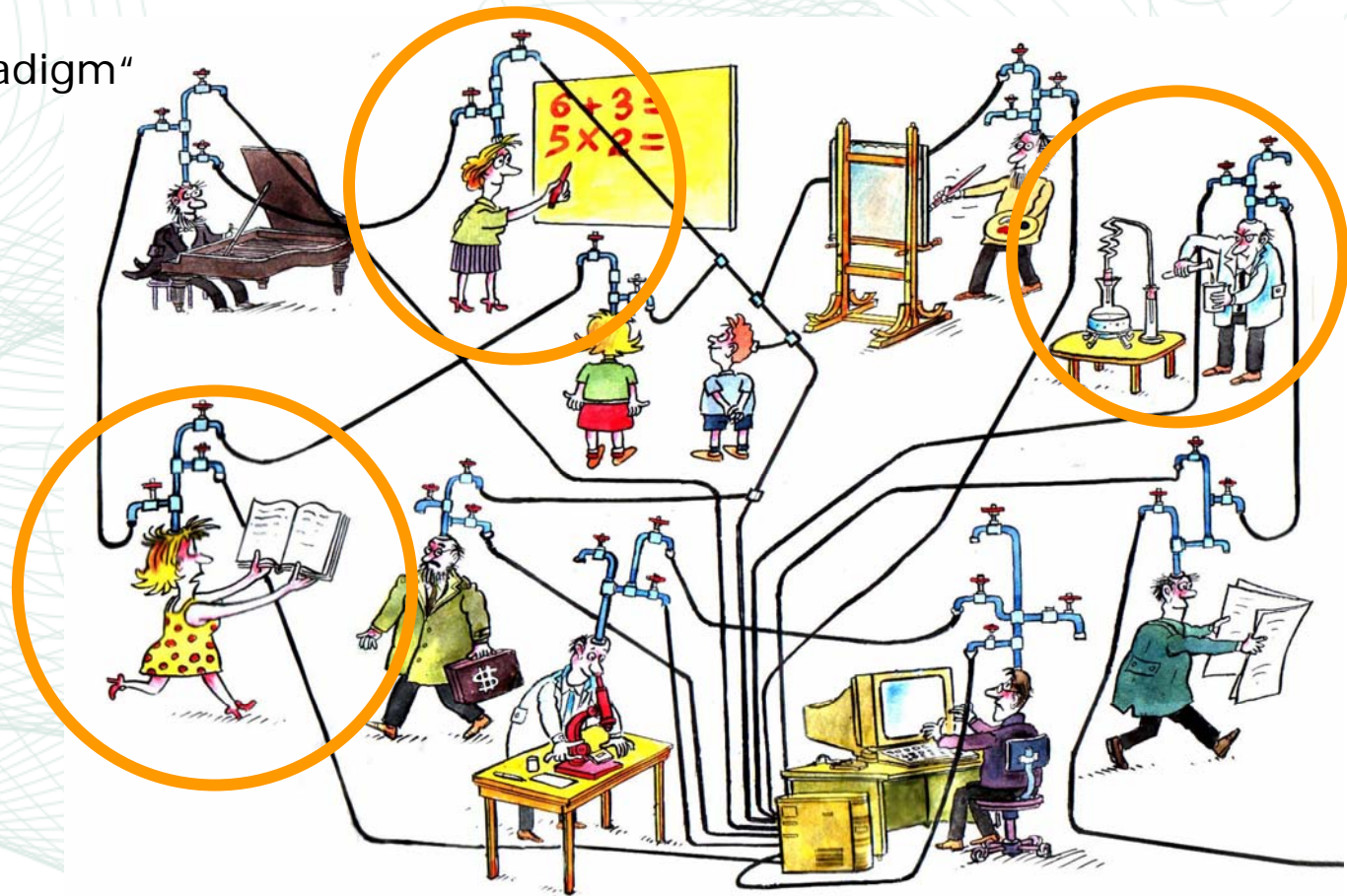
Project model: Author centered project approach

