

Session #202

# Headache Saving Process Shortcuts

Jason Kramer, Illumina Interactive

Dr. Jean Marrapodi, Applestar Productions



# Jason Kramer.



Jason has been designing and developing learning experiences for well over a decade. His specialty is eLearning where he continuously pushes the design possibilities of the medium. Jason is an early adopter of new technology, an eternal music student, and a bibliophile. He currently works for Illumina Interactive as a Senior eLearning Designer.



# Ilumina Interactive

# Dr. Jean Marrapodi.



Teacher by training, learner by design. Jean has spent the past 20 years designing and developing learning in corporate America, higher education and in the non – profit sector. She was named Guildmaster by the eLearning Guild in 2016.



# Applestar Productions



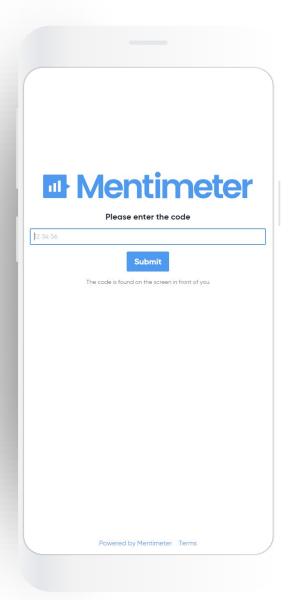
What drives you NUTS about YOUR elearning development process?

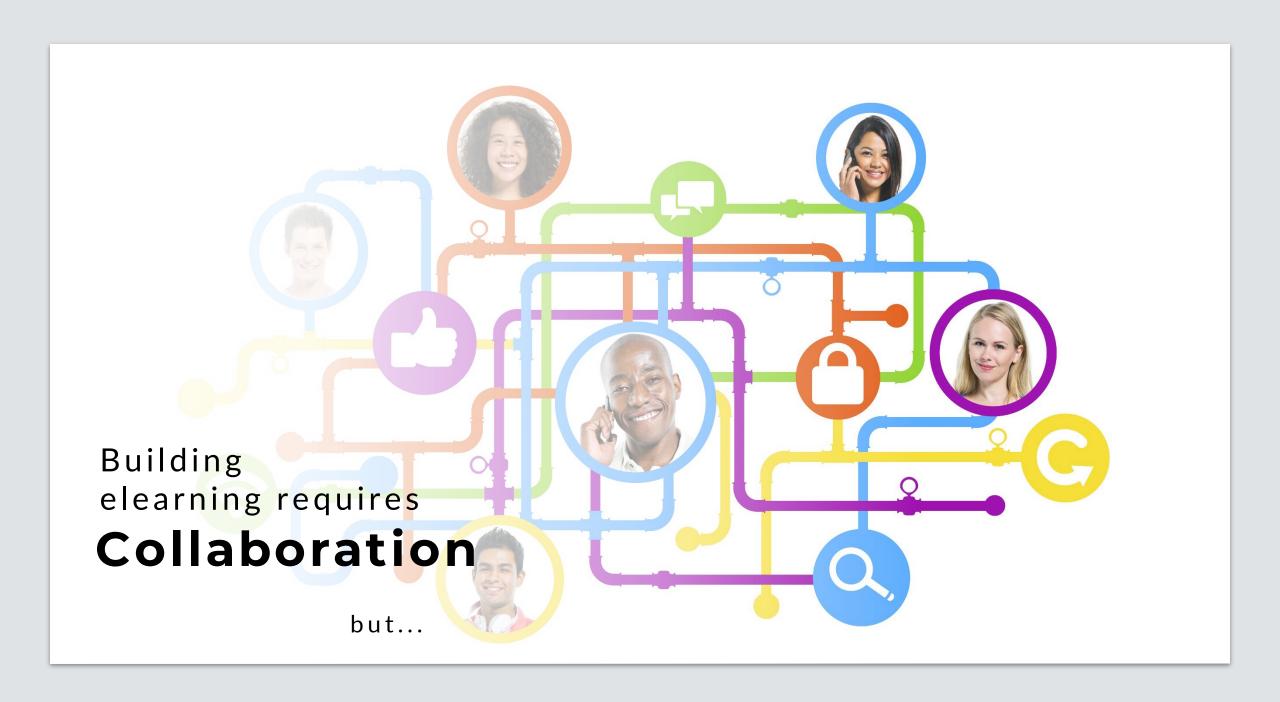


## **Menti Poll**

Go to www.menti.com and use the code 53 78 14







## What we found

< s i g h >



**Important Email** 



**Important Email** 



Important Email



Important Email



Important Email



**Important Email** 



**Important Email** 



Important Email

## **Collaboration = Email**



Streamline & Simplify.







e Learning Development.

SS Wouldn't it be nice?



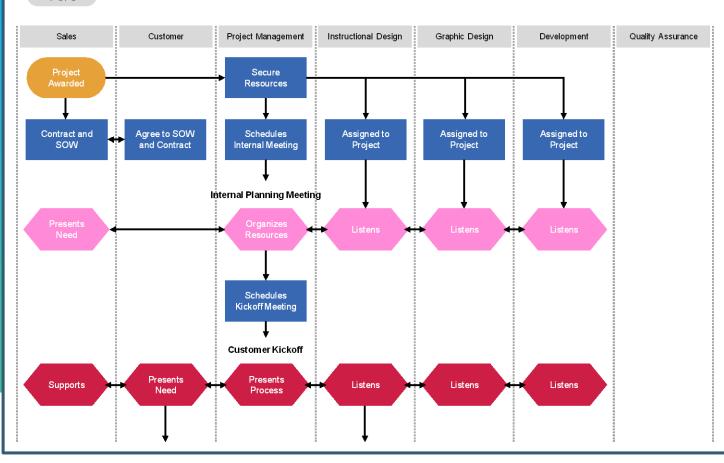
## Reality

Process Improvement

## Swimlane

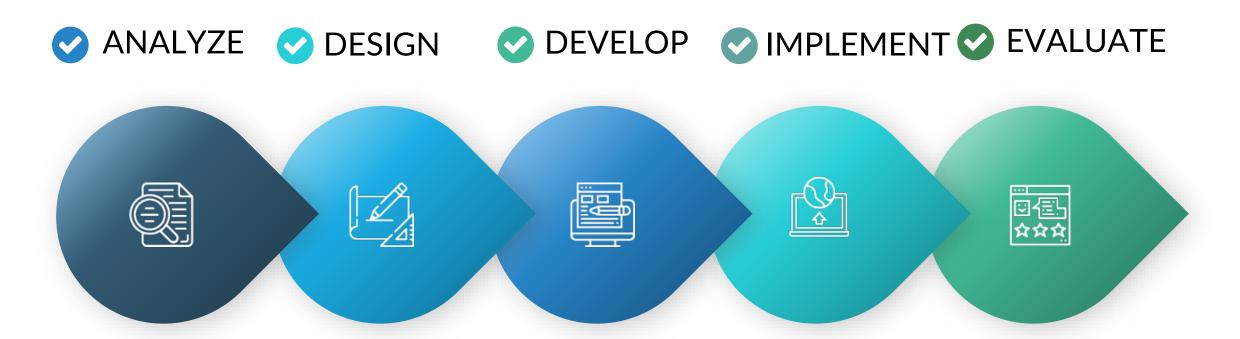
1 of 5





# Today's Workshop

## Framework.



## **ADDIE**

Our ideas & your ideas



## The Goal

What are we trying to accomplish?



