



Abidjan  
Côte d'Ivoire  
Oct 23 → 25  
2019

## List of eLearning Africa 2019 Pre-Conference Events

Wednesday, October 23, 2019

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## FD1: MoodleMoot Africa

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### → EVENT LEADERS:

💬 **Martin Dougiamas**, Founder of Moodle, Australia

### → DESCRIPTION:

This MoodleMoot workshop will offer a full day of learning, collaborating and sharing of ideas about Moodle with Moodle experts, practitioners and Moodle's founder. It will also provide you with a unique opportunity to share your Moodle story with the community, learn about the latest developments and improve your practice of Moodle.

### → AGENDA:

- 09:00 – 10:30 **Moodle for the workplace –**  
how can Moodle be used to meet / support company goals and objectives?
- 10:30 – 11:00 Tea/Coffee Break
- 11:00 – 13:00 **Moodle in education –**  
how is Moodle advancing open, quality, collaborative and accessible education?
- 13:00 – 14:00 Lunch
- 14:00 – 15:30 **Creative uses of Moodle as an organisational online solution –**  
how is Moodle being used creatively to empower educators to improve our world?
- 15:30 – 16:00 Tea/Coffee Break
- 16:00 – 17:30 **Moodle development –**  
what is the latest in cloud, what are new Moodle features and capabilities to make the learning platform more powerful?

### → TARGET AUDIENCE(S):

A MoodleMoot is a conference dedicated to users, developers and administrators of the very popular open-source course management system called Moodle.

### → TARGET AUDIENCE SECTOR(S):

All sectors are welcome.

### → PREREQUISITE KNOWLEDGE:

Beginner to intermediate.

### → EXPECTED OUTCOMES:

As well as sharing new experiences and results through presentations to each other, MoodleMoots are about networking, connecting with other Moodlers like yourself and discovering people you can keep in touch with all year round.

### → FEE:

This event is free of charge for all conference participants.



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## FD2: Distributed Learning Technologies and Next Generation E-Learning

→ EVENT LEADERS:

🗨 **Stephen Downes**, National Research Council Canada, Canada

→ DESCRIPTION:

This workshop will give participants a map of the next-generation learning technology landscape. It will show how the major developments in new technologies relate to each other and how they will change the learning landscape over the next decade or more. It will offer an accessible and down-to-earth presentation of the concept of 'web3' as it has emerged from the decentralized digital currently community (ie., blockchain) and trace the relation between new and unfamiliar concepts such as hash-graphs, consensus, cloud architecture and machine learning and previous work in online and personal learning environments. And it will explore several new technologies piloted over the last year, including blockchain-based badges, identity graphs, and new types of open educational resources.

→ AGENDA:

09:00 – 10:30

### **Data and Cloud**

Content: developing an understanding of dynamic and fluid data networks, how to access open data, and how to work with data in cloud-based resources.

Hands-on activities: creation and consumption of RSS feeds, and access to and use of open data; exploration of a cloud environment.

10:30 – 11:00

Tea/Coffee Break

11:00 – 13:00

### **Graph and Resources**

Content: new types of graph-based resources, including distributed knowledge networks.

Hands-on activities: experience developing graphs, use of distributed resources such as Jupyter Notebooks, and exploration of graph-based content repositories.

13:00 – 14:00

Lunch

14:00 – 15:30

### **Identity and Recognition**

Content: how we know who someone is, how we project ourselves on the internet, and how we can be safe and secure; how we know what someone has learned.

Hands-on activities: in this section include the creation of 'identity graphs', creation of public and private keys, and creation of digital credentials, including securing them with blockchain.

15:30 – 16:00

Tea/Coffee Break

16:00 – 17:30

### **Experience, Community and Agency**

Content: how to enable learning experiences based on hands-on practice and knowledge creation sufficient to support a rapidly evolving sense of community based on information exchange and consensus.

Hands-on activities: an exploration of immersive learning and a consensus-based decision-making activity.



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→ TARGET AUDIENCE(S):

Academic or workplace learning managers and professionals, including especially those involved in strategic planning for learning and development programs.

Designers and developers of learning systems, including especially instructional designers, software designers, and learning experience designers.

→ TARGET AUDIENCE SECTOR(S):

Workplace learning, education research, public sector and government.

→ PREREQUISITE KNOWLEDGE:

How to use a computer, access the internet, use a web browser; a background understanding of learning technology (such as learning management services, mailing lists, etc.) would be helpful.

