

Multimedia Instructional Design Training

Duration
3 days

Objective

Upon completion of the training, the participant will know the fundamentals of multimedia instructional design :

- Assess training needs.
- Build and draft a training program.
- Design an e-Learning content.

Target audience

Anyone involved in designing and supervising an e-Learning module

Prerequisites

Use of office software applications



PROGRAM

The principles of e-Learning

- Obtain a global vision about e-Learning
- Know e-Learning vocabulary
- Identify and analyse the target audience
- Introduction to Instructional Design tools
- Discover scripting and staging principles

Analysis of training content

- Identify and analyse the target audience
- Content analysis
- Define Learning objectives
- Determine the scope of the Training Program
- Design a teaching strategy which is adapted to the objective, the target audience, and the context of the Training Program

Training program structure

- Respect the key principles regarding improvement
- Determine the structure of the training path
- Draft an educational architecture

How to design a training content

Implement the teaching strategy

- Develop teaching outlines
- Stage the training contents: the universe, the context, the characters
- Define the method of support
- Determine the graphical environment and usability
- Define an evaluation system

Deployment and follow-up of a Training Program

- Learn content dissemination techniques
- Discover the LMS (Learning Management System) principle
- Understand norms and standards

Project management and preparation

- Draft project specifications
- Manage an e-Learning project
- Accompany the deployment
- Learn the conditions for success of an e-Learning project

