

MOBILE LEARNING CONTENT DESIGN

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Objectives

- Describe the **ADDIE** model for instructional design



Content Design

Interface Design

Questions

- How much time does it take the teacher to prepare?
- How long does it take for students to process this material?
- Is mobile platform the best channel to present this material?
- What technical skills are required?
- How should this information be organized and how much should be delivered at one time?
- How much time does the teacher need to spend on logistics (development, delivery, file management, feedback)?

Framework



- Course design
- Teaching

- Core competencies
- Assessment

- Learning

ADDIE - Instructional Design Model

- Analysis
- Design of Goals & learning objectives
- Development of learning activities
- Implementation
- Evaluation of course and student performance

Analysis of Learning Needs

- Target audience
 - Prior knowledge
 - Skills
 - Goals
 - Needs
- Institutes/Organization
 - (ACGMEI) competencies
 - Institutional vision & goals
 - Departmental requirements
- Instructor: knowledge, skills

Design

1. Goals and objectives
 - 1) should be clear
 - 2) address results identified from Analysis
2. Teaching strategies
3. Evaluation methods
4. Supporting media, methods, and personnel

Development

Learning activities

- Promote the specific learning needs identified in Objectives
- Consider situational factors
 - Nature of content
 - Knowledge: cognitive, factual,
 - Skills: psychomotor,
 - Attitudes: affective
 - Target audience
 - Prior knowledge
 - Initial attitudes

Implementation

- Content
- Formats
 - Reading
 - Didactic session
 - Group activity: small group, large group, directed learning
 - Simulation
 - **Mobile platform** ...
- Resources available to implement the curriculum

Evaluation

- How much have students learned? – individual level
- How effective is the curriculum? – institutional level
- How to improve? – continuous improvement

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