Device-agnostic Learning Design

OVERVIEW
What is the workshop about?

The workshop "Device-agnostic Learning design" is meant to demystify the jargon that shrouds the latest development in learning design – responsive, adaptive, mobile and device-agnostic learning. It addresses when and how to arrive at deice-agnostic learning as a solution, and the principles that should be adopted to make your learning material truly device-agnostic.

AUDIENCE
Who should attend the workshop?

This workshop is meant for practicing instructional designers, and those involved in the project management and pre-sales functions in the learning and development division of their organization.

CURRICULUM
How is the workshop structured?

1. Analyze – Nailing It!

2. Design: Thinking in bits and bytes

3. Develop – Getting to the Point

4. Implement: Making the Most

5. Evaluate: Assignment

METHODOLOGY
How is the workshop designed?

The course is designed to mirror the ADDIE model, and it addresses principles and concepts through a mix of games, mini-scenarios and exercises that require the participants to complete real-world work-place tasks.

Think! | Deconstruct | Apply