DEFINE THE PROBLEM



COURSE GOAL



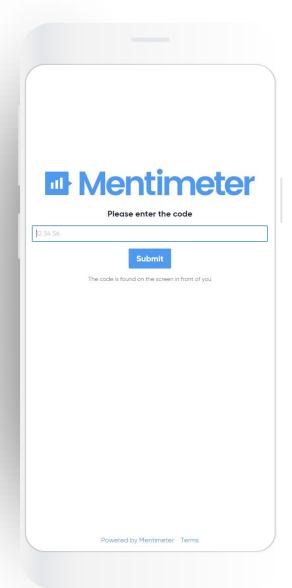
GATHER MATERIALS



**DEFINE ROLES** 

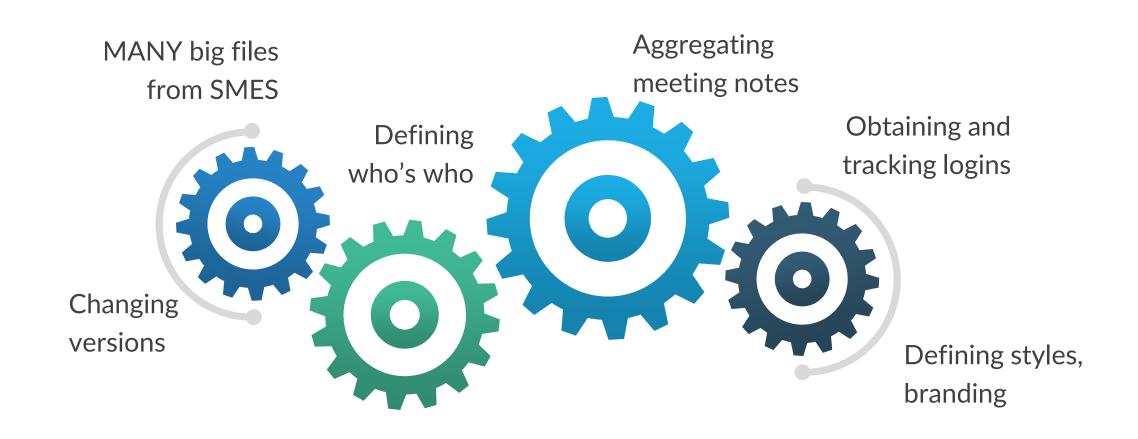
## **Menti Poll**

What challenges do you face during the analysis phase?



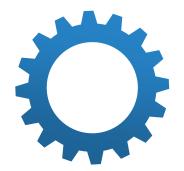
## Our Challenges

Keep all the info straight



## Our Challenges

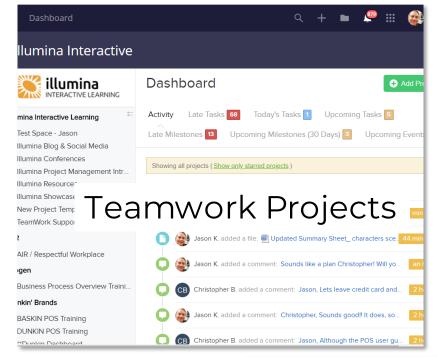
Keep all the info straight

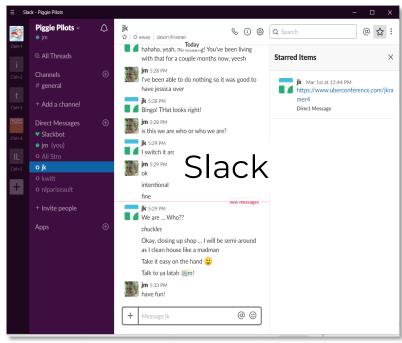




Aggregating
Obtaining end notes anging
tracking logins notes on tracking logins ning styles,
who's MANY bigrains in the sing
from SMES









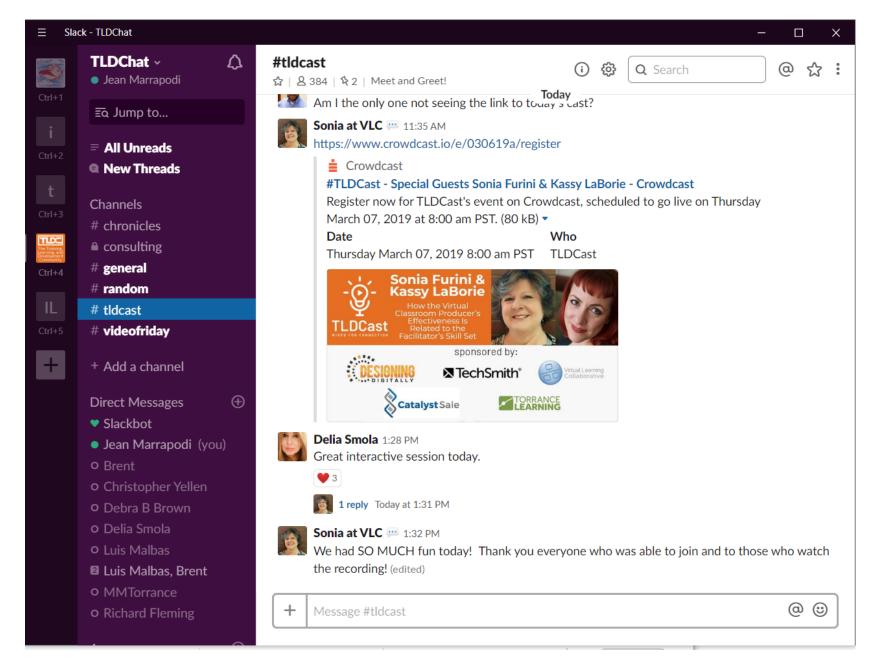
# Slack for COMMUNICATION.

