
ISD for E Content Development

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The Department of Education is planning to launch a blended training program for school teachers on “*Innovative Classroom Assessment Techniques.*” The program will be delivered through a Learning Management System (LMS) and must include interactive e-content that teachers can access anytime. You are part of the Instructional Design Team responsible for creating the e-content.

Identify Challenges in Development and Implementation

Learner Related Challenges

Content-Related Challenges

Technology-Related Challenges

Resource & Time Constraints

Implementation Challenges

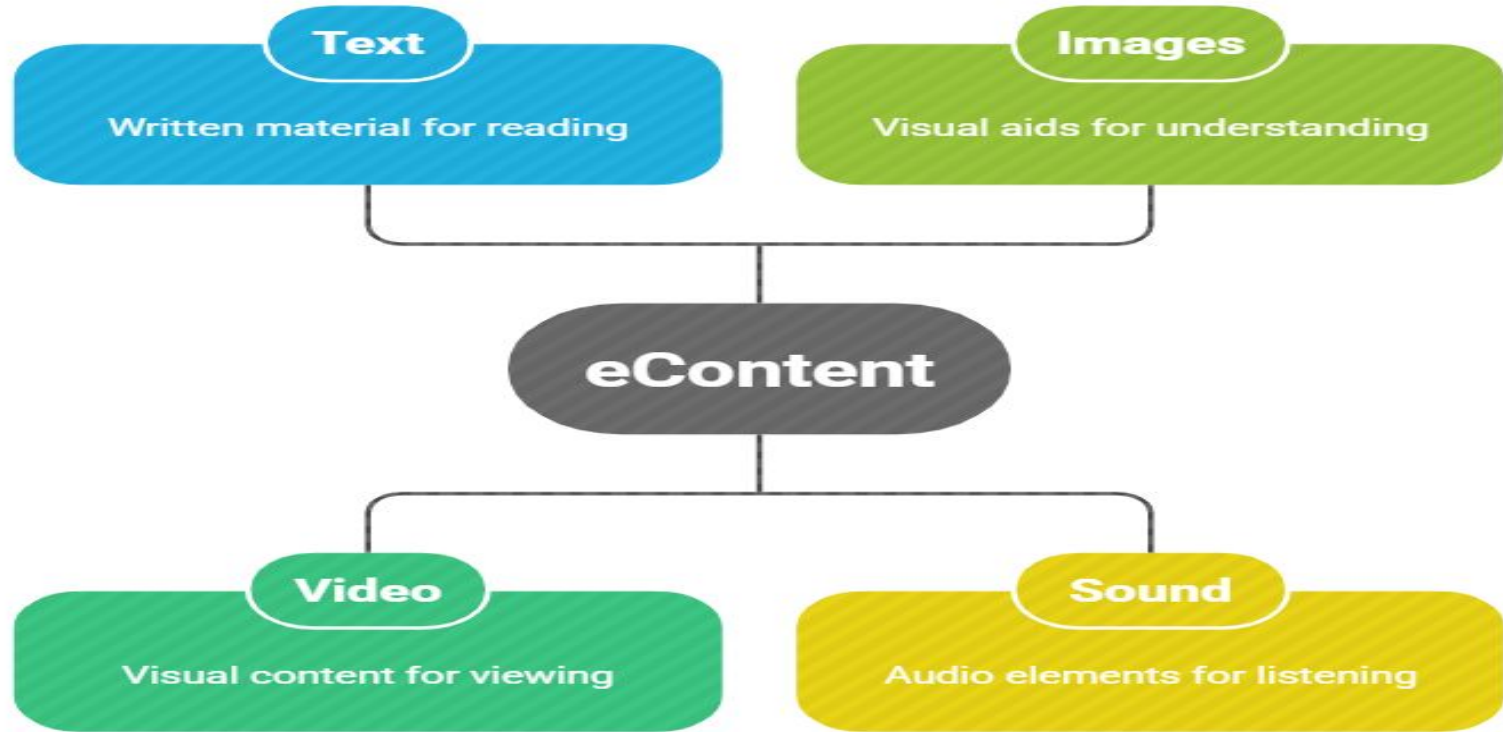
Evaluation Challenges

What is eContent ?

Digital content that can be transmitted over computer networks .

It includes text, images, graphics, animation, audio, video.