The „bottleneck“ Paradigm

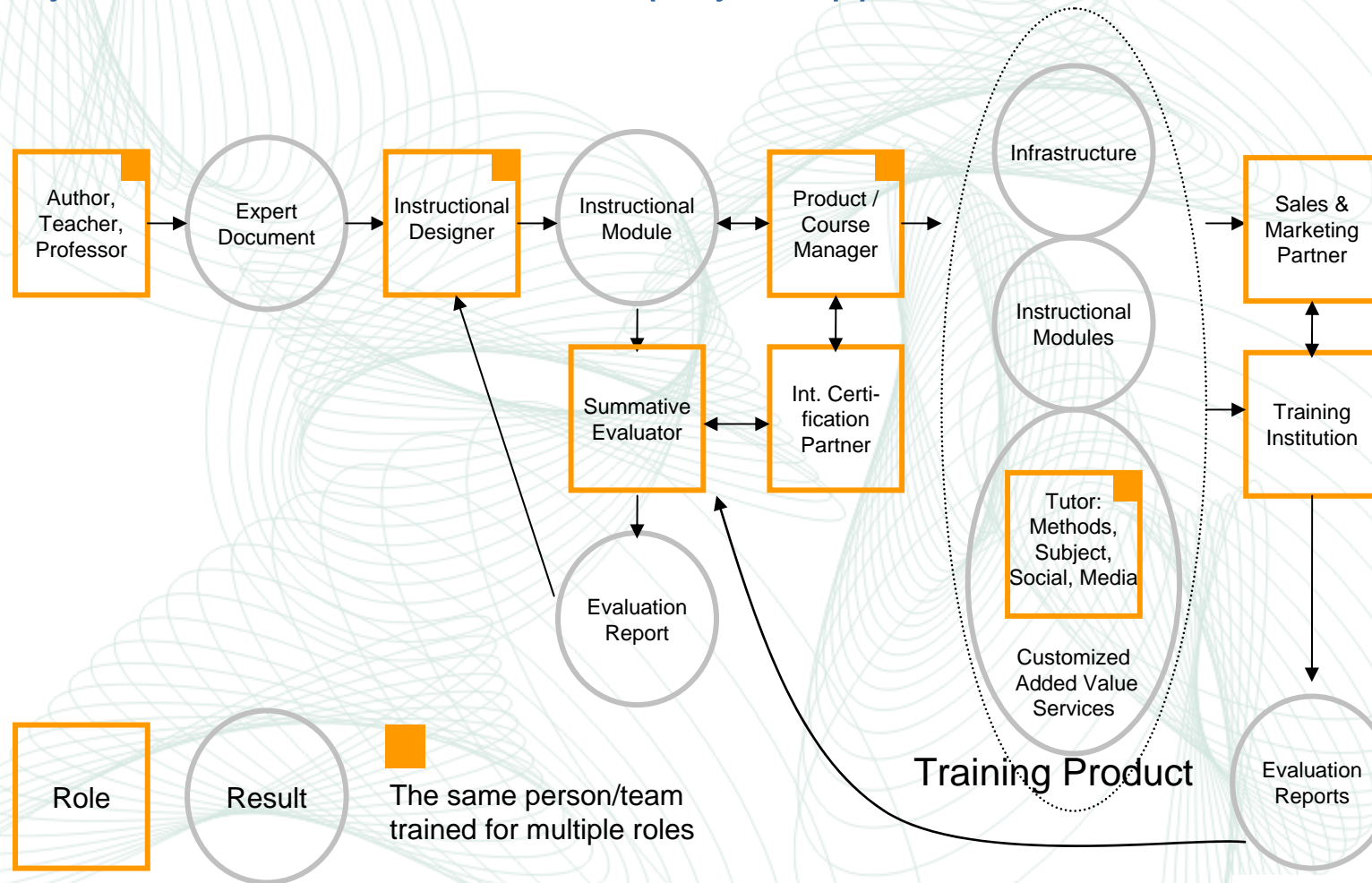


Project model: Author centered project approach

The „Enabling Paradigm“

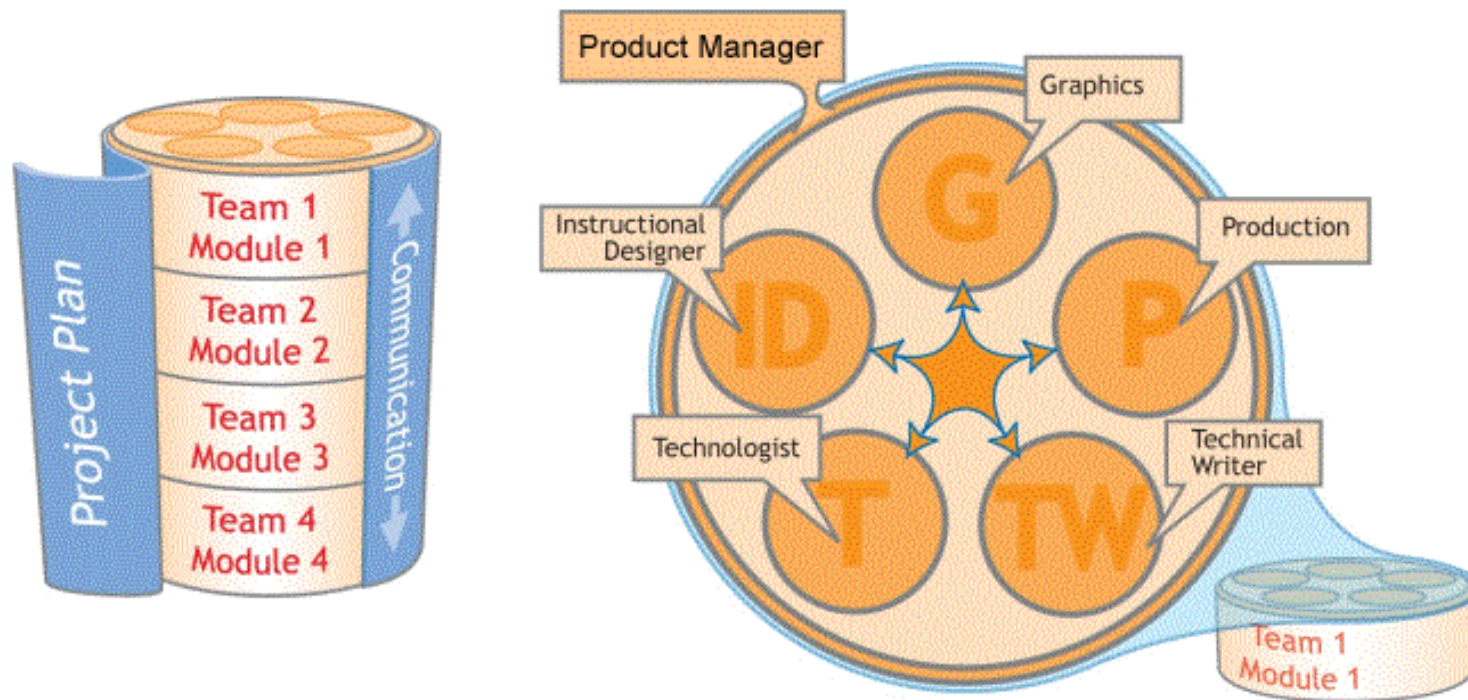


Project model: Author centered project approach



Applied also in the InWEnt project
www.santren-elearning.com

Project model: Author centered project approach



By courtesy of

SYRTIS

<http://it.coe.uga.edu/itforum/paper56/paper56.htm>

Requirements for a virtual educational institution

- Service, service, service ...
- Modular course design which meets training needs
- Just in time and cost effective production of instructional content
- Design of action oriented, cooperative and outcome oriented learning environments
- Sustainable setup of subject and project specific knowledge pools in „learning communities“
- Strengthening the libraries as distributors of qualified content

