Course Design for Blended Learning: A Case Study of Technology Adoption and Learner Experience

ELHAM ARABI
SIM University
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Presentation Outline

1. Blended Learning at UniSIM
2. Issues and Challenges of BL Design
3. iSG Demo
4. Recommended Design Strategies
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Blended Learning at UniSIM

- SME
- HoP
- ID
- Production Team

- Course Structure and LOs
- Course Design Blueprint
- Content Writing/Revision
- Content Development
- Pilot Testing
- Implementation
Blended Learning at UniSIM

Initial Support
- Students
  - Online course to prepare students
  - Online tutorials to navigate the LMS
- Instructors
  - Online course to prepare SMEs for blended design
  - Course guide for instructors
  - Online tutorials to navigate the LMS

Course Elements
- Online
  - Quiz
  - Activity
  - iStudy Guide
    - Audio Chunks
    - Course Guide
- Face-to-Face
  - Activity-Based Classroom
    - Feedback
    - Collaboration
    - Debate

Technical Support
- Help Desk
  - Call
  - Email

Assignments

Cutting down on F2F sessions
Revising / Writing content
Writing Formative and Pre-Class Quizzes
Support

**eLearning Resources**

**Students**
- Being e_Ready
- LMS Tutorials

**Instructors**
- LMS Tutorials
- Online Instructor Tutorial

**SMEs**
- Creating effective content
- Development Tools Tutorials
Presentation Outline

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- Recommended Design Strategies
Design Issues
Lack of learner analysis
SME’s perception of Blended Learning
SME’s limited experience in audio/video recording
Time Constraint

Implementation Issues
Instructor’s lack of experience in Blended Teaching
Technology tools updates and issues
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Limited Online Collaboration
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## BL Design Recommendations

<table>
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<tr>
<th>Course Content</th>
<th>Learner Engagement</th>
<th>Online Collaboration</th>
<th>Learner Motivation</th>
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| - Designing relevant content with sufficient examples  
- Creating content following Whole-Part-Whole learning model based on type of course content  
- Providing video tutorials for application-based course  
- Using advance organizers and scaffolds to optimize students’ learning  
- Aligning content with class activities | - Designing online content that engages learners  
- Creating effective and interactive activities  
- Providing study roadmap and objectives of activities  
- Designing assignments which engage learners in real-life settings  
- Creating authentic activities and assessments | - Designing collaborative activities  
- Providing activities which require learners to discuss and analyze their views online  
- Providing user-friendly technological tools to engage learners in online discussions | - Consider goal oriented nature of adult learners to design content and activities  
- Enhance retention and transfer of knowledge to workplace  
- Providing feedback on their learning progress and activities |