Forms of e content



Types of eContent

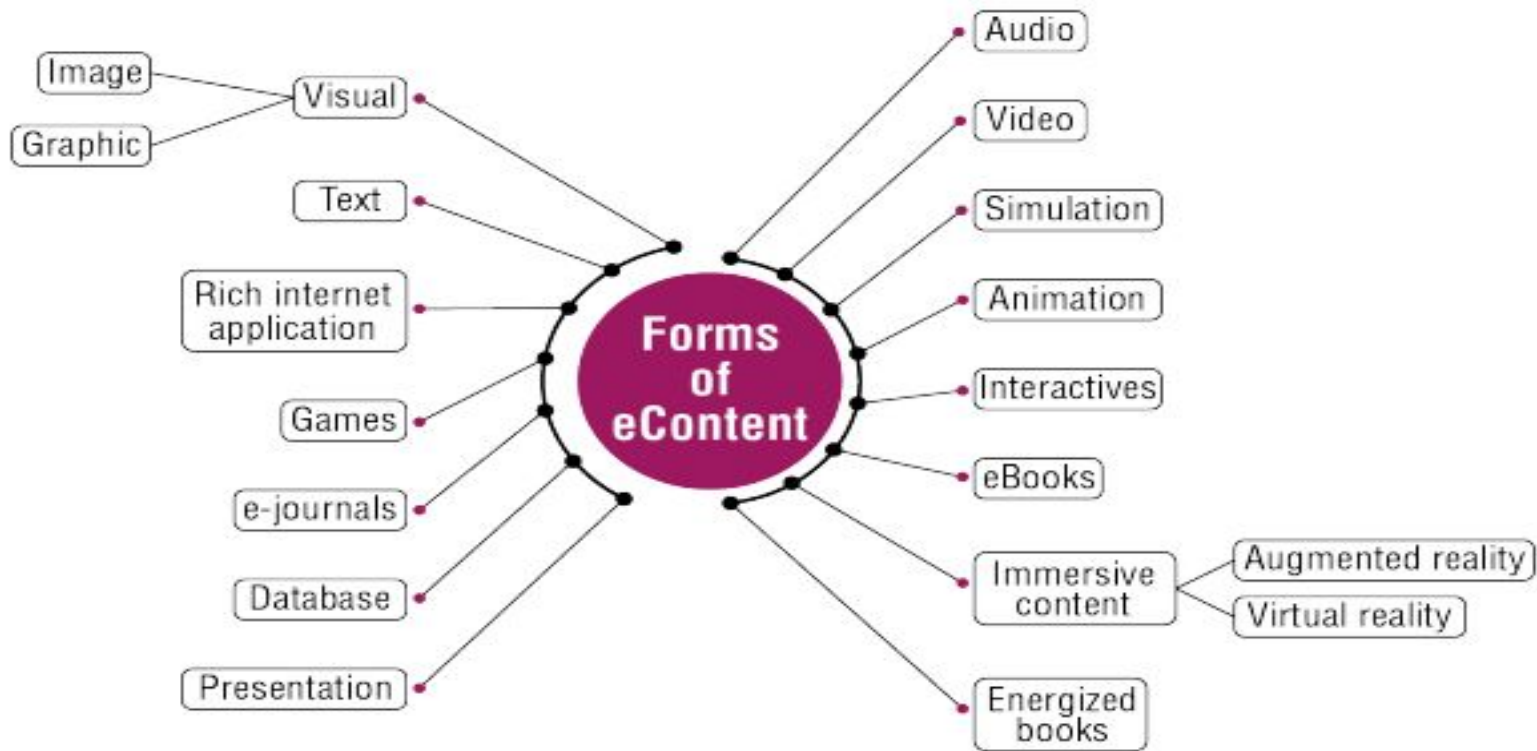
Text-based materials (notes, articles, e-books)

Multimedia (audio, video, animations)

Interactive content (quizzes, simulations, games)

Virtual labs

Case studies



File Formats of e content



Text

PDF, ODT, DOCX, Epub



Images and Graphics

PNG, JPEG, JPG, SVG, GIF (Note: In case of PNG, JPEG and JPG the image should have a resolution greater than 5 Megapixels; Image size should be less than 20 MB)



Audio

MP3, WAV, AAC



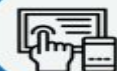
Video

MP4, MOV, AVI, WMV, OGG (Preferably in 16:9 aspect ratio in HD quality)



