# Best Practices for Designing Online Learning Objects

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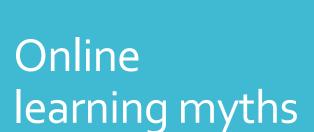
How do people learn online?

Outline for the next hour-ish

How do we make things that are effective for people who will be learning online?

How can I plan ahead?

### How do people learn online?





Learning with technology rewires the brain



Today's students are digital natives



Our content will be competing for attention online

Richard
Mayer's
Multimedia
Theory of
Learning







LIMITED CAPACITY



ACTIVE PROCESSING

How do we make things that are effective for people who will be learning online?

### "Umbrella" Topics



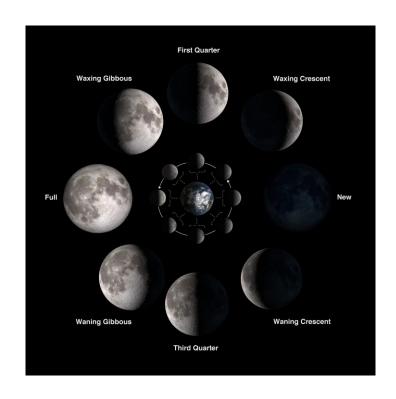
Combining words and graphics

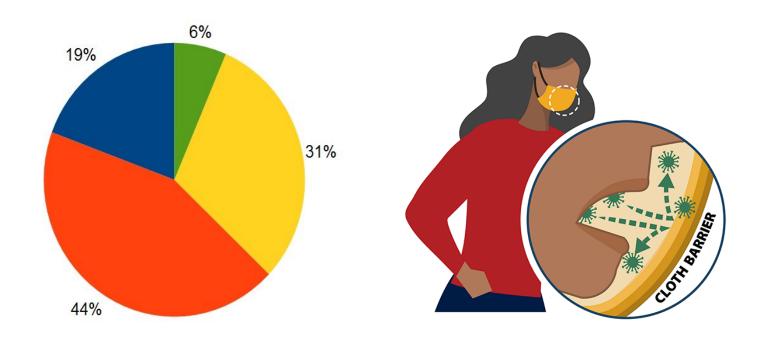


Keeping it simple

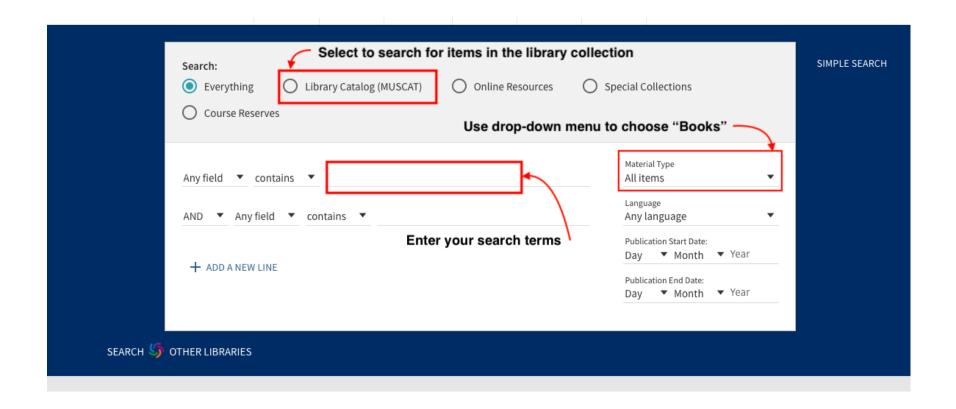


Breaking it down



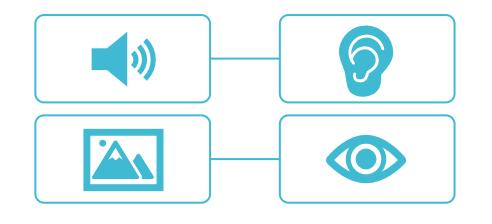


### Combining Words and Graphics: Multimedia Principle



### Combining Words and Graphics: Contiguity Principle

### Keeping it Simple: Modality Principle









## Keeping it Simple: Redundancy Principle

Key words

Short phrases

Keeping it Simple: Coherence Principle Omit extraneous:

Words

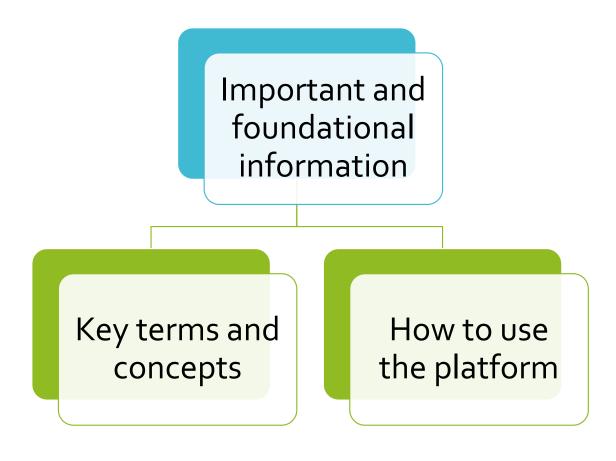
**Images** 

Sounds

Break lessons into smaller parts

Students work at their own pace

Breaking it Down: Segmenting Principle



Breaking it Down: Pretraining Principle

### How can I plan ahead?

#### Time-savers



Reusing content

Consider sharing yours



Accessibility

Learn more tomorrow ;)

## Choosing the right tools for the job



Sound engineering

when medium complements message



**Affordances** 

all the things a thing can do

Shipka, J. (2006). Sound engineering: Toward a theory of multimodal soundness. *Computers and Composition*, 23(3), 355–373. https://doi.org/10.1016/j.compcom.2006.05.003

### Questions?