Applying Key Design Principles to On-Line Learning

Leveraging what we know to help others learn
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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

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