Spreadsheet

XLS, CSV, ODX



Interactives

JAVA, HTML

Foundations of Effective eContent

Outcome-Based Design

Ensures clear and measurable learning outcomes



Systematic Framework

Provides a structured approach to e-content development



Instructional Systems Design

Interactive Design

Encourages active participation and engagement

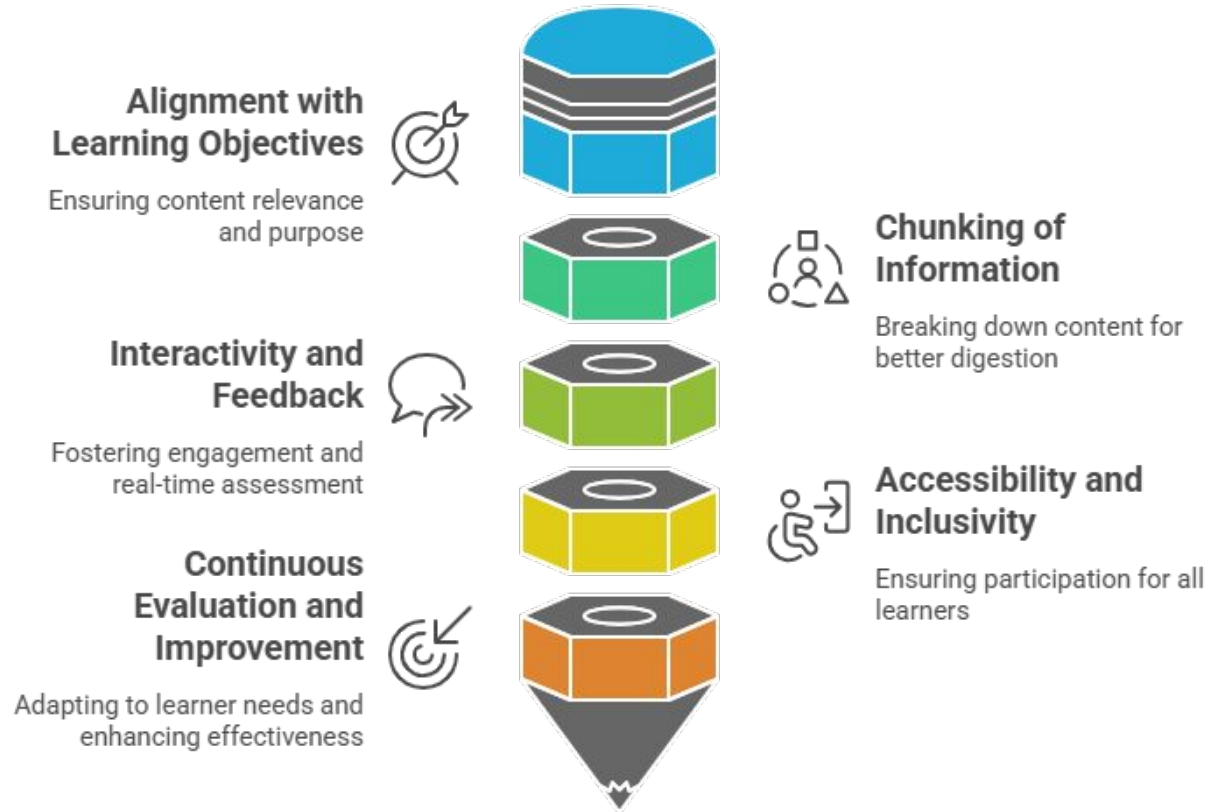


Learner-Centered Design

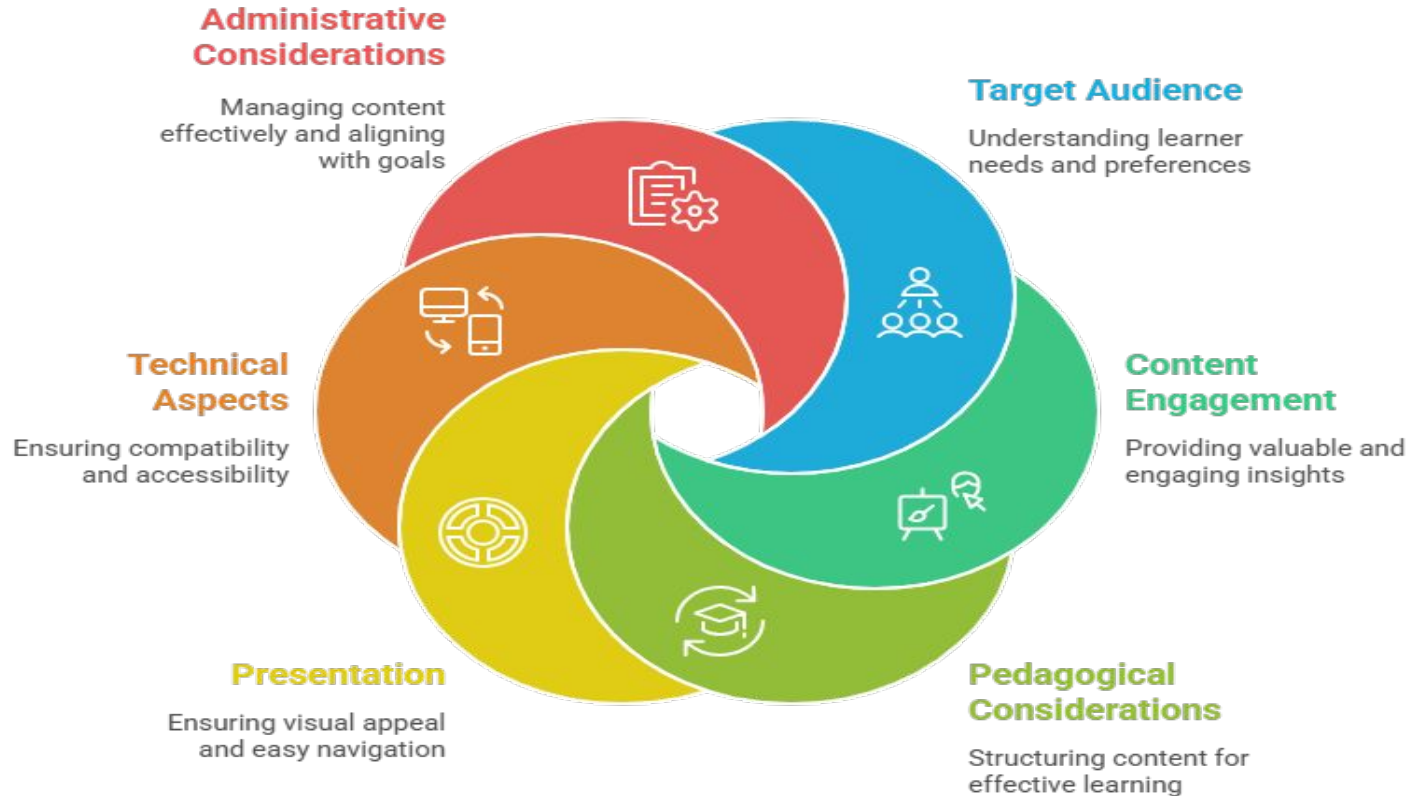
Focuses on the needs and engagement of learners



