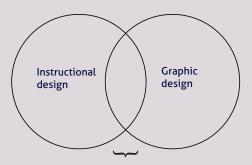
E-LERRNING: COMMUNICATION DESIGN



Learner - centred design

Our aims are to marry content with communication, to enhance the construction of knowledge.

E-LEANRING INSTRUCTION

How to:

Support information processing abilities (attention, working memory and decision making)

Through these principals:

- 1: multimedia
- 2: contiguity
- 3: modality
- 4: redundancy
- 5: coherence
- 6: personalisation

Key text: e-Learning and the Science of Instruction: Proven Guidelines for Consumers and designers of multimedia learning. - Ruth C. Clark, Richard E. Mayer.

INSTRUCTION > 1) MULTIMEDIA

Use words and graphics



"It's not good enough to deliver information to the learner; instructors must also enable and encourage learners actively process the information"

- Clark and Mayer

INSTRUCTION > 1) MULTIMEDIA

Use meaningful graphics





Decorative example

Meaningful example

INSTRUCTION > 2) CONTIGUITY

Place corresponding words and graphics near each other



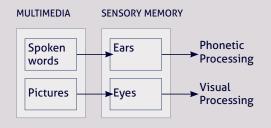


Bad, graphics disappear as users scroll down to read the text

Good, text and image integrated

INSTRUCTION > 3) MODALITY

When describing graphics, present words as audio narration rather than on screen text.



To minimize the chance of overloading the leaners' visual/pictorial channel. Do this when:

- The graphic is the focus on the descriptive text

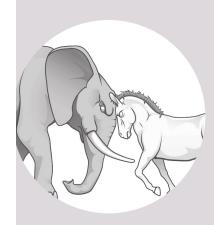
INSTRUCTION > 4) REDUNDANCY

Avoid presenting words as narration and identical text in the presence of graphics.



INSTRUCTION > 5) COHERENCE

Adding 'interesting' material can hurt learning



Distraction.
Disruption.
Seduction

Affects learning objectiveS

INSTRUCTION > 6) PERSONALIZATION

Use a conversational style

"This program is about what sort of plants survive on different planets. The goal is to learn what type of roots..."

۷S

"You are about to start a journey where you will be visiting different planets. Your mission is to learn what type of roots..."



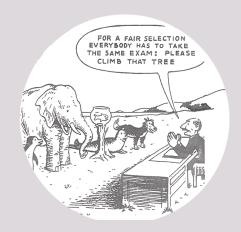
COMMUNICATION DESIGN PRINCIPLES

Do consider:

- The relationship between content & form
- The user
- Graphics
- Font
- Colour
- Minimalism
- Consistency

...and breaking some rules.

DESIGN > FORM FOLLOWS FUNCTION



DESIGN > USER EMPRTHY

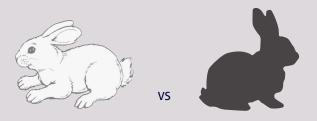
Learner centred design

Aim for:

- Engagement
- Experience
- Retention

Assist comprehension by being consistent.

DESIGN > GRAPHICS



Less is more

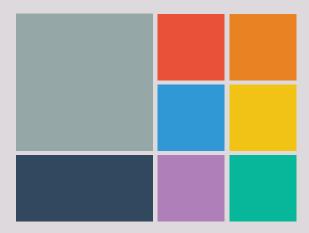
DESIGN > FONT

san serif san serif san san serif san serif

san serif san san serif san serif san san serif serif

Stick to san serif.

DESIGN > COLOUR



- Mood & tone.Warm / cool
- Legibility & 'niceness'
- Harmony / contrast

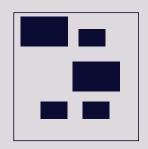
DESIGN > MINIMALISM

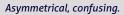


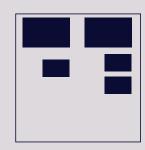
Disclose information progressively.

DESIGN > CONSISTENCY

Focus on achieving a visual balance







Symmetrical, directs focus.

DESIGN > CRERTIVITY



TID - BITS

Don't know how to get started?

http://community.articulate.com/tutorials/courses/ visual-analysis-for-designing-custom-courses.aspx

Want some inspiration?

elearningexamples.com http://www.hybridpedagogy.com

Royalty free music:

http://incompetech.com/music/royalty-free

Stock Images:

http://search.creativecommons.org

Reccomended readings:

Instructional Design for distance Delivery Using hypertext and the Internet: asuumptions and applications - Nick Zepke

Critical Theroy Ideology Critique and the Myths of E-Leanring

- Norm Friesen

Design for Communication, Conceptual Graphic Design Basics

- Resnick, E.

notes:	

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