Multiple Company Spaces

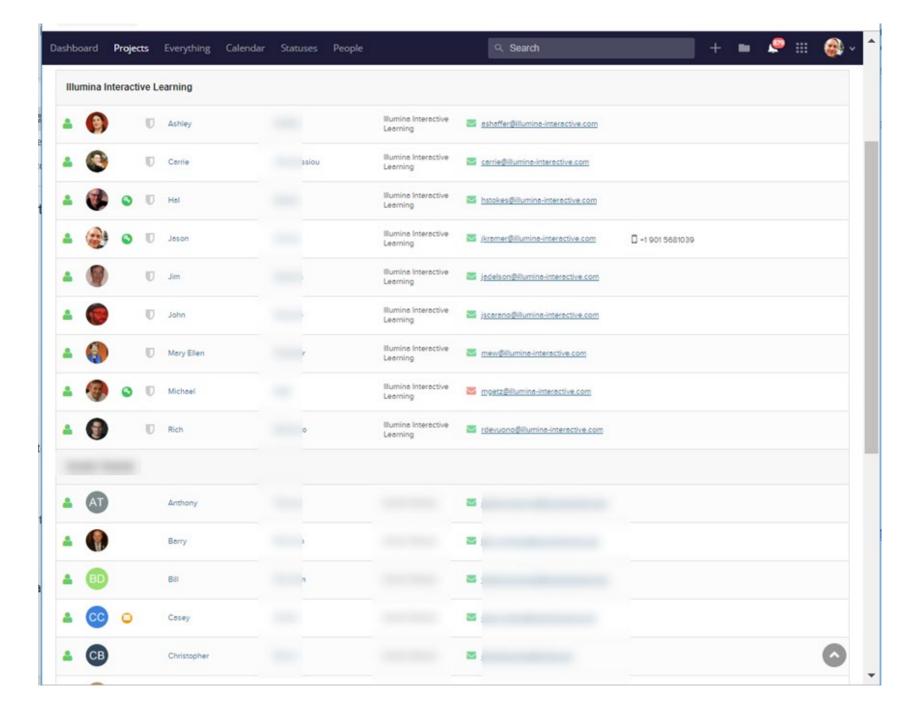
Channels for topics

Individual and small group conversations

Identifies read and unread Tracks conversations



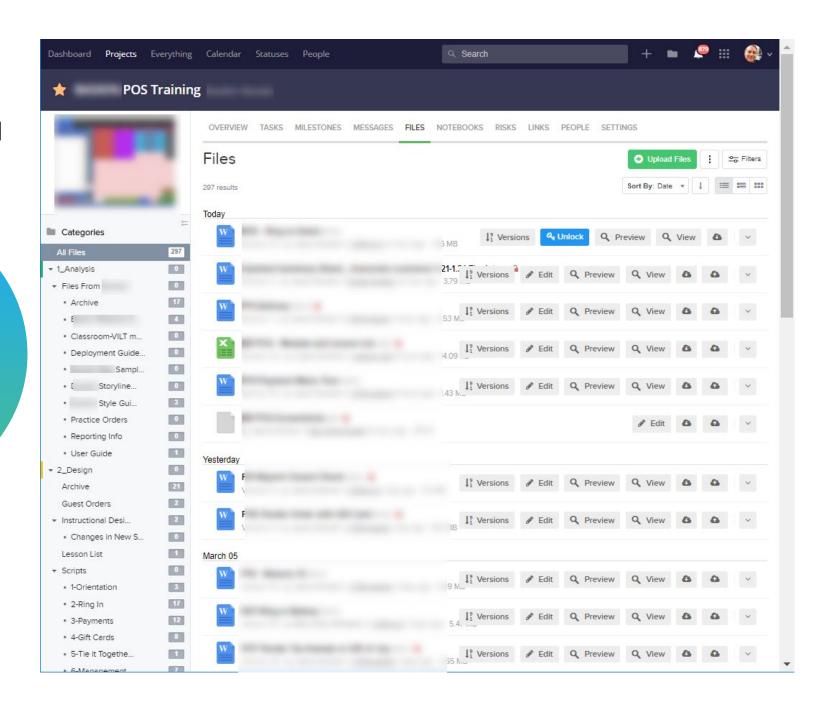
# Teamwork for WHO'S WHO.



# Teamwork for FILE ORGANIZATION

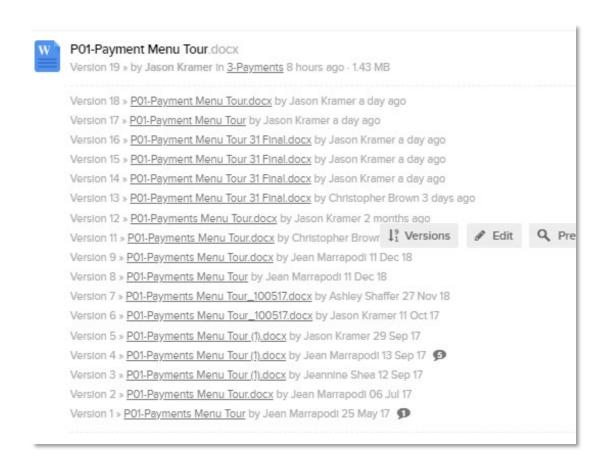
## TIP!

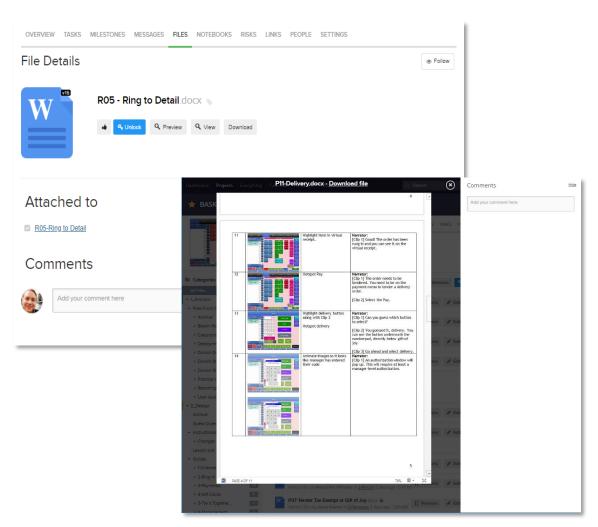
Develop a master file structure in a project template



## Teamwork for

## EDITING, VERSIONING, COMMENTING, LINK TO TASK



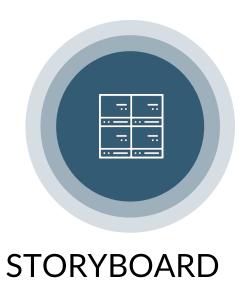










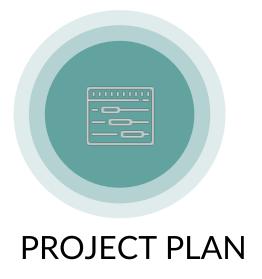


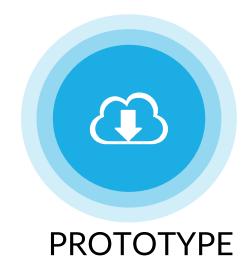
## The Goal

What are we trying to accomplish?