→ EXPECTED OUTCOMES:

Participants will:

- have a wider understanding of how new technologies, and therefore be able to plan for these changes as they impact learning and development in their own institution;
- be able to make decisions about whether or not to implement new technologies, or to purchase products or solutions, based on a knowledge of the problems addressed and solutions proposed by the technologies;
- be able to plan for and develop new products and services based on the nature of the network services becoming available during the next decade;
- be able to maximize the use of new technologies being introduced in order to improve and ensure the quality of learning and development initiatives.

→ FEE:

African participants who are not working for international organisations or global corporations may register for €60, all other participants may register for €75. This full day event includes lunch, tea/coffee breaks and materials.

Participants are encouraged to bring their own laptops or tablets.



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## FD3: Africa Cloud: Design Thinking Workshop

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→ EVENT LEADERS:

- 🗨 Volker Lichtenthäler, GIZ, Germany
- 🗨 Sylvia Van Ziegert, GIZ, Germany
- 🗨 Franziska Seiffarth, GIZ, Germany

→ DESCRIPTION:

Africa Cloud is an aspiring recent project designed to make intensive use of the possibilities of digital learning across the African continent. Within the context of African-German development cooperation, it aims to help innovative digital knowledge products and learning opportunities to reach people from diverse backgrounds in selected partner countries in Africa. In doing so, the project seeks to create better employment and income opportunities using on-demand and free learning modules. It will be an important catalyst to reaching the Sustainable Development Goals.

This one-day design thinking workshop will set the course for the Africa Cloud project by bringing together decision makers, practitioners and experts in digital learning, as well as representatives of the target groups of the project from Germany and the countries of the African continent.

Workshop participants will co-design inputs for the project by collaboratively discussing the following:

- Possible target groups
- Possible topics
- Technical conditions and specific African requirements for digital learning systems, platforms and curricula
- Policies and practices which support the widespread access and use of open educational resources (OERs)

→ AGENDA:

- |               |  |
|---------------|--|
| 09:00 – 10:30 | Setting the framework for Design Thinking<br>What is the challenge? How might we reach learners through Africa Cloud to boost their employment and income opportunities? |
| 10:30 – 11:00 | Tea/Coffee Break   |
| 11:00 – 13:00 | Personas and user needs<br>Ideation: Small group discussions on target groups (based on personas)  |
| 13:00 – 14:00 | Lunch  |
| 14:00 – 15:30 | Prototyping<br>Pitching  |
| 15:30 – 16:00 | Tea/Coffee Break   |
| 16:00 – 17:30 | Iteration  |



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→ TARGET AUDIENCE(S):

- Representatives of the African partner institutions and countries, leaders from universities, colleges, regional, transnational and international organisations, as well as global networks from Africa, Arab countries and Europe.
- Representatives of the digital economy, startups and creative scene in Africa
- Prospective users and learners on the platform

→ TARGET AUDIENCE SECTOR(S):

Workplace learning, higher education, entrepreneurship / innovation hubs, jobs creation, regional / international development

→ PREREQUISITE KNOWLEDGE:

Knowledge of training, education, jobs creation, and/or entrepreneurship in the African context (either from a first-hand user / learner / entrepreneur role, or from the perspective of policy making, academia, or regional / international development)

→ EXPECTED OUTCOMES:

Inputs gathered on target groups; topics; technical conditions and specific African requirements for digital learning systems, platforms and curricula; and policies and practices which support the widespread access and use of open educational resources (OERs).

→ FEE:

This event is free of charge for all conference participants.



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## FD4: Gamify it! Crowd-building the Atingi- Challenge by Drawing on Expert Knowledge of Digital Learning in Africa

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→ EVENT LEADERS:

💬 **Nina Brandner**, GIZ, Germany

💬 **Philipp Busch**, GIZ, Germany

💬 **Leopold Reif**, GIZ, Germany

→ DESCRIPTION:

This hands-on workshop will draw on the experience of e-learning experts to construct 'Atingi - the eLearning Game'. In the game, a combination of knowledge, strategy and luck, bundled in a playful competition, allows for an exciting learning experience. Workshop participants will jointly create a mobile multilingual knowledge tournament on eLearning with embedded analytics for precise learner coaching and impact assessment. In addition, lessons learnt will be presented as well as different gaming dramaturgies and organizational models. Afterwards, the game will be played with all participants of the eLearning Africa 2019!

→ AGENDA:

09:00 – 10:30 **Introduction**

10:30 – 11:00 Tea/Coffee Break

11:00 – 13:00 **Case presentation and Q&A**

13:00 – 14:00 Lunch

14:00 – 15:30 **Group work for producing a knowledge tournament on eLearning**

15:30 – 16:00 Tea/Coffee Break

16:00 – 17:30 **Testing a knowledge tournament on eLearning**

→ TARGET AUDIENCE(S):

Experts and professionals in education and training in African countries with interest in gamification of learning and testing

→ TARGET AUDIENCE SECTOR(S):

Education and training

→ PREREQUISITE KNOWLEDGE:

Participants should be already engaged in eLearning in one way or another.

