Australian Government

CUADIG503 Design e-learning resources

Release: 1

CUADIG503 Design e-learning resources

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to develop the design of e-learning resources in consultation with clients.

It applies to individuals who work in education or training organisations, or in media production companies that specialise in the development of e-learning resources.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual Communication – Digital Content and Imaging

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Identify project requirements	1.1 Refer to project briefs to identify target learner characteristics and their impact on resource design
	1.2 Identify content to be incorporated, generated and managed, and how content is accessed or delivered
	1.3 Identify delivery platforms including learning management systems, and assess implications for media asset formats and content modification
	1.4 Consult with clients to clarify project requirements
2. Research and select instructional design model	2.1 Analyse content to establish learning outcomes and assessment strategies
	2.2 Research a range of instructional design models and consider

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ELEMENT	PERFORMANCE CRITERIA
	their suitability to meet briefs
	2.3 Identify accessibility and technical standards that may apply for the delivery platforms
	2.4 Identify learning styles of target audience and consider how these may impact design
	2.5 Evaluate a range of interactive learning and assessment activities to meet learning needs of target learners
	2.6 In consultation with relevant personnel, select the instructional design model that best meets learning needs and project requirements
3. Draft design specifications	3.1 Use selected instructional design model to design architecture of the e-learning resource
	3.2 Design sequences and interactivity based on content and project requirements
	3.3 Develop content templates for content experts if required
	3.4 Specify media assets as required
	3.5 Specify communication and collaboration tools as required
	3.6 Specify user interface of the e-learning resource
	3.7 Specify production requirements, including appropriate testing strategies
	3.8 Produce design specifications and instructions for design and development teams to use
4. Finalise design specifications	4.1 Present design specifications and discuss with clients
	4.2 Review designs against required project outcomes and target learner needs
	4.3 Review designs against creative and technical requirements
	4.4 Adjust designs as necessary after discussions with relevant personnel
	4.5 Clarify ownership of intellectual property to comply with production and organisational requirements
	4.6 Confirm with clients their acceptance of design specifications, including deliverables, milestones and timelines

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1-1.3, 2.1-2.5, 3.2-3.8, 4.2-4.5	• Identifies and interprets relevant information including applicable legislation and organisational requirements • Integrates technical and descriptive information and ideas from a range of sources • Interprets project briefs to inform the process of designing e-learning resources
Writing	2.1, 3.1-3.8, 4.4	• Uses text, diagrammatic and graphic formats to draft and confirm requirements and specifications
Oral Communication	1,4, 2.6, 4.1, 4.6	• Participates effectively in spoken interactions using language and features appropriate to the audience • Uses questioning and listening strategies to confirm project requirements and elicit relevant feedback
Navigate the world of work	4.5	• Understands and adheres to organisational and legislative requirements
Interact with others	1,4, 2.6, 4.1, 4.6	• Collaborates with others throughout all stages of the design process • Selects and uses appropriate practices and protocols to communicate with a range of audiences
Get the work done	1.1-1.3, 2.1-2.6, 3.1-3.7, 4.2-4.6	• Adopts a methodical and logical approach to planning, organising and implementing tasks required to meet requirements • Generates complex creative ideas in alignment with the design brief • Takes responsibility for analysing information and making decisions to ensure designs meet all requirements • Uses digital tools to assist with the design of e-learning resources

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status

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Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG503 Design e-learning resources	CUFDIG503A Design e-learning resources	Updated to meet Standards for Training Packages. Minor edits to performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5