

Out of the Box Thinking:

Inspiring Ways to Use Existing Technology to Create E-learning Objects

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ANSWERING THE E-LEARNING CALL

What

E-learning Objects are the raw educational material that support e-learning.

When

Used when face to face instruction isn't possible or ideal.
Support for traditional instruction.

Why

Reusable.
Scalable.
Sharable.

How

Software tools: screencasting, rapid authoring, etc.



OBJECT REQUIREMENTS

01

Learning Outcomes

Statement that describe the measurable learning that will take place during an instruction event.

02

Additional Content

Information that is included within a e-learning object that is necessary to know but is outside of a learning outcome.

03

Mode of Delivery

The way in which the e-learning object will be delivered to learners.

04

Known Constraints

Known limitations or restrictions that affect the development or delivery of the e-learning object.

05

Feedback Mechanisms

In what ways will you provide feedback to learners, evaluate or assess the learning.

MINIMALIST MINDSET FOR CREATIVE THINKING: TAKING INVENTORY

What you need:

- Content holder with multimedia capabilities
- Mode of distribution
- Feedback mechanism
- Activities (internal or external to object)



What you have:

- LibGuides
- Screencasting software
- PowerPoint
- Google Tools

SHOW AND TELL

Software Used

- LibGuides
- PowerPoint
- Camtasia
- Google Forms

The screenshot shows a web page from UC San Diego's library system. The header includes 'THE LIBRARY' and 'UC San Diego'. A navigation menu contains links for 'Research & Collections', 'Borrow & Request', 'Computing & Technology', 'Visit', 'Ask Us', 'About', and 'Hours'. A search bar is located in the top right. The main content area features a breadcrumb trail: 'LIBRARY » LIBGUIDES » AAAS PRESENTATION » TUTORIAL HOME PAGE'. Below this is the title 'AAAS Presentation: Tutorial Home page' and a search box for the guide. A large image with the text 'HOW TO SEARCH' is the central focus. The image depicts a green road sign with 'LEARNING' at the top, 'KNOWLEDGE' in the middle, and 'INFORMATION INFORMATION INFORMATION' and 'DATA DATA DATA DATA' at the bottom, with arrows pointing upwards. To the right of the image is a 'How to Do It' sidebar with three text boxes explaining design choices: 'Used single column layout with no borders.', 'Selected a free no attribution, creative common license from Pixabay or another photo sharing site.', and 'Controlled navigation can be accomplished by linking to separate guides and adding navigation buttons.' At the bottom of the page is a 'Next >' button and a URL: <https://ucsd.libguides.com/aaas-pd>.

Questions?

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References

The Importance of Learning Objects In Instructional Design for eLearning, Marisa Keramida, elearningindustry.com