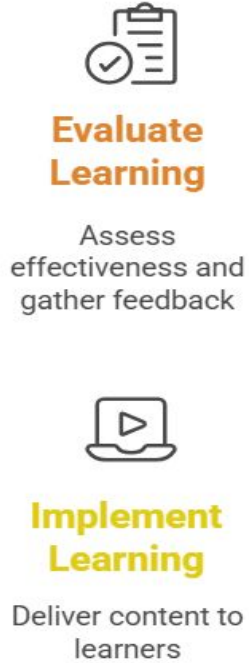
Principles of e-Content Development



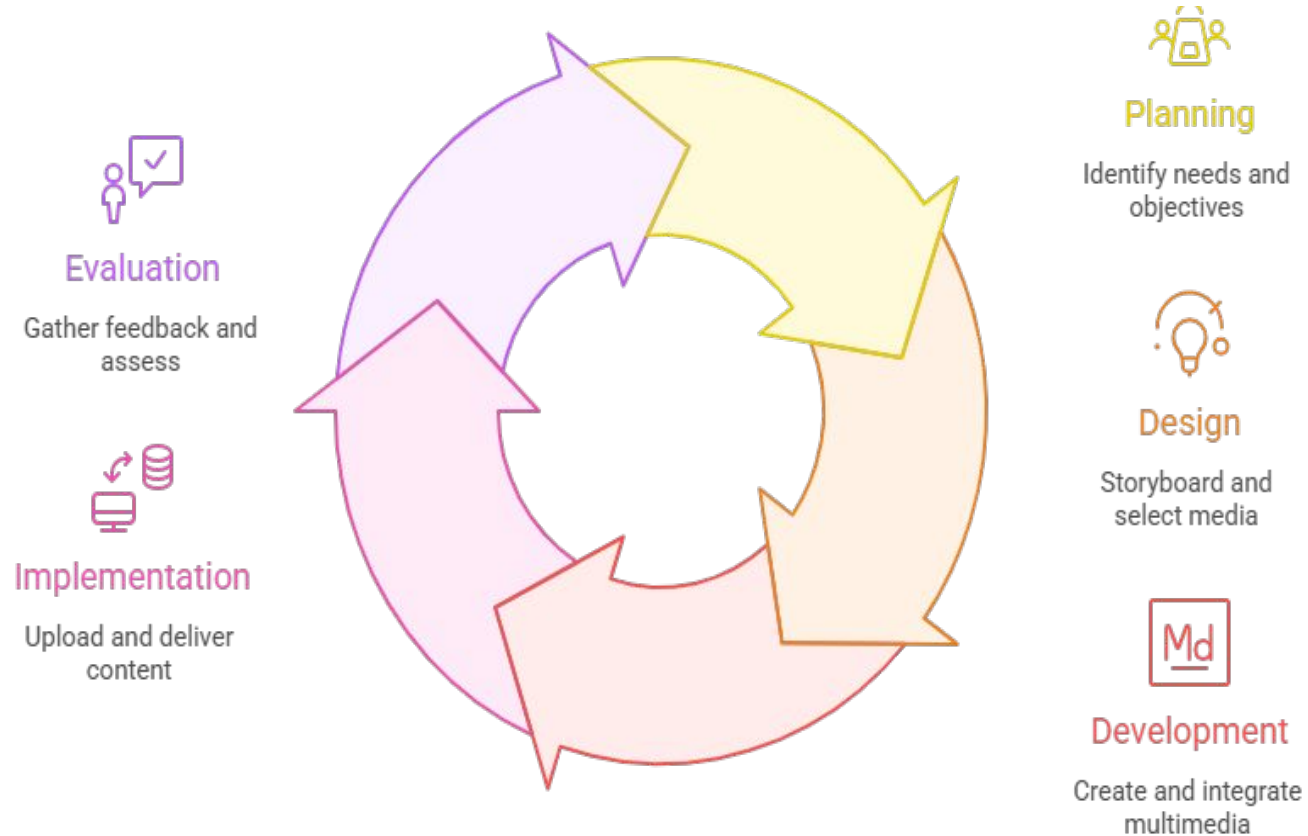
Aspects of eContent Development



Process of eContent Development



Phases of eContent Development



Stages of eContent Design and Development

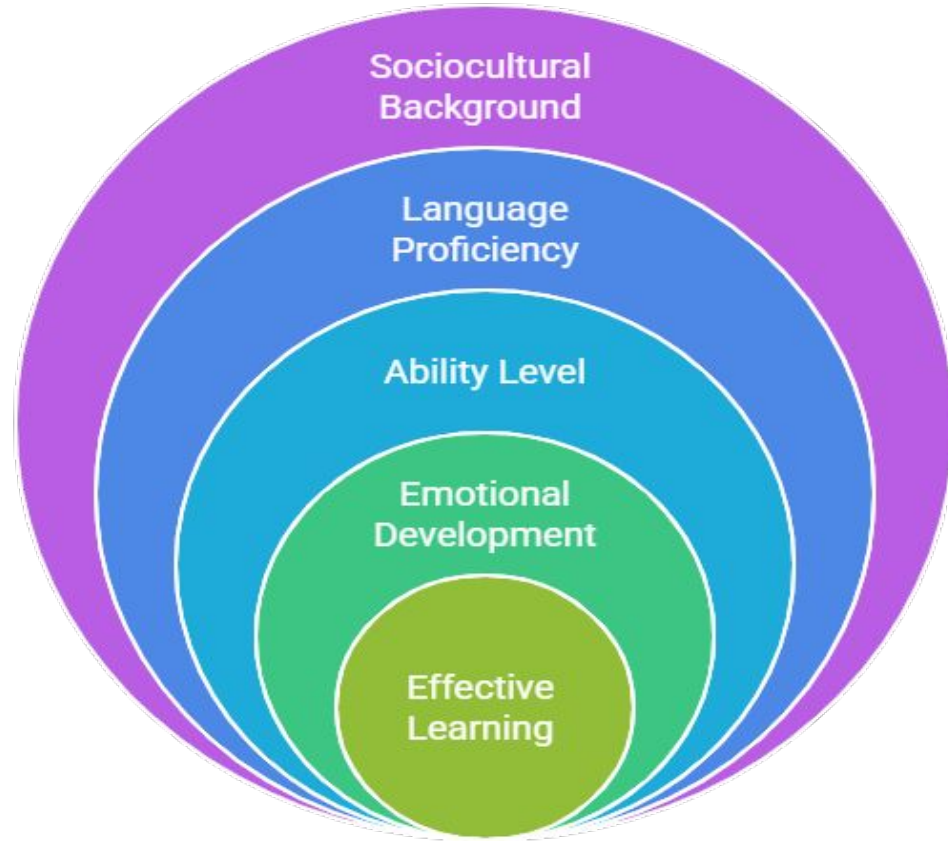
1. Analysis and Planning - Target audience, Instructional requirement
2. Defining Goals - To educate,inform,persuade
3. Gather Information - Use Credible source, licencing,OERs
4. Content Creation - Text,graphic,videos
5. Adding Interactive Elements - Quizzes,games,discussions
6. Content Organization- Easy to understand and navigate