AGREE ON REVIEW PROCESS





## **The Problems**

Why are we doing this?



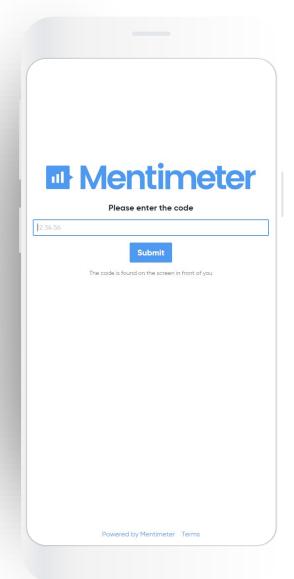
## **TEMPLATES!**

Don't reinvent the wheel



## **Menti Poll**

What is the goal of a storyboard?



# Storyboard Template.



# APPLESTAR PRODUCTIONS STICKY LEARNING

## Storyboard

#### Instructions for reviewers:

This is a working document, part of an iterative process as we work together to develop your course. At this stage, many of the graphics are just rough ideas which will be fleshed out. In your review, focus on the content to ensure things are accurately represented and your initial impressions. You will find a blue box on each slide for your comments. You may also use the commenting tool found in the review tab. There is also a red box, which identifies things we need from you.

# Simple Storyboard

Template.

Project name:	Screen ID:	Screen of	Date:
			Navigation info
			Media information
Notes:			

## Design Document Template.



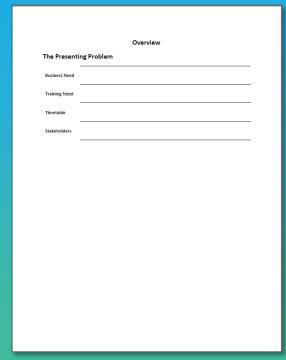
COMPANY: Project
High Level Design Document

Jean Marrapodi, PhD, CPLP Applestar Productions www.applestar.org jmarrapodi@applestar.org

date

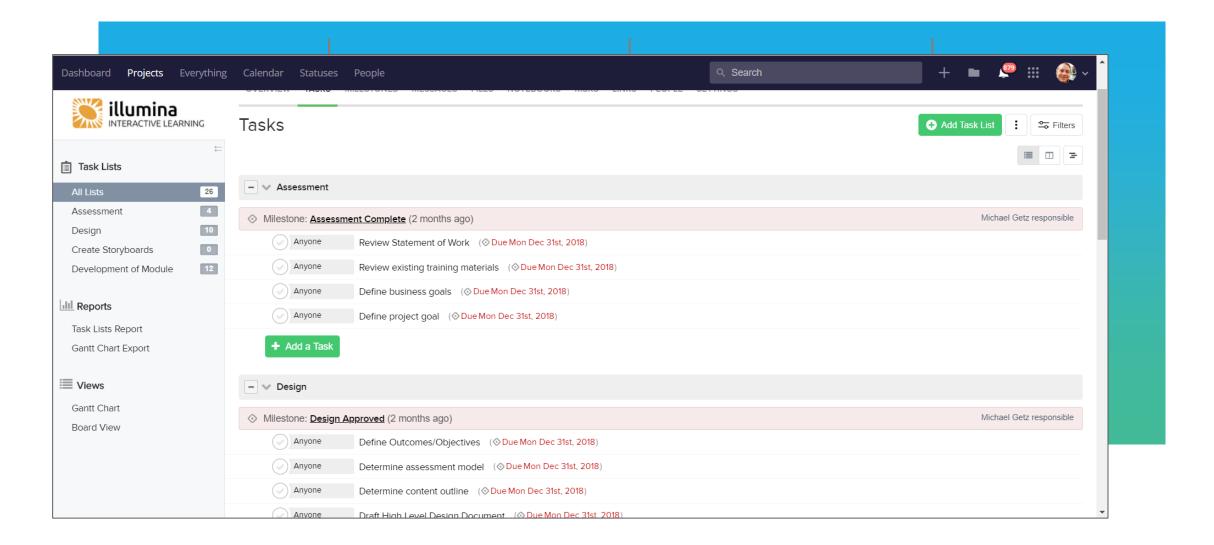
CONFIDENTIAL
ALL RIGHTS RESERVED

### 



Audience A	nalysis			
Primary Audience				
Secondary Audience				
Managers				
New Hires				

## Teamwork Project Plan Template.

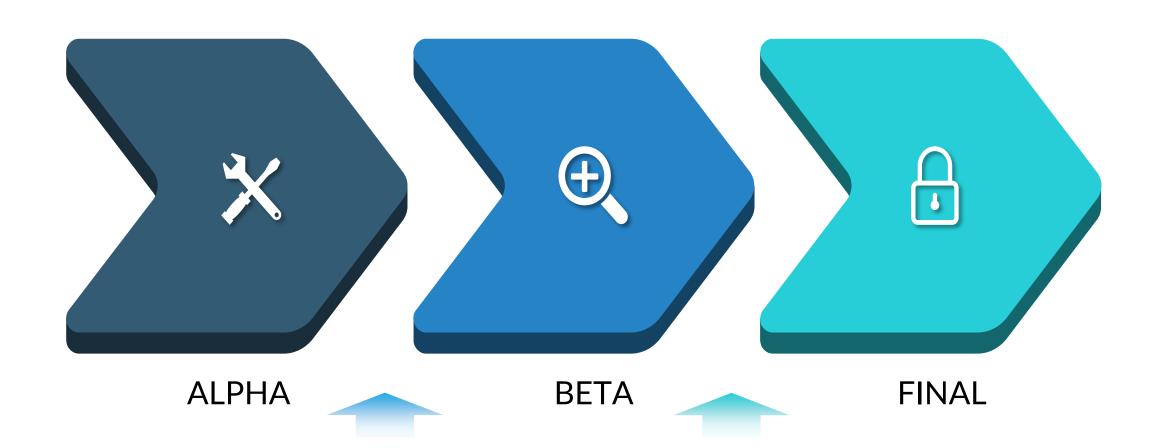




## The Goal

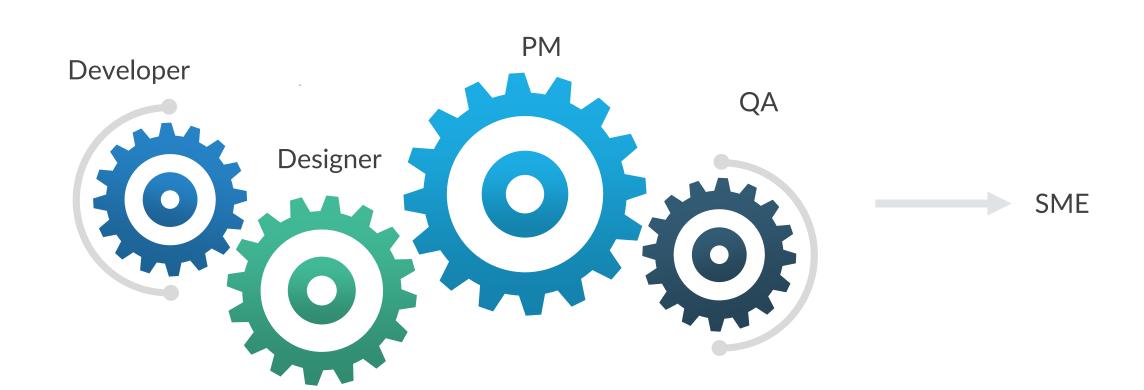
What are we trying to accomplish?

