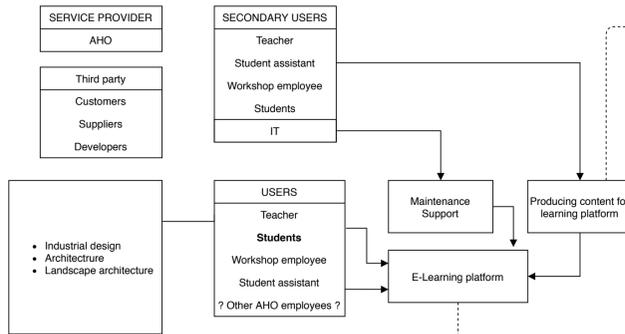


STAKEHOLDERS - overview

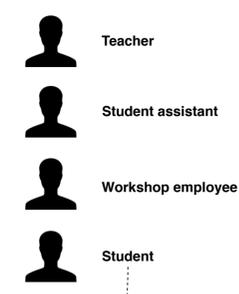


CONTENT CREATORS

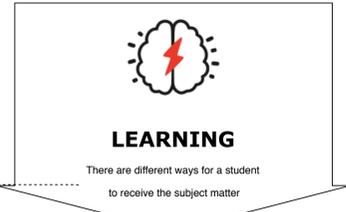
To make this service feasible the content is made "in-house". This is probably a lot cheaper than the alternative, but it also give control over the quality and relevance of the content. Content creation should be standardized so that it's fairly easy for anyone to produce new content.

Content creators can be teachers, student assistants, workshop employees and students. Content can be built up over a planned period of time. Eg lectures and experiments can be videotaped and student can have content making as a part of their projects and get valuable design experience at the same time.

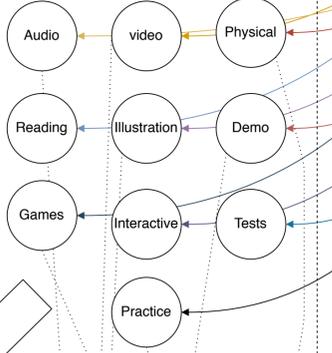
Let's get creative!



DYNAMIC LEARNING PLATFORM FOR MATERIALS



Modes



Students get to choose

PHYSICAL DOMAIN



- Games
- Flash cards
- Handouts
- Lecture
- DIY tasks
- Experiments
- Demo
- Literature



LIBRARY

The library is a likely place to lend out learning kits for the students to use.



DIGITAL DOMAIN



WEB PAGE

The web page is the backbone of the learning platform. This is where everything comes together and often where it starts. Though physical learning kits are not necessarily dependent on the web page.

Modes

- Games
- Video lecture (prerecorded)
- Documentary
- Interactive webpages
- Video
- Illustration
- Illustration - sequence
- Digital flash cards
- Animation
- Storytelling
- Interactive study guide
- Reading

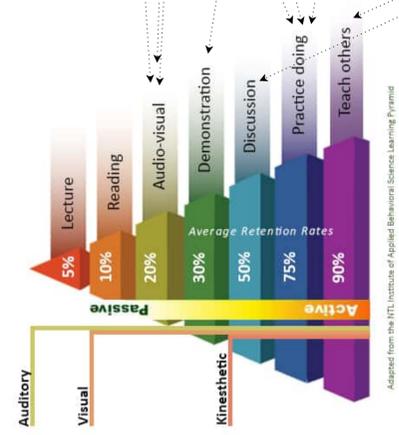
Second year design students were tasked with designing content for a modern e-learning service for materials. I wrote the brief and supervised students during the project. The result was a lot of different ideas, across different media and in different formats.

What I found is that there many ways in which to learn. Why not use that to make a more flexible and engaging learning platform?

MODES REPRESENTS VARIED LEARNING, CHOICE AND FLEXIBILITY

Tools

- Forum
- Ordbok



Adapted from the NTL Institute of Applied Behavioral Science Learning Pyramid