Stages of eContent Design and Development

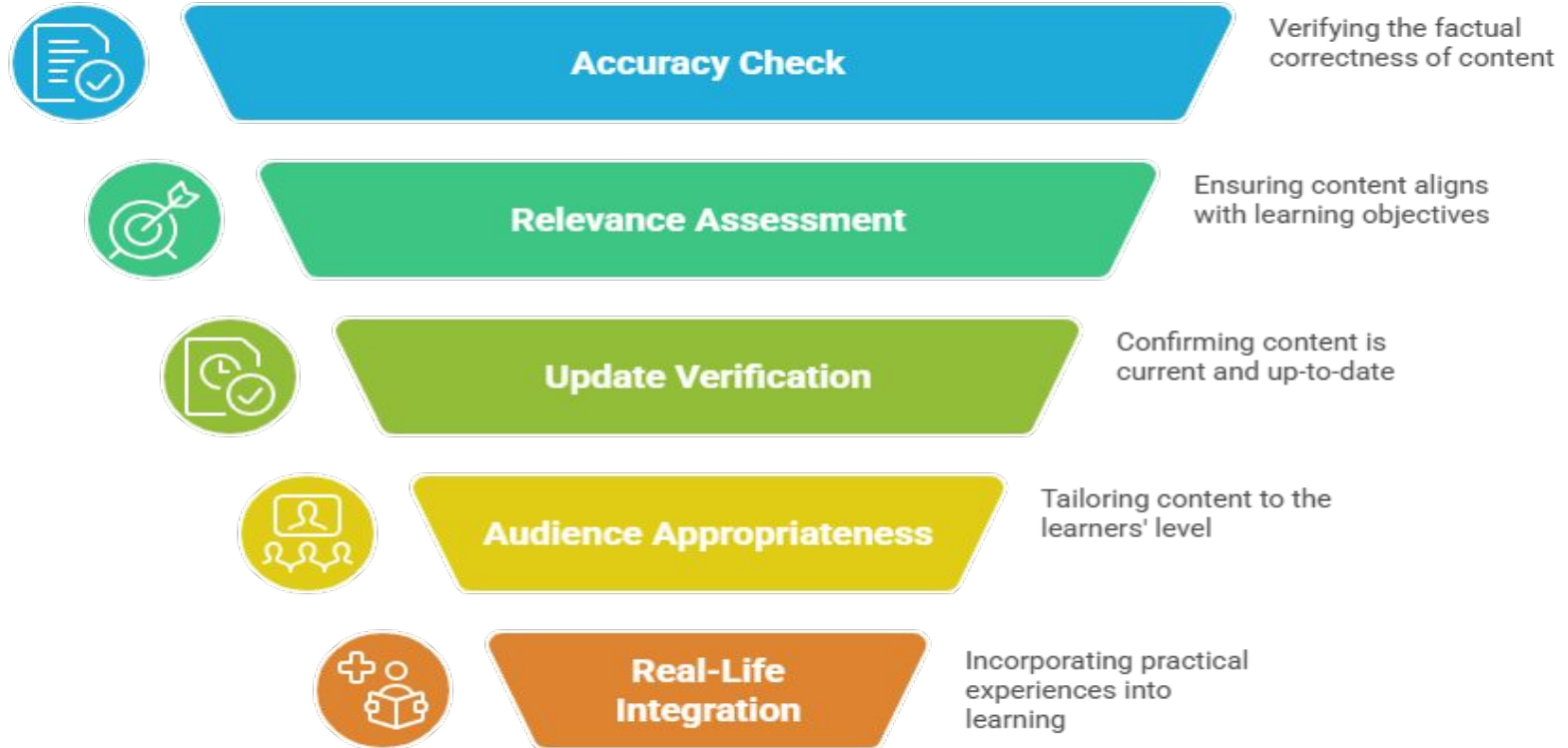
- 7 Integration of Multimedia - images,infographics,animations
8. Design and Development - Structure content in logical sequence
9. Testing and quality assurance - Ensure content meets desired LOs
- 10.Review and Revision - Stakeholders,SMEs,Instructors ,Learners
- 11.Deployment and Maintenance - Choose Platform / LMS
12. Publish and Distribute - Website,blog,e Learning platform,Social media