- end of session 1 -

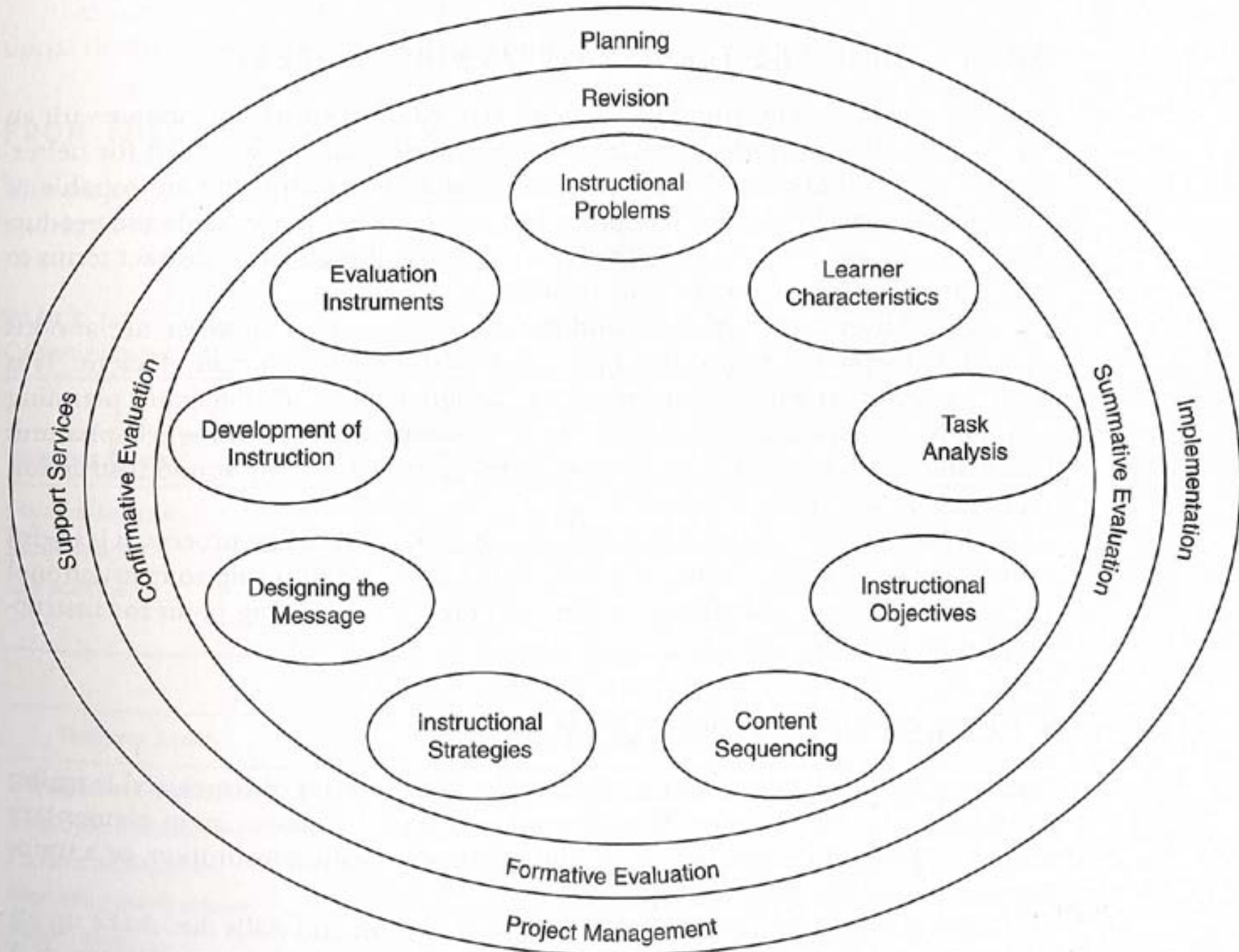
Definition

Instructional design is ...

