

Rapid Elearning design – Captivate Project

In this project, you will use Adobe Captivate, an Elearning Authoring Tool to create interactive learning content. You can choose any topic for teaching “How to do something?” Eg. How to use Google Docs?. The only conditions being they need to “Perform” objectives on the same topic. Perform objectives describe “How to do something”. You will use main functions of Captivate and create interactivities that are required in a learning program.

Use the 640X 480 as the size requirement for this project. Be sure that your project runs without any technical errors. Include Part 1 and 2 in your design document

Part 1 - Analysis

1	Purpose of the Project	Please provide an overview of the purpose of the project.
2	List the objectives	What are the objectives? Minimum two objectives are required. Include one “inform” objective and one “perform” objective
3	Target Audience	Please define the target audience for the learning materials. What unique characteristics do they have?
4	Anticipated duration of e-learning module	How long do you expect the elearning module to take to work through?
5	Assessment	How will you know if they have met their objectives? Include sample assessment items for the two objectives
6	Format Rationale	Why is the Captivate elearning format is the appropriate solution to teach this topic?
7	Instructional Flow	This is where you describe what the user experiences as he/she goes through your program. What happens first? What does the user see and have to do? What next? Where does the program branch him/her to, depending on what he/she does? etc) Eg. Welcome – Introduction – Content –Review – Assessment - Feedback

Part 2 - Describe how at least 10 design elements from the following list are applied to your project. Be sure that item 6, 27 and 28 are three of the elements in your design document.

1	BIAS AND/OR CULTURE (free of objectionable bias, appropriate for many cultures)
2	CLARITY (likely to be comprehended clearly)
3	COGNITIVE LEARNING AIDS (overview, cues, summary, chapter review, etc.)
4	COLOR (appropriate, supports media and content purpose)

5	CONTENT (relevant to objectives, up-to-date, accurate, copyright date)
6	DESIGN PRINCIPLES (contrast, repetition, alignment, proximity)
7	DOCUMENTATION AND INSTRUCTIONS (available, correct, etc.)
8	FEEDBACK OR OTHER ASSESSMENT (available, aligned with content and objectives, appropriate)
9	HELP (available, useful, easy to find)
10	LAYOUT DESIGN (effectiveness)
11	LEGIBILITY FOR USE (size, clarity, etc.)
12	MOTION (appropriate use, normal, exaggerated, slow)
13	MOTIVATION (likely to stimulate/ maintain interest)
14	NAVIGATIONAL HELPS (table of contents, glossary, index, buttons, menu, etc.)
15	ORGANIZATION, SCOPE, PACING AND SEQUENCE (obvious organization, reasonable scope, correct sequence)
16	PARTICIPATION AND/OR INVOLVEMENT (promoted, encouraged)
17	PHYSICAL USABILITY (easy to use or manipulate, stable, sturdy, storable)
18	PRACTICE ACTIVITIES (available, aligned with content and objectives, measure able)
19	READING and VOCABULARY LEVEL (aligns with audience description, content appropriate for level)
20	REALISM AND ACCURACY (represents real item effectively)
21	REFERENCES (complete and up-to-date)
22	SOUND AND SOUND EFFECTS (aligns with and relevant to content and visuals)
23	SPECIAL FEATURES (list and describe any special features of the media)
24	TECHNICAL QUALITY AND USABILITY (easy to read, free of flaws, easy to use, etc)
25	TYPOGRAPHY (font style, size, etc.)
26	VISUALS (relevant to objectives and content, follows design guidelines, verbal information aligns, etc.)
27	<p>Captivate Specific Objects – Interactive and Non-interactive - Interactive (Click Boxes, Text Entry Box, Buttons, Widgets)</p> <p>Non Interactive (Text captions, Rollover captions, Highlight boxes, Mouse, Rollover slidelets, Zoom areas, Images and rollover images, Drawing tools, animations, animated text, FLV/FL4 Files)</p>
28	<p>Enriching the Objects</p> <ul style="list-style-type: none"> • Add effects to objects • Apply shadows to objects • Rotate objects • Apply gradient fills to objects and slides • Add transition effects to slides • Add background images to slides • Add animations

Part 3 - Technical requirements for the Elearning captivate project

1.	Custom Backgrounds for title, content slides, quiz and other slides. Use the masterslide option	
2.	Include as many content slides as appropriate for the project. Do make sure you have screen recording or video to demonstrate the performance objective	
3.	Table of Contents has to be included. Select high level headings to be displayed in TOC	
4.	Navigation Branching options used – Create two groups of slides one for each slide, and have navigation option to branching to both the objectives Also include appropriate skin for navigation while publishing	
5.	Audio Include audio either by recording and by converting script to speech using text-to-speech converters	
6.	Objects – Add a minimum of 5 different types of objects at the appropriate places. Choose from Interactive (Click Boxes, Text Entry Box, Buttons, Widgets) Non Interactive (Text captions, Rollover captions, Highlight boxes, Mouse, Rollover slidelets, Zoom areas, Images and rollover images, Drawing tools, animations, animated text, FLV/FL4 Files)	
7.	Enrich your objects (atleast 3 from the list below) <ul style="list-style-type: none"> • Add effects to objects • Apply shadows to objects • Rotate objects • Apply gradient fills to objects and slides • Add transition effects to slides • Add background images to slides • Add animations 	
8.	Include one screen recording (demonstration). Figure out a way to integrate a demonstration into your content	
9.	Include atleast 6 quiz questions – 3 for each section	
10.	Appropriate positive and negative feedback should be given for the quizzes	
11.	Publish as SWF, and on YouTube. Also submit your original .CPTX file	

Due Dates and Points

Draft: October 17, 2011

Final: October 24, 2011

Points: This project will contribute to 20% of the total grade in this course. The grading scale that will be used to grade the project is shown below.

Requirements for Draft Submission

The **draft version** of your project should be uploaded to the discussion forum for peer review. Please include the following items.

1. Draft of elearning module
2. Design document with Part 1 and Part 2

Requirements for Final Submission

When you submit the **final version** of the project, please include the following items:

1	Draft version of elearning module	25
2	Copy of peer comments (Media Design Checklist) – provided and received	25
3	Final, revised version of the elearning module	100
4	A revised version of your design document.	50
	Total	200