#### YOU MUST AGREE ON REVIEW PROCESS



## **Our Process**

 $H\ a\ n\ d\ o\ f\ f\ s$ 



## **Problems!**

## Developer Siloed from SMEs



## Communication

Graphics prototype not signed off

Functionality prototype not signed off



## Development

More graphic assets

Unclear goal of course and/or slides

Crazy deadline

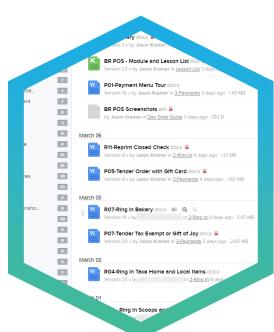
## **Teamwork**

Examples





Template



#### **Development Files**

In media res



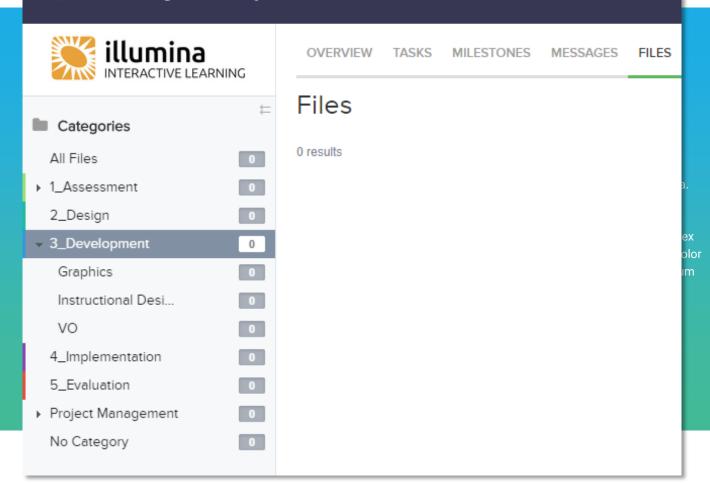
#### Notebook

In media res

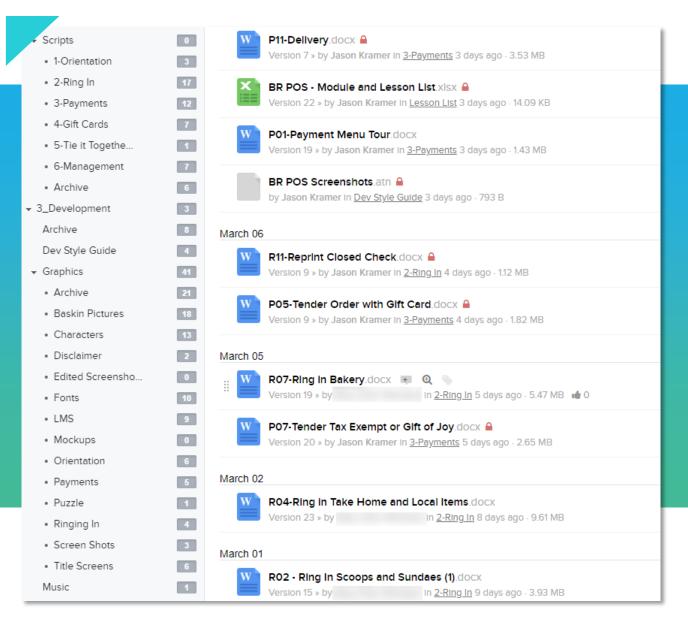


#### New Project Template Illumina Interactive Learning

Development Folder Ex.



# Development Files Ex.

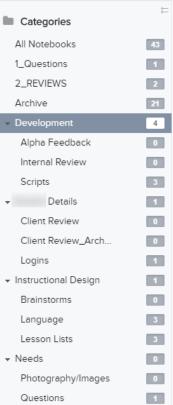




#### **POS Training**

Development Notebook Ex.





Screen Shots

OVERVIEW TASKS MILESTONES MESSAGES FILES NOTEBOOKS RISKS LINKS PEOPLE SETTINGS



#### Naming Conventions Private



Use this pattern for naming files, and assets.

Version 1, Last updated by Jean Marrapodi at 14:31 PM on Thursday 08 June 2017 : Development

- 1. File naming (for audio clips, screen captures, photos, other) here is a recommendation for file naming.
- Initial letter of module (R, P, O, T or M)
  - Ringing In = R
  - Payment = P
  - Orientation = O
  - Tie it Together = T
  - Manager = M
- Lesson number: 01 up to 17 (or as high as lessons go)
- Dash
- . VO for audio or SCR for screen capture (Photos are TBD)
- Clip number (from step action tables/scripts left hand column)
- File extension (.wav, .jpg)

ASSETS	Ringing In	Payment	Orientation	Tie It Together	Manager
Audio files	R03-VO_# from	P03-VO_# from	O03-VO_# from	T03-VO_# from	M03-VO_# from
	step action	step action	step action	step action	step action
	table/script	table/script	table/script	table/script	table/script
	Ex: R03-	Ex: <b>P03-</b>	Ex: O03-	Ex: T03-	Ex: M03-
	VO_6.wav	VO_6.wav	VO_6.wav	VO_6.wav	VO_6.wav
Screen	R03-SCR_# from				
captures	step action				
	table/script				
	Ex: R03-				
	SCR_6.jpg				

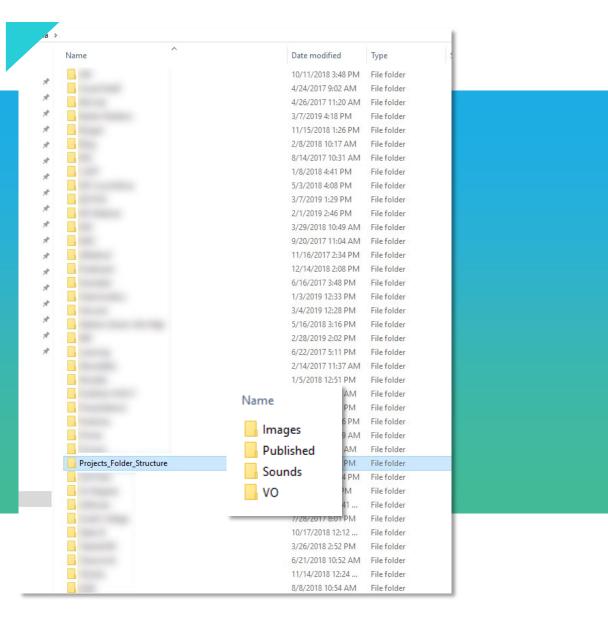
## **Project Folder**

Developer Hard Drive



Basic structure

Project Folder Ex.