Target Audience

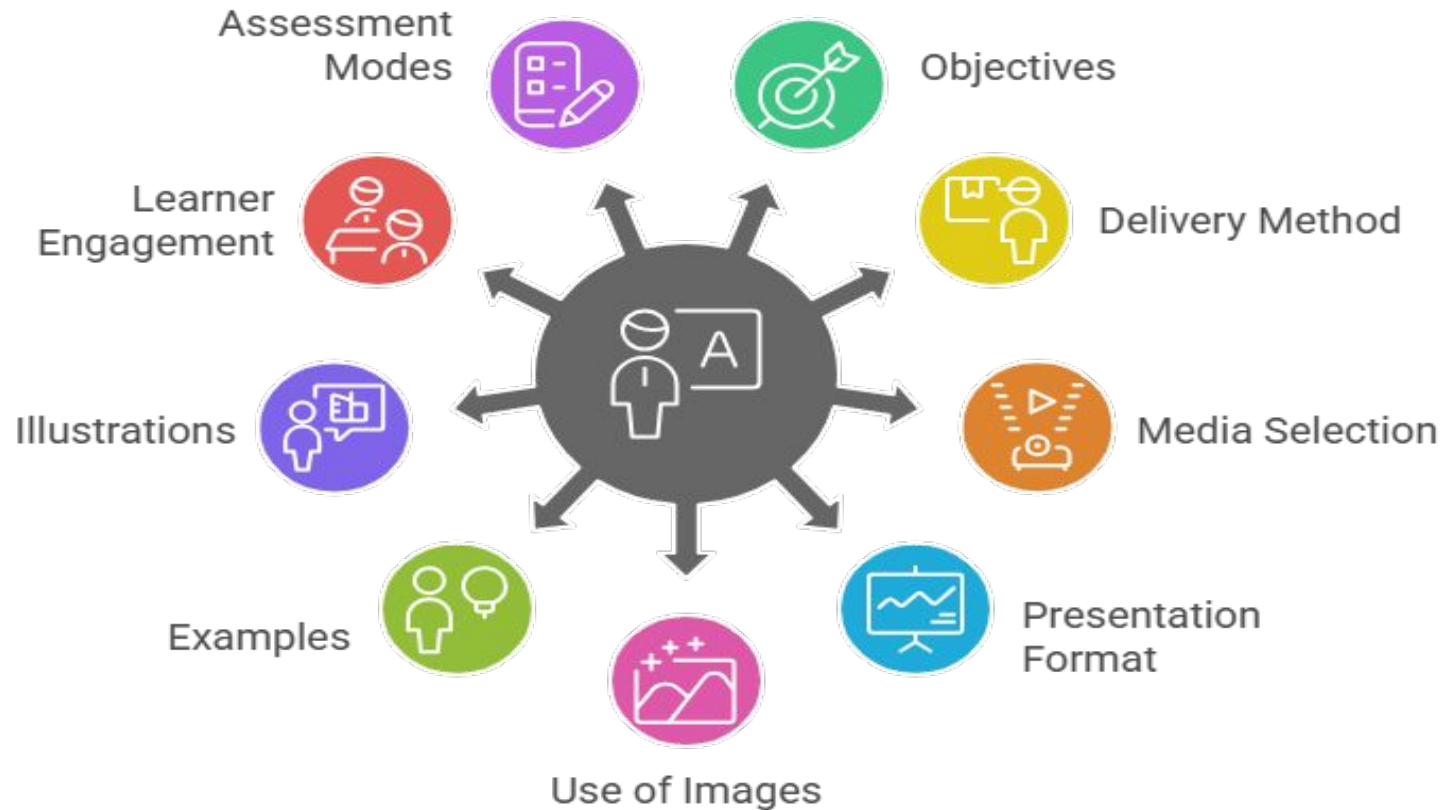
- Perspectives and interactions with material
- Clear and accessible communication
- Designing appropriate challenges
- Motivation and receptiveness to learning
- Tailored approaches for optimal engagement



