



Australian Government

CUADIG513 Design e-learning resources

Release: 1

CUADIG513 Design e-learning resources

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

Application

This unit describes the skills and knowledge required to identify learner requirements, research, and draft the design of e-learning resources in consultation with clients.

The unit applies to those 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
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Identify project requirements	1.1 Confirm project brief requirements in consultation with required personnel 1.2 Identify target learner characteristics and determine impact on resource design 1.3 Identify content requirements, accessibility and delivery requirements 1.4 Determine delivery platforms that meet project requirements and assess implications for media asset formats and content modification
2. Research and select instructional design model	2.1 Identify and analyse content, establishing learning outcomes and assessment strategies 2.2 Research instructional design models and discuss suitability for project brief requirements with required personnel

ELEMENT	PERFORMANCE CRITERIA
	2.3 Identify accessibility and technical standards that apply for delivery platforms 2.4 Evaluate different interactive learning and assessment activities that meet learning styles of target learners 2.5 Select instructional design model that meets learning needs and project brief requirements in consultation with required personnel
3. Draft design specifications	3.1 Design architecture of e-learning resource using selected instructional design model 3.2 Develop sequences, interactivity and content templates based on content and project requirements 3.3 Specify media assets, user interface, and communication and collaboration tools as required 3.4 Specify production requirements and testing strategies 3.5 Produce design specifications and instructions for development teams
4. Finalise design specifications	4.1 Present design specifications and discuss with required personnel 4.2 Review designs against project brief requirements and target learner needs and adjust as required 4.3 Clarify ownership of intellectual property and confirm compliance with project brief requirements 4.4 Confirm acceptance of design specifications with required personnel

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Oral communication	• Uses language and features required for audience • Confirms project requirements and elicits feedback using questioning and listening strategies • Communicates with audiences using various practices and protocols
Reading	• Identifies and interprets relevant information including applicable legislation and organisational requirements • Integrates technical and descriptive information and ideas from different sources • Interprets project briefs to inform process of designing e-learning resources

SKILL	DESCRIPTION
Writing	• Drafts and confirms requirements and specifications using text, diagrammatic and graphic formats
Initiative and enterprise	• Generates complex creative ideas in alignment with project brief • Takes responsibility for analysing information and making decisions and ensures designs meet project brief requirements
Planning and organising	• Adopts methodical and logical approach to planning, organising and implementing tasks
Self-management	• Adheres to organisational and legislative requirements
Teamwork	• Collaborates with others throughout all stages of the design process
Technology	• Assists with design of e-learning resources using digital tools

Unit Mapping Information

Supersedes and is equivalent to CUADIG503 Design e-learning resources.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>

Assessment Requirements for CUADIG513 Design e-learning resources

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design at least two e-learning resources according to different project briefs.

In the course of the above, the candidate must:

- research and select instructional design models
- draft specifications for technically feasible e-learning resources for delivery on different platforms that:
 - meet learner requirements
 - detail aspects of e-learning resources including resource architecture, interactive learning and assessment activities, media assets, communication and collaboration tools, user interface production requirements and testing strategies
- present and discuss design specifications.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- instructional design learning models for e-learning
- industry standard learning management systems
- target learner characteristics and how these impact on instructional design choices
- e-learning delivery platforms, and briefly describe any particular design requirements
- interactive learning and assessment activities
- different media assets used for e-learning and associated implications
- common formats and techniques for documenting design of e-learning resources
- impact of web standards on design of e-learning resources
- intellectual property rights and how these are managed in the context of e-learning resource development
- communication and collaboration tools.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- project briefs on which designs can be based
- industry standard instructional design models
- sample content.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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