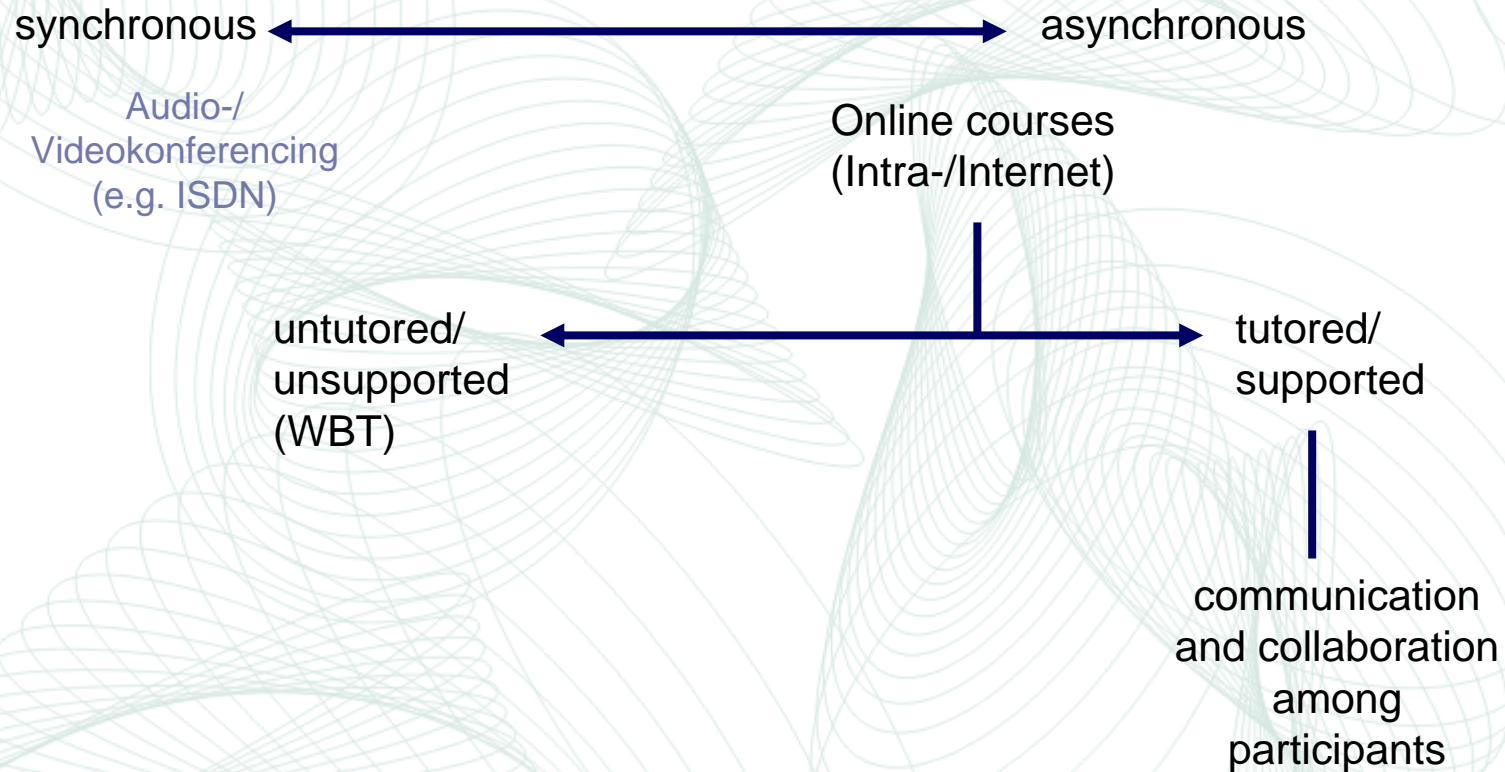
- ... the **process** of developing instruction
(needs assessment, planning, implementation, evaluation)

and

- ... the result of this process is an **educational service product**,
i.e. a learning environment (combination of Elements that support learning
within a learning event)



