

# ABOUT DESIGN

*Making Learning Smarter*



## ANALYZE

*Consider factors such as client needs, budget and data to get the overall picture.*

## BUILD OUT

*Build out the list of resources needed to complete the instructional design. A skill matrix may be necessary to identify hidden talents within the team.*



## OBJECTIVES & ASSESSMENTS

*List the objectives needed and how the user will be assessed during the course.*



## USER-FOCUSED

*Know the capability of the typical user and the platform.*



## TEACHER EXPERTISE

*A good instructor makes or breaks a course as they must make the user want to complete the course.*





## DEVELOP AN OUTLINE

*Outline the course while assigning responsibilities, and due dates.*

## EXPAND OUT & DETAIL

*Design the course in its entirety. Streamline the process and flow while constructing the course.*



## SEEK INPUT

*Frequent team and client input provides the opportunity to view and discuss before finalizing.*



## ILLUMINATE

*Find places that will add value to the user's experience in the course.*



## GENERATE ERROR LIST

*Identify all errors and possible places that users may have difficulties before the first deadline.*



## NAIL DOWN

*Finalize and lock down the course once all errors have been resolved. Share with client and launch.*