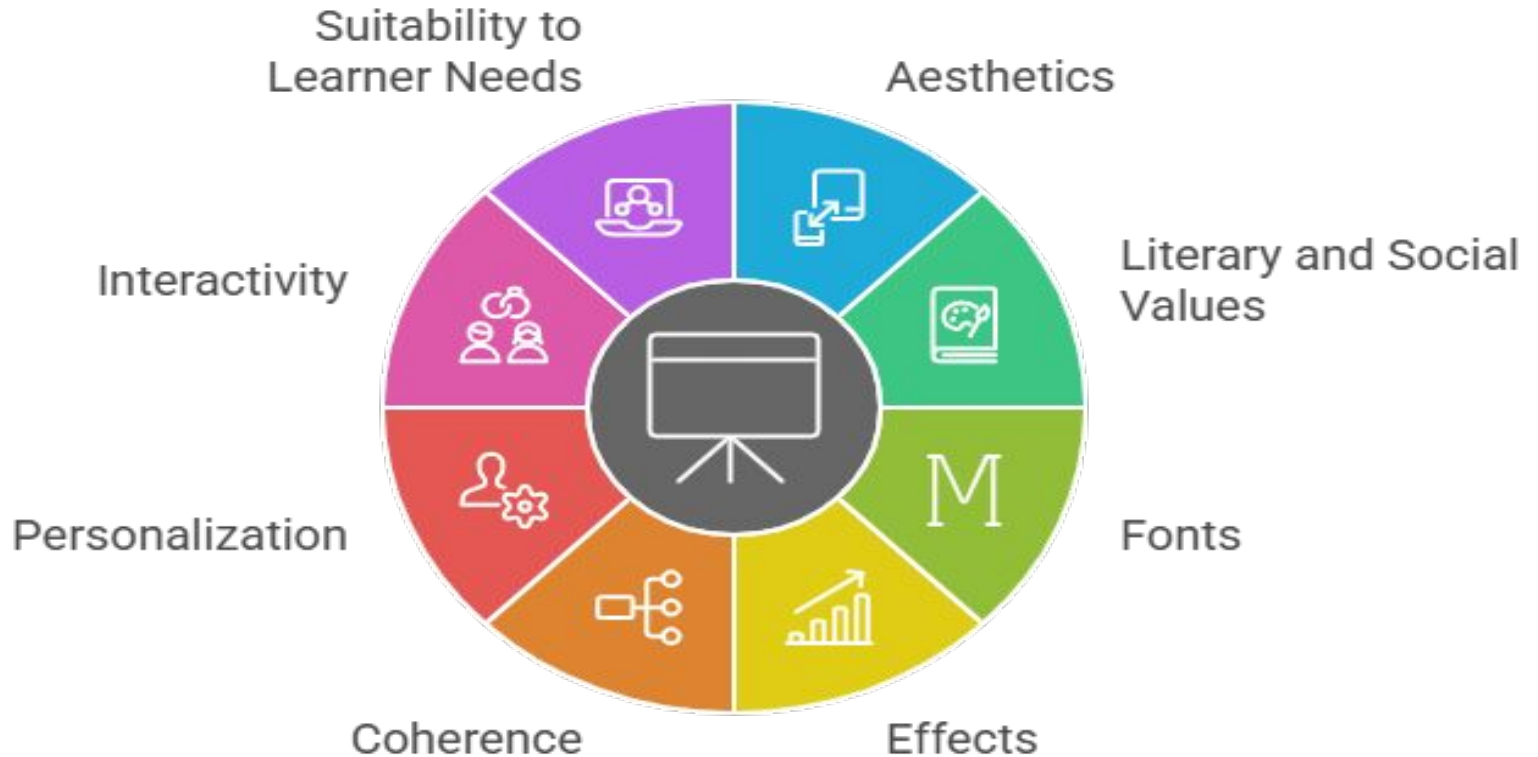
Content Evaluation



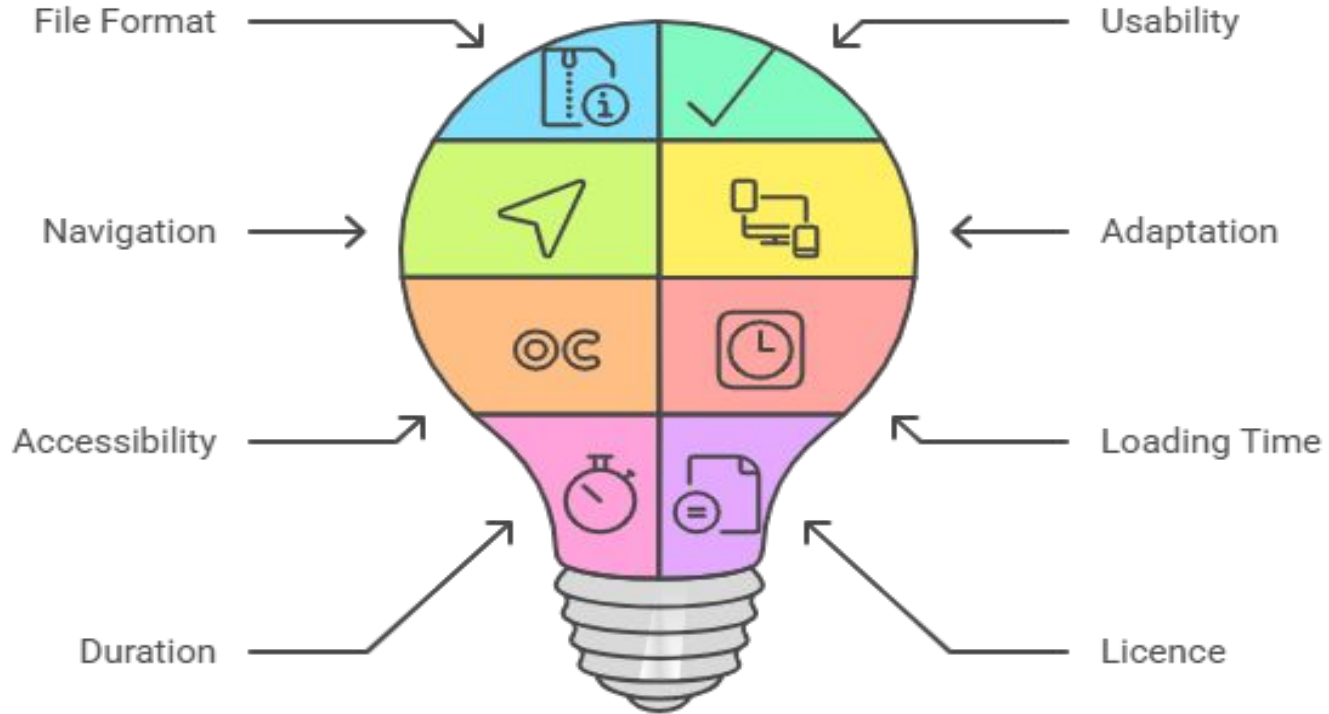
Pedagogical Consideration



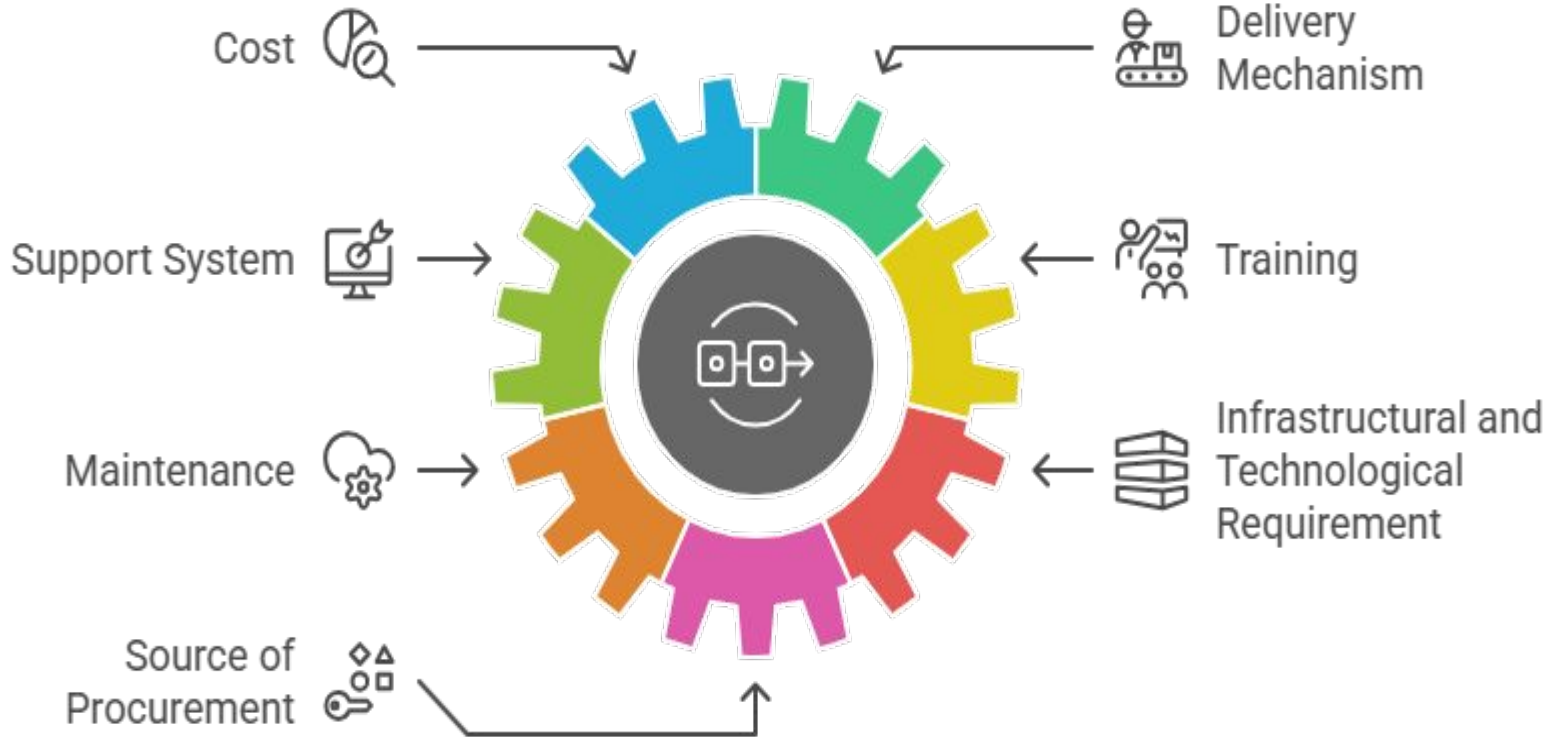
