

Module 3: Curation and Digital Content in the Online Context

Curation and Digital Content in the Online Context

◆ The Aim of this Module

To gain an in-depth understanding of the curation and creation of digital learning content, including its design and development.

A practical, 'hands-on' module to give L&D Professionals the confidence to continue their learning in designing digital learning assets. It will focus on providing the principles of effective learning content design in a digital context

◆ Learning Objectives

- *use critical digital literacy skills in learning content curation*
- *facilitate online collaborative learning*
- *write and produce a podcast*
- *explore the component parts of producing an animated learning asset*
- *write and produce a live-action video learning asset*
- *write and produce an interactive learning asset*
- *list the key features of documenting the design process.*

The Module offers a 'Smörgåsbord' of topics consisting of practical tips for how to create engaging digital learning content



Image by [Freepik](#), modified

Learning Objectives <i>The purpose of this module is to...:</i>	Indicative Content <i>It will include the following topics:</i>	Learning Outcomes <i>By the end of the module C-VET/L&D Professionals/AEs will be able to:</i>
<ul style="list-style-type: none"> ❖ Gain an in-depth understanding of the creation of digital learning content, including its design and development. ❖ A practical, 'hands-on' module to give L&D Professionals the confidence to continue their learning in designing digital learning assets. It will focus on providing the principles of effective learning content design in a digital context 	<ul style="list-style-type: none"> ❖ Critical Curation: designing, sourcing, adapting and creating Learning Content ❖ Creating Mashups ❖ Finding, sorting and assessing OER/content ❖ Podcast production ❖ Digital storytelling ❖ Understanding copyright ❖ Selecting and implementing appropriate digital tools ❖ Video production (Curated Topic) ❖ Quizzes and Gamification (Curated Topic) 	<ul style="list-style-type: none"> ❖ use critical digital literacy skills in learning content curation ❖ facilitate online collaborative learning ❖ write and produce a podcast ❖ explore the component parts of producing an animated learning asset ❖ write and produce a live-action video learning asset ❖ write and produce an interactive learning asset ❖ list the key features of documenting the design process.

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