Course Description
EME4611 | Instructional Design Development 1 | 3.00 credits
In this course, the student will develop and launch a prototype of a training, development, or educational opportunity using different types of media tools. Pre/ Co-requisites: EME 4683

Course Competencies
Competency 1: The student will select media tools appropriate to develop a training, development or educational opportunity by:
1. Evaluating the features, strengths, and weaknesses of technology tools considered for integration (e.g. comparative analysis matrix)
2. Selecting appropriate media tools based on evaluation
3. Developing a training plan proposal that appropriately integrates selected media tools

Competency 2: The student will create a prototype for a training, development or educational opportunity by:
1. Utilizing graphic editing software (e.g., Picasso, PhotoShop, or Illustrator) to customize images
2. Utilizing course authoring tools (e.g. Storyline or Captivate) to create a template that reflects an industry appropriate image
3. Selecting characters that adhere to the theme selected
4. Integrating games and/or social tools, when appropriate
5. Reviewing instructional strategies to ensure effective integration of adult learning theory
6. Summarizing the training plan proposal
7. Presenting a training plan proposal
8. Modifying the prototype based on feedback

Competency 3: The student will utilize a learning management system to house and launch a prototype training, development, or educational opportunity by:
1. Uploading content
2. Reviewing and deploying the content
3. Justifying prototype rationale

Learning Outcomes:
- Communicate effectively using listening, speaking, reading, and writing skills
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities