













## **Curation and Digital Content in the Online Context**

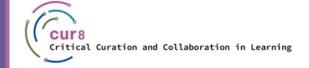
## The Aim of this Module

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.









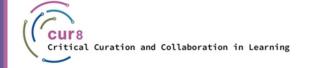




The Module offers a 'Smörgåsbord' of topics consisting of practical tips for how to create engaging digital learning content



Image by Freepik, modified













Learning Objectives  The purpose of this module is to:	Indicative Content  It will include the following topics:	Learning Outcomes  By the end of the module C-VET/L&D  Professionals/AEs will be able to:
<ul> <li>Gain an in-depth understanding of the creation of digital learning content, including its design and development.</li> <li>A practical, 'hands-on' module to give L&amp;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</li> </ul>	<ul> <li>Critical Curation: designing, sourcing, adapting and creating Learning Content</li> <li>Creating Mashups</li> <li>Finding, sorting and assessing OER/content</li> <li>Podcast production</li> <li>Digital storytelling</li> <li>Understanding copyright</li> <li>Selecting and implementing appropriate digital tools</li> <li>Video production (Curated Topic)</li> <li>Quizzes and Gamification (Curated Topic)</li> </ul>	<ul> <li>use critical digital literacy skills in learning content curation</li> <li>facilitate online collaborative learning</li> <li>write and produce a podcast</li> <li>explore the component parts of producing an animated learning asset</li> <li>write and produce a live-action video learning asset</li> <li>write and produce an interactive learning asset</li> <li>list the key features of documenting the design process.</li> </ul>









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Critical Curation and Collaboration in Learning (Cur8)

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