SEVEN PRINCIPLES FOR DESIGNING MULTIMEDIA LEARNING TOOLS



1 PINPOINT THE LEARNING OUTCOMES

Nehru said that failure comes only if you forget your objectives. Therefore it is essential to fix as precisely as possible the learning outcomes of your tool.
They will serve as lighthouse throughout the whole development process.

2 IDENTIFY THE LEARNING OBJECTS

Outcomes reveal their internal essence only when they are linked to concrete situations and well defined knowledge. To make objectives come alive, you need describe In detail the context in which the learner will have to operate.

3 HAVE A PRECISE IDEA OF THE LEARNING TASK

Once you've described the context, it necessary to imagine the learning paths (yes, there's more than one) and the different tasks that will be proposed to the learner.

4 FOSTER INTERACTION- ONLINE AND OFFLINE

In order to learn, the user has to be active and constantly challenge by the learning system. These challenges should be tackled by the learner inside the tool, but also in cooperation with other learners, because learning happened not only in interaction with the system, but also in collaborative environments

5 KNOW YOUR TOOLS

Develop for your learning system polyvalent tools that can be used in different settings and learning arrangements. This not only eases their use by the learner because they are acquainted to it, but it also reduces the development cycles.

6 PROMOTE STRATEGIES FOR SCAFFOLDING

Your learning system should be designed to give the learner constant support and feedback in order to move him progressively toward stronger understanding and, ultimately, greater independence in the learning process.

7 HAVE A COHERENT VISUAL IDENTITY

Nothing is more disturbing as permanent change in style or visual representation. Because graphic are an important aspect of a multimedia tool, you should elaborate a coherent visual representation charter that you deploy all along your system.

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