## **Authoring Tool**

Setup before you start up



#### Hot Keys

My favorites are Shapes and Alignment



#### **Object Naming**

Name everything, and name it consistently



#### Theme

This includes Colors and Fonts



#### Junk Drawer

Throw useful stuff into this space



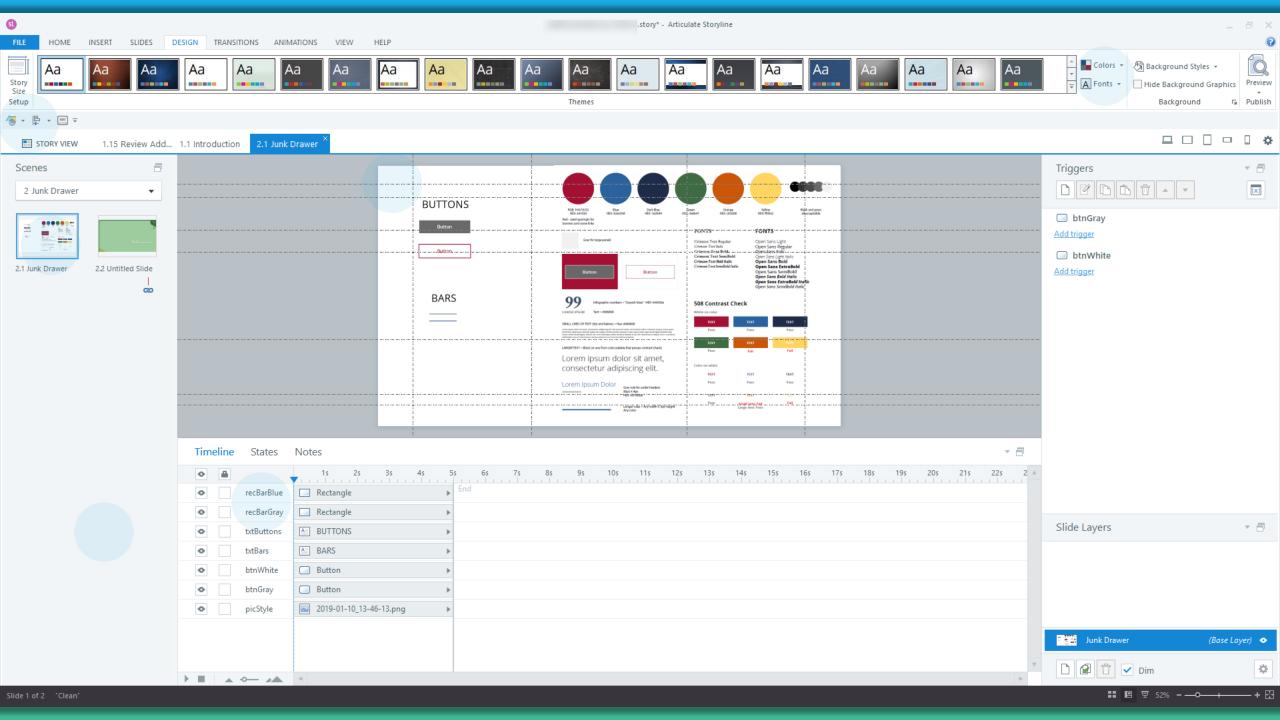
#### **Guide Lines**

Create guidelines for the most important spaces



#### Style Guide

Make this a separate slide in your junk drawer





Our Process.



## **Review Tools**

Examples







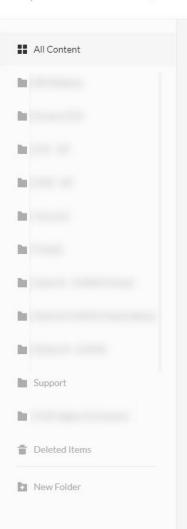
**REVIEW 360** 

**REVIEW MY ELEARNING** 

## Articulate 360

My Content To add items, publish from any Articulate 360 app or upload video.

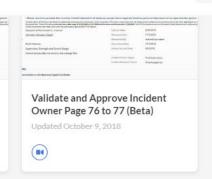
Q Search





















Understanding the Impact of Unconscious Bias in a...
Updated October 5, 2018



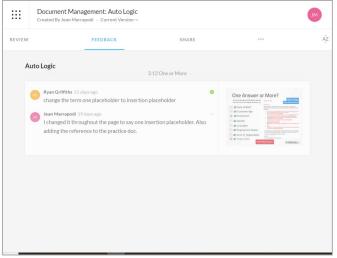
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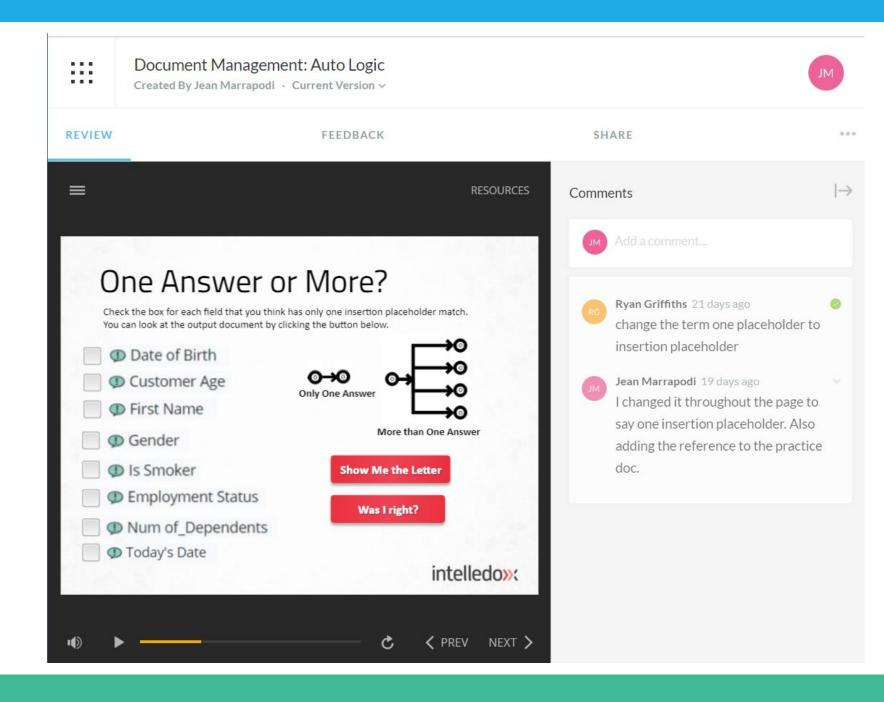


