



Australian Government

Assessment Requirements for TAEDES513 Design and develop e-learning resources

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with TAE Training and Education Training Package Version 5.0. Supersedes and is not equivalent to TAEDES503 Design and develop e-learning resources.

Performance Evidence

The individual 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 and develop at least 3 different e-learning resources selected from the list below that partially meets the requirements of 1 unit of competency from a nationally recognised training package, accredited course, or other recognised framework:
 - 1 learning resource that supports a synchronous facilitated learning activity
 - 1 interactive presentation for synchronous learning
 - 1 learning resource with embedded interactive activities for use in asynchronous learning
 - 1 training video (audio visual resource) to support asynchronous learning
 - 1 content learning object using a content creation tool or e-learning tool for asynchronous learning.
- In addition to the above, the individual must:
- design 1 course shell for a unit of competency for a learning management system (LMS) or alternative e-learning platform used to deliver training.

Knowledge Evidence

The individual 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:

- legislative and vocational education and training (VET) regulatory requirements relevant to designing and developing e-learning resources, including:
 - requirements in nationally recognised training products
 - requirements of the Australian Qualifications Framework (AQF)

- intellectual property, copyright, attribution and licensing requirements, including creative commons and image libraries, and the implications for the design and development of e-learning resources
- compliance requirements of the Statutory Education Licence for the online use of text and images
- tailoring to target groups
- engaging with industry and ensuring industry relevance
- organisational procedures relating to designing and developing e-learning resources, including:
 - branding
 - copyright
 - intellectual property rights and their management in e-learning resource development
 - privacy and confidentiality
 - security protocols
 - resource formatting requirements
 - plagiarism and attribution
 - arranging subject matter expertise
 - reviewing development process and practices
 - accessing industry information to ensure industry relevance and industry currency
 - leading e-learning resource projects
 - using digital tools and technology
- features and application of instructional design models
- key content of e-learning resources, including:
 - e-learning content and activities that engage learners and promote safe and inclusive learning environments
 - guidance for VET teachers, trainers and assessors and technical support
- current and emerging digital technologies and tools available for e-learning resources, including their strengths and limitations
- purpose, features and structure of industry-standard learning management systems
- target group's characteristics and implications for design and development of e-learning resources, including:
 - foundation skill levels
 - previous learning and work experience
 - advanced and other complex learning needs
- types of e-learning tools and technology and their capabilities, limitations, constraints and design requirements, including:
 - e-learning delivery platforms
 - industry standard LMS
 - plug-in options
 - learning objects
 - media assets

- designs
- images
- artwork
- visual design options
- interactive learning and assessment activities
- methods for:
 - checking links and media assets
 - updating text, media assets and pages
 - preparing and editing video recordings for e-learning resources
 - developing course content shells
 - developing content templates
 - developing interactive media components
 - developing content inventories using classification techniques to detail levels of hierarchy, including taxonomy and folksonomy
 - determining sequences and interactivity
 - clustering units of competency
- universal design principles relevant to the design and development of e-learning resources
- processes for interpreting nationally recognised units of competency to identify the standard of performance required, including for identifying:
 - requirements in the products relating to foundation skills: language, literacy, numeracy, digital literacy and employability skills
 - structure, content and application of products relevant to learning, and how they are addressed in training
- dimensions of competency, how they guide training practices in e-learning, and processes for addressing the dimensions of competency in e-learning resources.

Assessment Conditions

Skills in this unit must be demonstrated in a real or simulated vocational education and training environment.

This includes access to:

- industry standard learning management system or alternative communication channel used with learners
- e-learning tools
- sample e-learning content.

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

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=35337905-785d-4f93-8777-e9991ad4c6c3>