Presentation



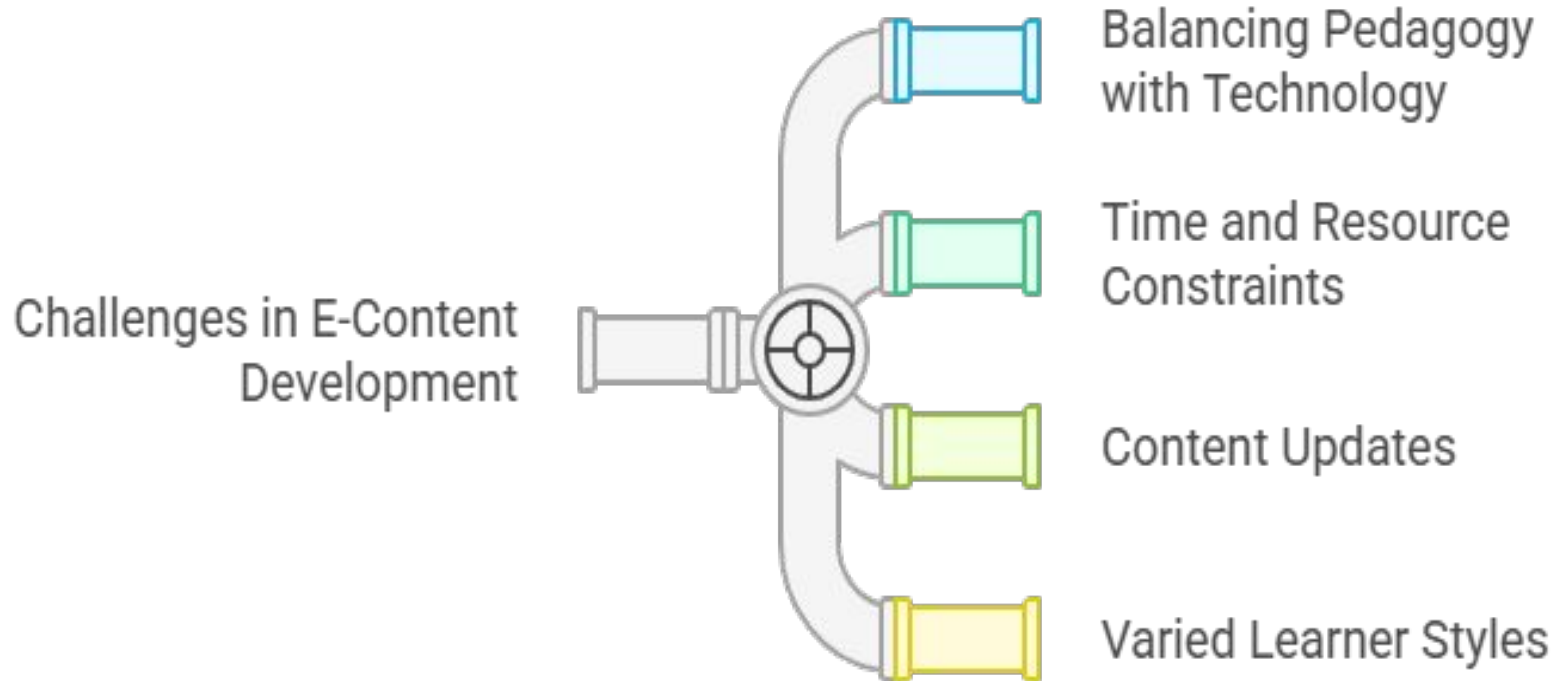
Technical Considerations



Administrative Consideration



Challenges in e-Content Development



Applications of eContent

