

Scope 1  
First we must  
Scope the Course



**START**  
OUR ELEARNING  
COURSE DEVELOPMENT

# ELEARNING COURSE DEVELOPMENT



Understand current state of content as well as desired audience

Define objectives and desired outcomes

Understand technical needs and restrictions

Understand budget and timeframe

*Nice Surprise!*  
Received extra money for budget, jump forward 2 spaces!



Scope 2  
Organize the Content for your Course



**CONGRATULATIONS!**  
You have finished Your ELEARNING Course Development



Scope 3  
Create the Look and Feel for your Course



Create a detailed, visual view of each screen in form of a storyboard describing desired graphics, interactivity and course functionality

*Oops!*  
Your SME just added more content... go back a space

Develop a logical order and flow of content for an eLearning environment

Assemble content and create full course using applicable software:

- Lectora
- Photoshop
- Illustrator
- Flash
- Multimedia recording/editing software

**ACTION**

Create final publish files and commence training

Scope 6  
Publish Your Course



Scope 4  
Develop Your Course

Develop Graphic User Interface (GUI) design for your course based on creative preferences, branding specifications and navigational criteria

*Oops!*  
Boss did not approve of design, move back 1 space



**ACTION**  
Pick an Action Card



Scope 5  
Review, Correct and Test your Course

Checking the full course against your storyboard including:

- Course Content
- Layout
- Functionality
- Interactivity
- Multimedia

Test technical specifications



Lectora