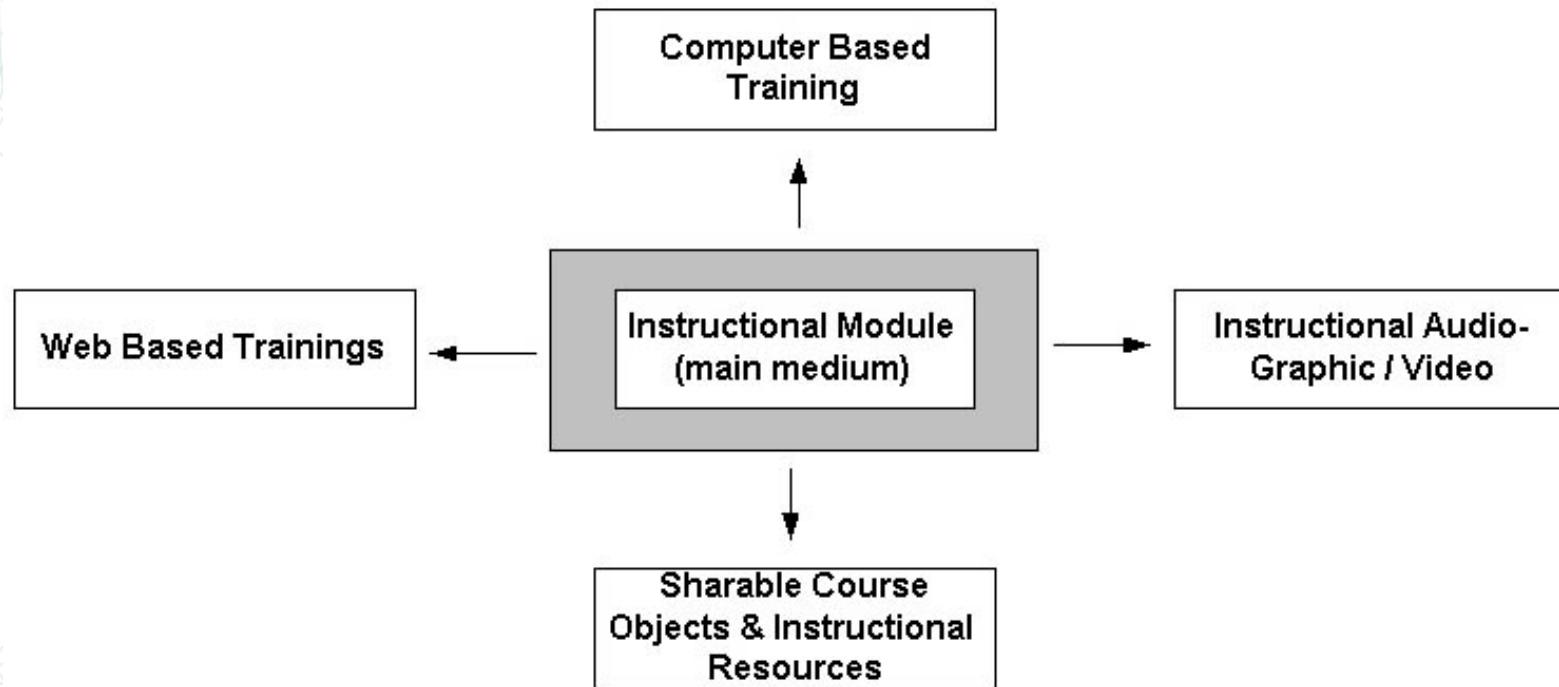
Online learning scenarios



by courtesy of:
Tele-Akademie / Furtwangen

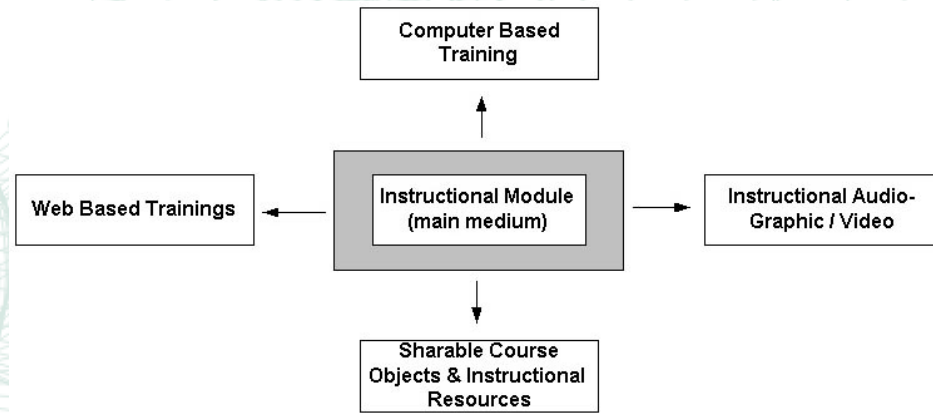
tele akademie

The concept of a „Main Medium“ for learner guidance

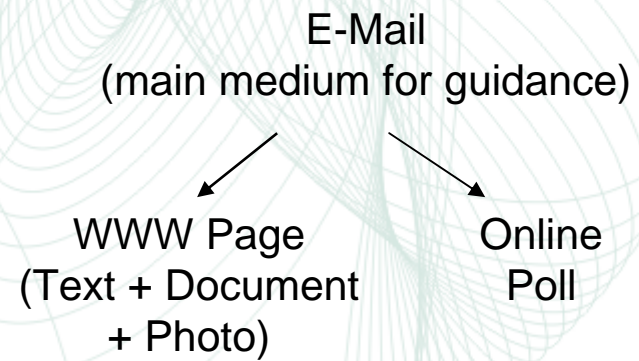


Main Medium

One way of content delivery

