Training in multimedia educational engineering

3-day program

ITycom
Active Learning Experience

Objective

Upon completion of the training, the participant will know the fundamentals of multimedia educational engineering:

- Assess training needs
- Build and draft a training program
- Design an eLearning content

Target audience

Anyone involved in designing and supervising an eLearning module.

Prerequisites

Use of desktop tools.

Program

eLearning principles

- Obtain a global vision about eLearning
- Know eLearning vocabulary
- Identify and analyze the target audience
- Introduction to instructional design tools
- Discover scripting and staging principles

Analysis of a training content

- Identify and analyze 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 eLearning project
- Accompany the deployment
- Learn the conditions for success of an eLearning project