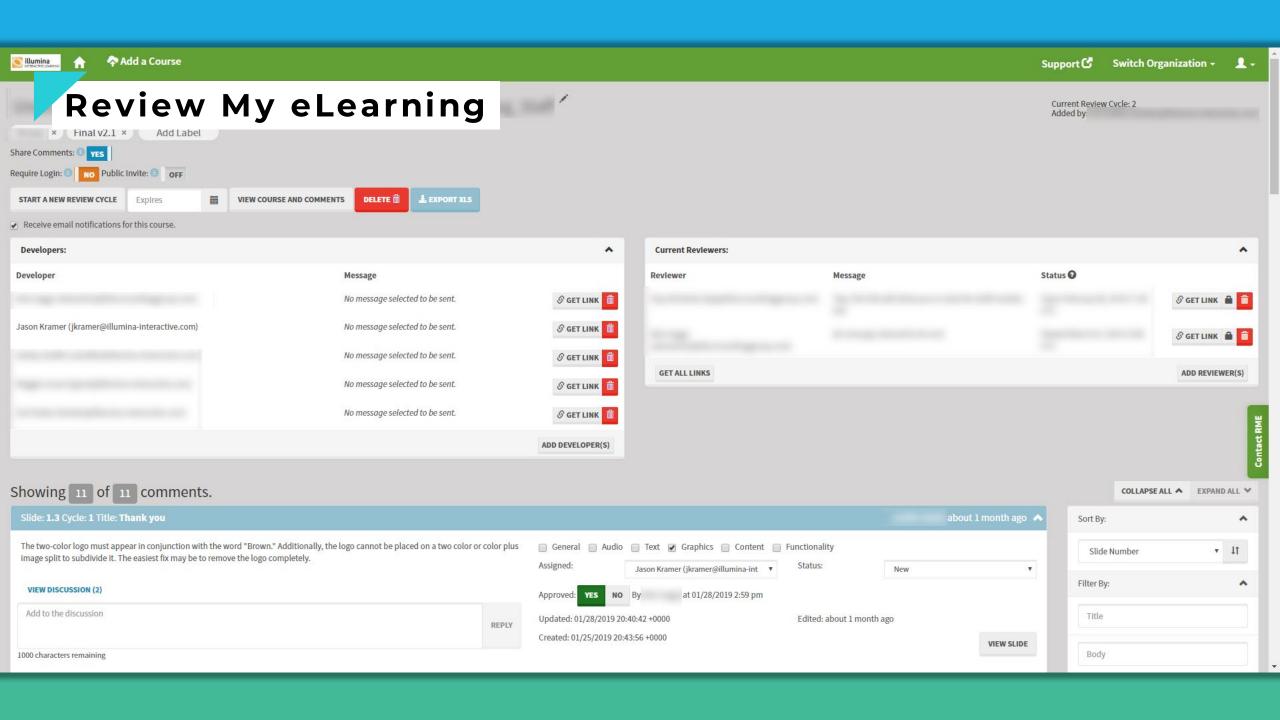
## Articulate 360

- Plays course as intended
- Shows all comments by slide
- Identifies reviewer name
- Version options
- Resolution feature



**Summary View** 





## **Menti Poll**

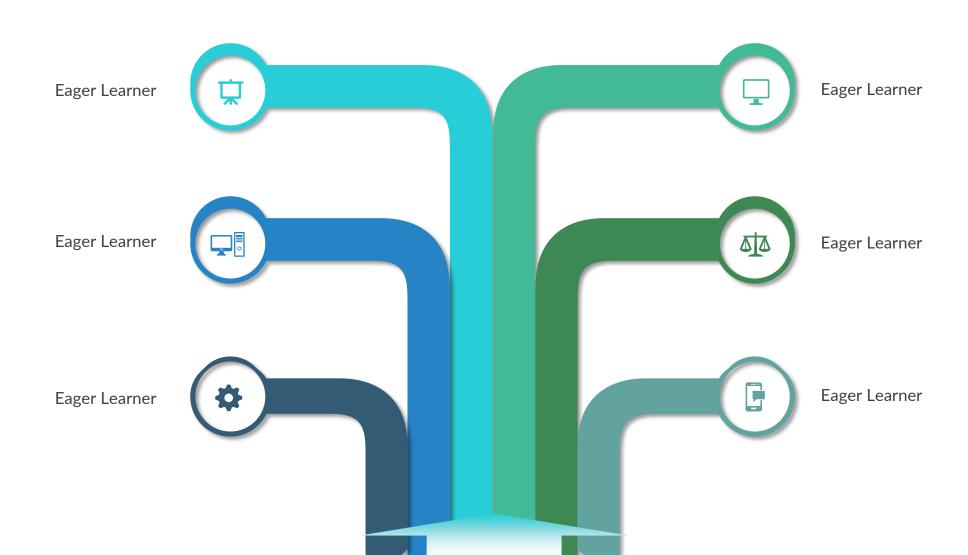
What tools do you use?



# The Implementation

## Goal

Facilitate learning transfer

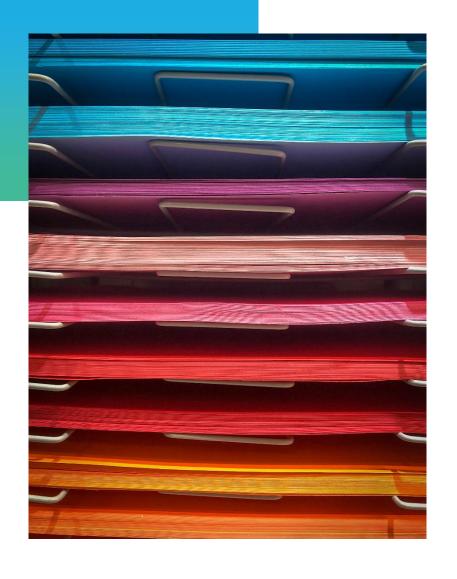


## **Our Process**

Course Launch and Access



## No Surprises!











## **Menti Poll**

What tools do you use?



