

**Course Description****EME4683 | Instructional Design Application | 3.00 credits**

In this course, the student will utilize best practices of learning design, learning theories, and instructional strategies for adult learners to write objectives, develop an outline, and create storyboards that encompass the scope of a training, development, or educational opportunity. Pre/ Co-requisites: EME 4671

**Course Competencies**

**Competency 1:** The student will develop detailed objectives and an outline for the training, development or educational opportunity by:

1. Identifying the learning context (e.g., classroom, computer lab, of ice, web-based, online, etc.)
2. Utilizing Bloom's Taxonomy/Webb's Depth of Knowledge to develop learning objectives for a targeted training, development, or education
3. Developing learning outcomes
4. Aligning learning objectives and outcomes
5. Creating a course map that logically sequences course objectives and learning outcomes

**Competency 2:** The student will adhere to ethical practices by:

1. Applying intellectual property rights (fair use) and licensing requirements, including usage, limitations, and associated fees
2. Selecting media and designs that are inclusive of diverse learners (people with disabilities, lesbian-gay-bisexual-transgender-queer, language, age, race/ethnicity, socio-economic status, gender, etc.)

**Competency 3:** The student will create a storyboard for a training, development, or educational opportunity by:

1. Developing a storyboard appropriate for the targeted audience and industry
2. Aligning a storyboard with the project outline
3. Integrating learner appropriate media into the storyboard
4. Evaluating storyboards using a continuous improvement model (e.g. plus/delta evaluation)
5. Justifying the project rationale and/or making revisions based on feedback

**Competency 4:** The student will demonstrate use of use state-of-the-art technology tools by:

1. Integrating and tagging pictures, videos, or other media in industry standard database software
2. Creating a table and report using industry standard database software
3. Utilizing course authoring tools (e.g., Storyline, Captivate)
4. Manipulating images utilizing image editing tools (e.g., Picasso, PhotoShop, Illustrator)
5. Utilizing screen capture tools (e.g., Jing, CamStudio, Camtasia, Snagit)

**Competency 5:** The student will demonstrate knowledge of audio editing tools by:

1. Comparing and contrasting different audio editing tools
2. Evaluating the effectiveness of different audio editing tools
3. Recording and editing a voiceover track
4. Authoring and editing a written transcript for a voiceover track

**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