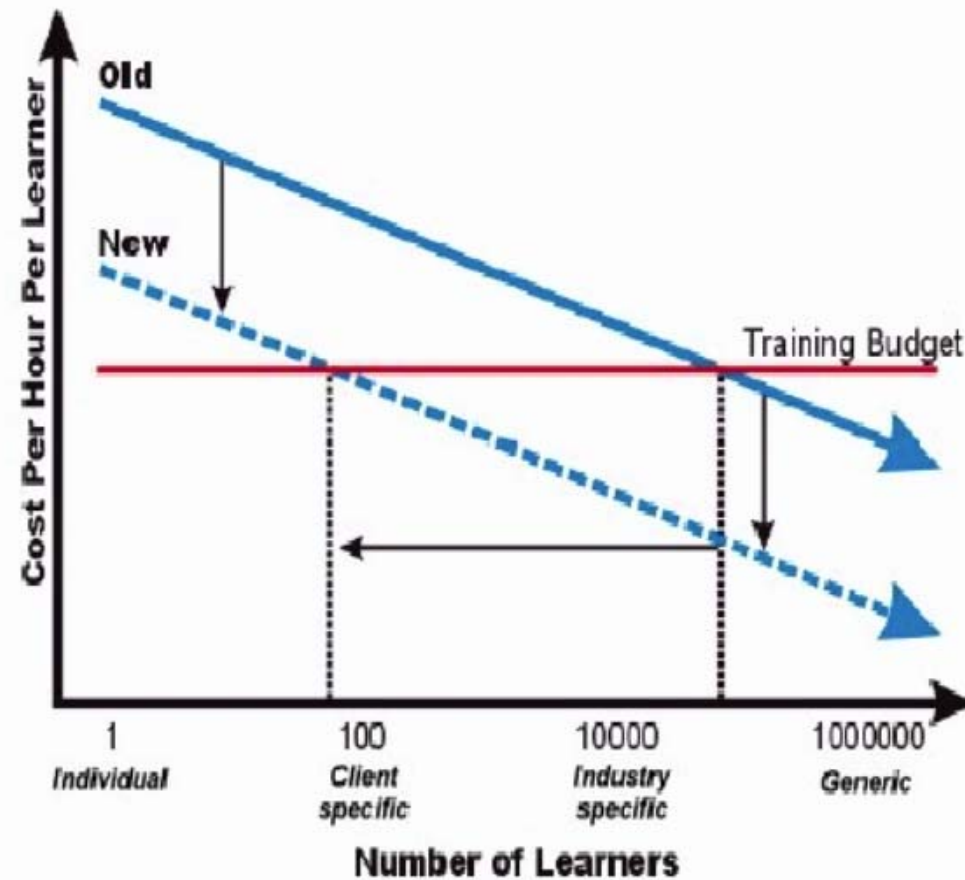


Sample of content delivery:



Drivers of Lower Cost

- Zero programming authoring tools
- Improved development process
- Reusable learning objects, or chunks of instruction



by courtesy of:
The 2nd Wave in e- Learning, Lim Kin Chew

- end of session 2 -