→ EXPECTED OUTCOMES:

Atingi - the eLearning game to be played by all conference participants!

→ FEE:

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## M1: From Strategy to Design: How to Plan for Learning in your Organization



→ EVENT LEADERS:

🗨 **Ferhana Dostmohamed**, FD Learning Consulting, Canada

→ DESCRIPTION:

In a world of increasing software and tools to developing learning, we often forget the very important first step. This is all about planning and aligning to the business goals. In this workshop we will discuss how learning and development support the business, how to build an organizational learning plan using rapid needs assessment and then how to put the plan into action by identifying learning solutions and creating storyboards.

→ AGENDA:

- |               |   |
|---------------|---|
| 09:00 – 10:30 | Introduction<br>Doing your Research<br>Creating a Rapid Needs Assessment Tool                                       |
| 10:30 – 11:00 | Tea/Coffee Break  |
| 11:00 – 13:00 | Creating a Map for Learning in Your Organization<br>Putting Plan into Action – Using Learning Design Best Practices |

→ TARGET AUDIENCE(S):

Learning professionals, directors, managers and leaders.

→ TARGET AUDIENCE SECTOR(S):

Corporate learning across all sectors: health, financial, industrial...

→ PREREQUISITE KNOWLEDGE:

Not required.

→ EXPECTED OUTCOMES:

- Learn the use of Rapid Needs Assessment
- Discover how to create your own learning plan for your organisation
- Identify learning solutions to put your plan into action

→ FEE:

African participants who are not working for international organisations or global corporations may register for €30, all other participants may register for €40. This half day event includes a tea/coffee break and materials.



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## M2: Shape the World's Biggest Education Technology Research Project Ever



→ EVENT LEADERS:

🗨 **Lea Simpson**, The EdTech Hub and Brink

→ DESCRIPTION:

The World Bank, University of Cambridge and UKAid have joined forces in a partnership to help improve education technology in developing countries. The result is the world's biggest education technology and innovation programme ever commissioned.

The Global EdTech Hub, funded by DFID, has been appointed to explore how we might use technology to counter this trend, through:

**Gold standard research.** The lack of existing robust and rigorous research makes it difficult to confidently invest in education technology at scale.

**Innovation.** Working directly in schools, testing EdTech in situ and developing new approaches to generate evidence and unlock scale... fast.

**Support for governments** to effectively deploy EdTech. The Hub will support governments with direct technical assistance, long term capacity building, and knowledge exchange.

**Global Leadership.** The Hub will act as a platform for knowledge sharing across the sector, learning and working 'out loud'.

This workshop offers an opportunity to a select group of eLearningAfrica participants to shape the direction of the innovation strand of this work - and potentially play a role in it in 2020.

→ AGENDA:

09:00 - 10:30

**Hello**

Welcome and brief introductions

Introduction to the EdTech Hub, our ambition, vision and how this session will contribute to the whole

**Group working and discussion**

Tomorrow: It's 2025 and edtech is being used with greater impact in Africa, why?

Today: What are the key challenges and problems you have faced with education technology?

10:30 - 11:00

Tea/Coffee Break

11:30 - 13:30

**Continuing the conversation**

Opportunities to take part in this work going forward

→ TARGET AUDIENCE(S):

Participation in this workshop is limited to 20 people who will be selected based on their experience and complementary viewpoints. We are looking for a mix of policymakers,



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educators, technologists, innovators and thinkers who have lived experience of working with education technology.

→ TARGET AUDIENCE SECTOR(S):

Primary secondary, public sector

→ PREREQUISITE KNOWLEDGE:

Lived experience of working with education technology.

Those interested in taking part in the session should answer the following questions to be considered:

- Organisation:
- Job title and role:
- What is your lived experience with EdTech: [200 word limit]
- Thinking about EdTech, I am most excited about: [no more than 280 characters]
- Thinking about EdTech, I am most concerned about: [no more than 280 characters]

→ EXPECTED OUTCOMES:

- Shaping the strategy for the world's biggest education technology research and innovation programme
- Ongoing collaboration with the group
- Shared understanding of a vision for edtech in Africa, the challenges faced by colleagues
- Networking with a prestigious group

→ FEE:

This event is free of charge for all conference participants.



