



### **Course Description**

#### **EME4612 | Instructional Design Development II | 3.00 credits**

In this course in Instructional Design, the student will develop assessments and an evaluation plan for a training, development, or educational opportunity. The student will conduct User Acceptance Testing using established criteria, and utilize feedback to modify his or her prototype. Pre/ Co-requisites: EME 4611

### **Course Competencies**

**Competency 1:** The student will develop training, development, or educational opportunity by:

1. Reviewing different types of assessments aligned with adult learning theory
2. Creating an assessment map that identifies how, when, and why games, formative assessments, and a summative assessment are integrated into the training, development, or educational opportunity
3. Reviewing activities and games to ensure effective integration of adult learning theory
4. Creating formative and summative assessments aligned with course content

**Competency 2:** The student will evaluate a prototype of a training, development, or educational opportunity by:

1. Simulating User Acceptance Testing (UAT)
2. Evaluating the prototype based on UAT and specifications (e.g. checklist, rubric)
3. Modifying training as required to ensure it functions properly

**Competency 3:** The student will utilize continuous improvement in a training, development, or educational opportunity prototype by:

1. Analyzing feedback and data
2. Developing a plan for addressing feedback and integrating desired changes
3. Integrating interactivity and special effects in order to increase learner engagement
4. Integrating changes to training, development, or educational opportunity prototype
5. Providing rationale for changes made.

### **Learning Outcomes:**

- Solve problems using critical and creative thinking and scientific reasoning
- Formulate strategies to locate, evaluate, and apply information
- Use computer and emerging technologies effectively