## **Fixing Bugs**

Review, Iterate, Make Better



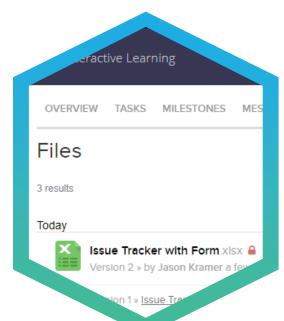
## Tracking

Organize the Details



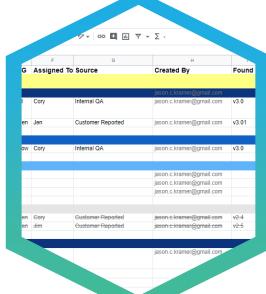
Smartsheet

Online Collaborative Issue Tracker



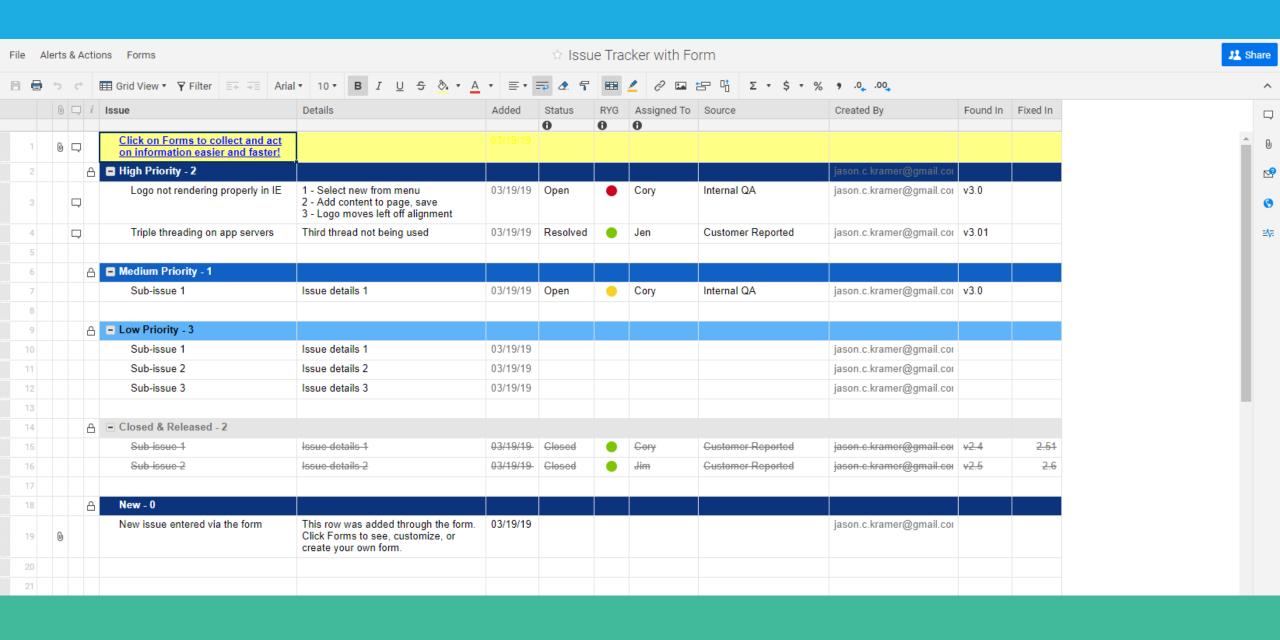
Teamwork

**Excel with Automatic Versioning** 



Google Sheet

Online Collaborative Excel with Versioning



## **Menti Poll**

What tools do you use?

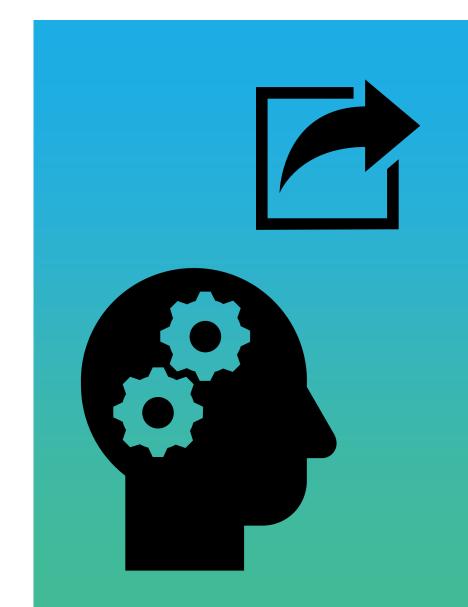






**IMPACT?** 

Kirkpatrick Evaluations



Data Analytics

## Revisions

#### NECB eLearning Course Development Process

#### **NECB Capacity Planning System**

Type of Project	Course Development Units ( 1 CDU - 20 business days (approx. 1 month)	CDU): A CDU is approxim 2 CDUs - 40 business days (approx. 2 months)	ately 20 business days, start 3 CDUs - 60 business days (approx. 3 months)	ting on the day of the project  4 CDUs - 80 business days (approx. 4 months)	t team Kickoff Meeting.  5 CDUs - 100 business days (approx. 5 months)	
Edits 1 CDU*  *If any lecture replacements are needed in addition to the course content edits, this level of development is upgraded to a 'Revision'. Fixing broken links or changing a few readings is not considered a project and is handled on a just-intime basis.	No structural changes are required. Low-level re-development of course content that has no impact on the existing course or weekly outcomes.					
Revision  2 CDUs*  *If more than 2 Grad lecture replacements or 3  UG lecture replacements are necessary in addition to the course content change, this level of development is upgraded to an 'Overhaul'.	Mid-level re-development of course content that has impact on the existing course or weekly outcomes (i.e., replacement of reading assignments, resources, discussion questions or assignments).					
Contracted Course Development 2 CDUs*  Planned development time is 2 CDUs after the handoff of content.	Contracted course developers are hired to build Best Practices course content in the LMS. They do not handle the roles of project manager / ID. All content must be written, finalized and approved before engaging the contractor.					
			course, using current e created using audio or			
Overhauled Course: Best-in-Class 4 CDUs	Re-development of course content for an <i>existing</i> course, using "Best-in-Class" design. Design may include high-level graphic elements, interactive lectures, gamification, etc. Content and assessment may use multiple means of representation and engagement.					
NEW Course: Best Practice 4 CDUs	Comprehensive development of course content for a <i>non-existing</i> course, using current industry Best Practice design. Lecture media will be created using audio or video supported PowerPoint.					
NEW Course: Best-in-Class 5 CDUs	Comprehensive development of course content for a <i>non-existing</i> course, using "Best-in-Class" design. Design may include high-level graphic elements, interactive lectures, gamification, etc. Content and assessment may use multiple means of representation and engagement.					

Timing considerations: NECB Instructional Designers (ID) can handle 3 projects simultaneously. However, new courses must be staggered so that they are not delivering during the same month since the final period of crunch time requires additional resource capacity.

4/30/2014

# Thank You

You are the Best!



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