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## M3: Comment utiliser des ressources éducatives, des outils et des plates-formes développées par les Universités Numériques Thématiques de France (L'Université Numérique)

→ MODÉRATEUR DE SÉANCE :

🗨️ **Carole Schorlé-Stefan**, L'Université Numérique des Humanités, France

→ ANIMATEURS :

🗨️ **Marie-Pierre Dubost**, e-Charlemagne, France

🗨️ **Cyril Bai**, Université numérique en sciences de l'ingénieur et en technologie, France

🗨️ **Gérard Casanova**, Université de Lorraine, France

→ DESCRIPTION:

L'atelier va permettre aux participants d'expérimenter l'utilisation de ressources éducatives libres, d'outils et de plates-formes numériques pour l'enseignement supérieur développés dans des universités en France et d'étudier les conditions d'une utilisation dans leur institution.

→ AGENDA:

09:00 – 10:30 **Ressources éducatives libres (60 mn)**

Economie et management

Humanités et langues

Sciences de l'ingénieur et technologie

Statistiques: Ontostats

Plates-formes et outils : Partie I (30 mn)

Evaluation de la qualité des enseignements et des formations par les apprenants: PERICLES

10:30 – 11:00 Pause thé / café

11:30 – 13:30 **Plates-formes et outils : Partie II (90 mn)**

Projet de dispositif d'évaluation, de formation et de certification dédié à l'amélioration de l'expression et de la compréhension écrites du français: écri+

Plate-forme d'enseignement à distance: SONATE/uTOP

Passeport EAD: Passeport E.A.D.: préparation à l'entrée à l'université en enseignement à distance

**Les compétences et les référentiels (60 mn)**

Management

Compétences transversales (Soft skills)



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→ PUBLICS CIBLÉS :

- Gouvernance des institutions d'enseignement supérieur
- Directeurs de la transformation numérique et pédagogique dans l'enseignement supérieur et la formation professionnelle
- Enseignants et formateurs

→ SECTEUR(S) CONCERNÉ(S) :

Enseignement supérieur / Formation

→ PRÉREQUIS :

→ Expérience du monde de l'enseignement supérieur ou de la formation professionnelle.

→ RÉSULTATS ESCOMPTÉS :

A l'issue de l'atelier, les participants auront une compréhension et une expérience pratique des ressources éducatives, des outils et plates-formes numériques. Ils seront en mesure de mesurer leur apport et les conditions d'utilisation au sein de leur institution.

→ LANGUAGE :

Français

→ COÛT :

Cet événement est gratuit pour tous les participants à la conférence.



## A2: La blockchain au service de l'éducation

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### → MODÉRATEUR DE SÉANCE :

- 🗨 **Perrine De Coëtlogon**, Université de Lille, France
- 🗨 **Mona Laroussi**, Institute of Francophonie for Education and Training, Senegal
- 🗨 **Bi Séhi Antoine Mian**, Université Virtuelle de Côte d'Ivoire, Abidjan

### → DESCRIPTION:

La technologie blockchain provoque un enthousiasme similaire à celui qui a entouré la naissance d'internet et du world wide web. Réseaux distribués, crypto-monnaies et preuves de travail, l'atelier proposera une occasion rare de faire le point sur cette technologie complexe et les idées qu'elle inspire en contexte éducatif, aux départements de scolarité et des ressources humaines (certifier diplômes et compétences pour un accès tout au long de la vie) et en sciences de l'éducation (décentrer l'éducation, avec les *open badges*), en Europe et dans le monde.

### → AGENDA:

- 14:00 – 15:30 Compréhension globale et technique de la blockchain (30 minutes)  
Les badges, un outil au service de la reconnaissance des savoirs-être et compétences informelles (30 minutes)  
Panorama des initiatives blockchain et éducation dans le monde, au service d'une flexibilisation des parcours : du partenariat européen de la blockchain à l'initiative digital credentials du MIT (30 minutes)
- 15:30 – 16:00 Pause thé / café
- 16:00 – 17:15 Ouvrir l'éducation grâce une blockchain dédiée à la reconnaissance des contributeurs au monde de l'Open (30 minutes)  
Quiz: qu'avez-vous retenu des exposés et que ramèneriez-vous comme idées dans votre institution? (45 minutes)

### → PUBLICS CIBLÉS :

DSI, services de scolarité, enseignants, Cellules TICE (Technologies de l'Information et de la Communication), ingénieurs pédagogiques, Ressources humaines

### → SECTEUR(S) CONCERNÉ(S) :

Workplace learning, higher education, primary & secondary cycles, public sector, agriculture, health, finance

### → PRÉREQUIS :

Pas de prérequis

### → RÉSULTATS ESCOMPTÉS :

Compréhension globale du sujet technologique, réseaux, visibilité des infrastructures existantes, diplômes, compétences et open badges

### → COÛT :

Les participants africains qui ne travaillent pas pour des organisations internationales ou des multinationales peuvent s'inscrire pour 30 €, tous les autres participants peuvent s'inscrire pour 40 €. Cet événement d'une demi-journée comprend une pause thé/café et du matériel.



