

# Influence of expectations on instructional design and development of online learning content

Gaurav Malik & Amin Mousavi

School of Architecture, Computing  
and Engineering



# Outline

- Perception(s) of expectations
- Instructional design of online learning content
- Idea
- Conclusion



# Expected Advantages

- Flexibility in time and place
- Ease and quick share of educational material
- Improved collaboration and interactivity among students
- Accommodates different types of learning styles
- Quick feedback
- Wide and diverse interactions
- Self-confidence
- Easy updating of learning material



# Barriers

- Inappropriate content
- Students weakness in computer skills and learning in virtual environment
- Students' weakness in self directed learning
- Technology issues
- Reduced social and cultural interaction



# Barriers

- Lack of expertise in mobile instructional design.
- Lack of awareness of the full scope of costs, benefits, and risks.
- Conflicting **accountabilities, interests, and procedures** among content stakeholders (learning creators and business budget holders) and IT implementers.



# Idea

interactive, e-learning content

1. Build on the learner's knowledge
2. take out all unnecessary details
3. Consider the type of device that will be used
4. Consider the Learner's environment
5. Present the idea clearly and simply
6. Consider Putting the idea into context
7. Encourage learners to interact
8. Assess the learners knowledge
9. Link the keywords to new pages and provide basic clarification



# Microsoft eLearning

- Microsoft IT Academy members at both the Essential and Advanced levels receive unlimited access to up to 250 award-winning Microsoft E-Learning courses that have been specially chosen to align with Microsoft IT Academy programs. E-Learning provides students with more hands-on practice through a multimedia learning experience. Educators can use E-Learning to expand their own professional skills and to explore ways to improve classroom learning.



# Microsoft eLearning

- Microsoft IT Academy educators have flexibility and control in managing E-Learning courses with the online Instructor Learning Management System. Upon registering for this benefit, IT Academy instructors receive an access code for the tool.
- Using this tool, instructors can:
  - Select E-Learning courses for their students
  - Create access codes for the classroom
  - Manage group-level messaging
  - Access usage reports for each of their classes



- The E-Learning portfolio for the Advanced membership level includes:
  - Windows Server 2008, Windows XP Professional, Windows 7, Internet Explorer 7.0, Exchange Server 2007, and SQL Server 2008
  - SQL Server 2005, ASP.NET, and ASP.NET 2.0; Visual Studio .NET and Visual Studio 2005; .NET Framework 2.0; and more

# In The Handbook



## 6. MODULE SCHEDULE

Week	Lecture Topic
1	Computing Fundamentals
2	Networking Fundamentals
3	Essential terms and concepts
4	The OSI Model
5	Major Network Operating Systems
6	The Internet and TCP/IP
7	Introduction to Security
8	Systems Threats and Risks
9	Operating Systems and security applications
10	Network Security
11	Environmental control and Disaster Recovery
12	Revision

## 7. LABS

Labs are available at:

<https://itacademy.microsoftelearning.com/>

You need to enter the access code: 7315-CN0003-3599 (You only need this the first time.)



# Lecture Content



## 8. LECTURE CONTENT

### Topic 1

Subject	Computing Fundamentals
Aims	To introduce students to the module and the concepts of computer systems.
Lecture Content	<ul style="list-style-type: none"><li>• What is a computer?</li><li>• The stored program model.</li><li>• Forms of computer hardware</li><li>• Basic computer operation.</li></ul>
Tutorial	Questions to test initial understanding of computer systems.
Lab Topic	<ul style="list-style-type: none"><li>• Course 5348: Installing Windows Vista on a New Computer</li></ul> <p>In this online course, you install and troubleshoot a clean installation of Windows Vista. In addition, you install and configure Windows Vista drivers.</p>
Learning Outcomes	On completion of this topic, students will be able to: <ul style="list-style-type: none"><li>• Identify the various parts (software and hardware) of a network system</li></ul>
Reading	Computer Systems and Networks, Blundell et al., Chapter 1 Computer System Architecture, Newman et al. Chapter 3



# Live Demo

- Instructor Login:
  - <http://itacademyinstructor.microsoftlearning.com/>
- Student Login
  - <https://itacademy.microsoftlearning.com/>



# Conclusion

**10. Put the pedagogy first (not the technology)**



# References

- Belshaw, D. (2011), Mobile and Wireless Technologies Review, JISC infoNet.  
Available at: <http://www.jiscinfonet.ac.uk/mobile/jisc-mobile-review.pdf>
- Karadeniz, S. (2009), Flexible design for the future of distance learning, World Conference on Educational Sciences , Procedia - Social and Behavioral Sciences Volume 1, Issue 1.
- Kimberly C. H., Chen K., David C. Y. (2004), “Distance learning, virtual classrooms, and teaching pedagogy in the Internet environment”, Technology in Society, Volume 26, Issue 4.

