

Applying Key Design Principles to On-Line Learning

Leveraging what we know to help others learn

Brian Beatty, PhD ITEC@ SF State University

A Sample of Learning Principles



1. Learning is a **process**.



2. Motivation **enables** learning; without it, nothing can be learned.

Take the time to evaluate your approach

During Design and Development

Explore possible alternatives, test your design concepts, and validate your decisions ... BEFORE you begin “for real” training.

After Delivery

Look for the impacts you expected. Is there any evidence of success?

E-learning Examples



This is just the beginning...

QUESTIONS? CONTACT ME FOR MORE INFORMATION

bjbeatty@sfsu.edu