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## A3: #eSkills4Girls Initiative

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→ ORGANISED BY:

- German Federal Ministry for Economic Cooperation and Development (BMZ)
- Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ)

→ EVENT LEADERS:

- 💬 **Daniela Erler**, German Federal Ministry for Economic Cooperation and Development (BMZ), Germany
- 💬 **Nnenna Nwakanma**, World Wide Web Foundation, USA
- 💬 **Bryan Cambon**, Cameroon; **Gildo Simango**, **Sophia Schoderer**, Mozambique; **Vanessa Dreier**, **Lukas Hilgers**, Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH, Germany

→ DESCRIPTION:

Offline inequalities often continue to exist in the digital world: 250 million fewer women than men are online and women are four times less likely to be ICT specialists. To address the existing gender digital divide and to foster equal participation of women and girls in the digital age the G20 launched the #eSkills4Girls initiative under German leadership in 2017.

In the context of this year's eLearning Africa from October 23-25 in Abidjan, the German Federal Ministry for Economic Cooperation and Development (BMZ) and the Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH are organizing the #eSkills4Girls Pre-Conference Workshop on Wednesday, October 23.

The workshop's aim is:

- to point out that women are often **excluded** or at least not benefitting equally from the potentials of the **digital transformation**.
- to raise **awareness** on the **empowering and disempowering** nature of digital technologies.
- to point out that the existing digital divide is not only a matter of access to **infrastructure** and **adequate frameworks**, but also a matter of **digital skills**.
- to stress women's participation as key for an **inclusive economy and development**.
- to look at existing **projects** and to discuss how to globally increase women's and girls' **access** to and **participation** in the digital world
- to discuss how to **boost relevant education and employment opportunities** in emerging and developing countries.



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→ AGENDA:

14:00 – 15:30

**WS Part 1**

WS Opening - Daniela Erler (BMZ)

Women in Tech, Leadership & Policy Engagement - Nnenna Nwakanma  
(World Wide Web Foundation)

#eSkills4Girls Project Presentations (Mozambique & Cameroon) -  
Sophia Schoderer, Gildo Simango, Bryan Cambon (GIZ)

15:30 – 16:00

Tea/Coffee Break

16:00 – 17:30

**WS Part 2**

How to Tackle the Gender Digital Divide? Project Related Interactive  
Workshop

Group Pitches on Potential Approaches

→ TARGET AUDIENCE(S):

Experts in education, ICT/Digitalization or gender, stakeholders from economy, politics,  
civil society

→ TARGET AUDIENCE SECTOR(S):

Education, Gender, ICT/Digitalization, Economy, Research, Development Cooperation,  
IGO

→ PREREQUISITE KNOWLEDGE:

None

→ EXPECTED OUTCOMES:

Awareness building; Networking; Innovative approaches to tackle the **existing digital gender divide** and to **boost relevant education** as well as **employment opportunities** in emerging and developing countries.

→ FEE:

This event is free of charge for all conference participants.



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## A4: Designing Your Online Course: Tools, Best Practices and Hurdles



→ EVENT LEADERS:

🗨️ **Sara Aouad**, Project Manager - Digital Learning Lab, Mohammed VI Polytechnic University, Morocco

→ DESCRIPTION:

Join this hands-on workshop to discuss instructional designers' experience, supported by interactions with SMEs, and learn from best practices and innovations in the field. This practical workshop will guide you through the lifecycle of online course creation, analysing and identifying course design best practices that will be directly applicable in your own environment.

→ AGENDA:

14:00 – 15:30	Course design: ID role, tools, best practices (1h30)
15:30 – 16:00	Tea/Coffee Break
16:00 – 17:30	Discussion (20m) Practice: Let's design! (1h) Q&A and wrap up (10m)

→ TARGET AUDIENCE(S):

Instructional designers, eLearning specialists, teachers

→ TARGET AUDIENCE SECTOR(S):

Workplace learning, higher education, primary secondary, training specialists

→ PREREQUISITE KNOWLEDGE:

None

→ EXPECTED OUTCOMES:

- Analyzing the online course creation lifecycle
- Identifying course design best practices

→ FEE:

This event is free of charge for all conference participants.