# MOBILE LEARNING CONTENT DESIGN

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## **Objectives**

Describe the ADDIE model for instructional design

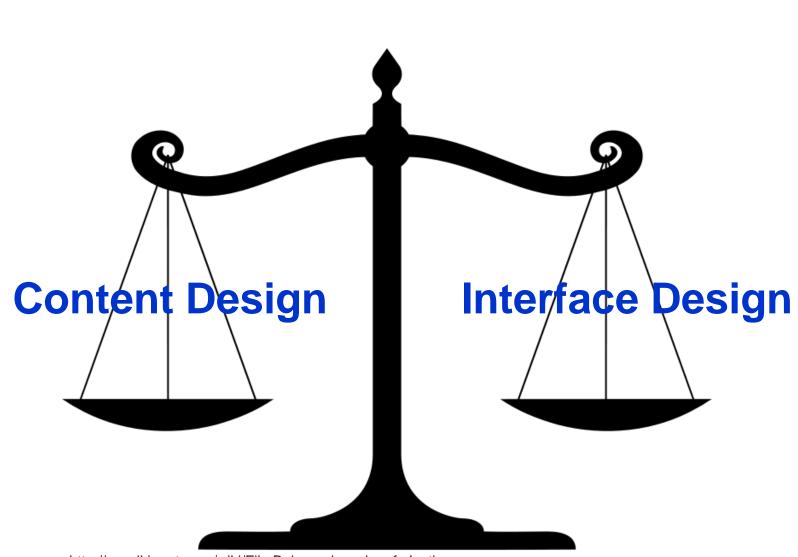
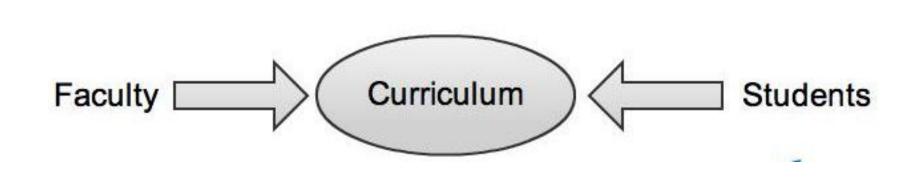


Image source: http://en.wikiquote.org/wiki/File:Balanced\_scale\_of\_Justice.svg

## 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)?



Course design

Framework

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

## References

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