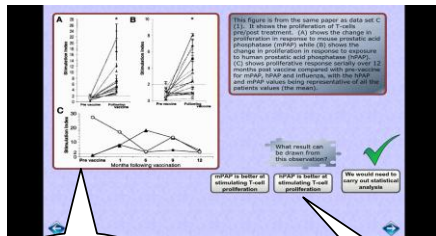# Learning Designs

A proportion of final year students plan opt for elearning projects (ELPs) in which they design, construct and evaluate learning resources to support the undergraduate curriculum.We have identified a number of learning designs that encourage a problem solving approach to elearning:

1. Data analysis

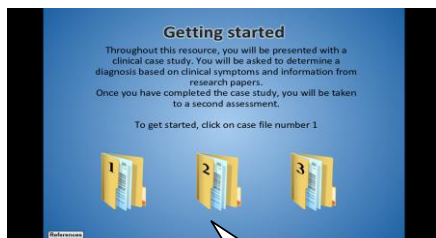Data analysis

Formative feedback

2. Scenarios

To provide context to topics; scenario may unfold as the user progresses through the resource
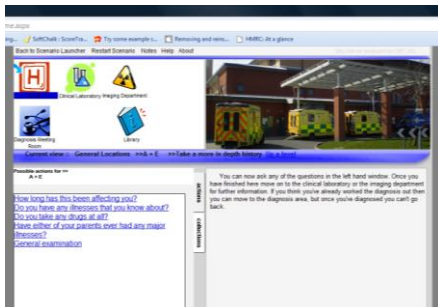
3. Multiple Roles

The user can begin at number of starting points and work through a particular path.
e.g. patient case histories; ethical standpoints

Different starting points or routes through the resource

4. Virtual experiments

To demonstrate techniques & methods; to simulate experimental conditions; for data analysis

Moveable icons for simulation
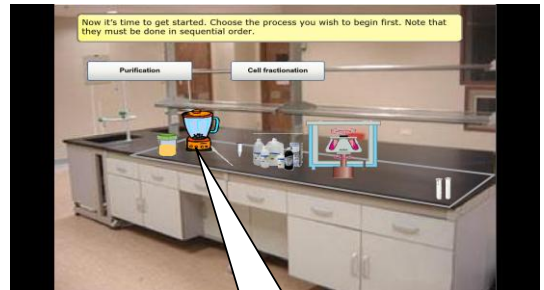
5. Tours

To navigate through a topic, describe a protocol etc.

A tour along the shoreline – to identify phyla

Modes of presentation

A. Linear

The user progresses through the content in a linear fashion

B. Branched pathway – one or more endpoints

The user follows one of a selection of routes that is selected by making certain choices at key decision points

C. Multiple starting points

The user can select one of a number of routes through the resource

D. Resource for group work

The resource should be hosted within the VLE to permit student discussion and collaboration, and tracking

E. Combination of formats

Carol Wakeford & Ian Miller, FLS