

F3M7 E-Learning

DIGITAAL LEREN

In het kort

▶ E-learning cursus waar je de doelgroep een gekozen skill aanleert.

Deze cursus ga je ook “verkopen” online

Skills

- ▶ **AI (Midjourney, Dale-e, ChatGPT etc)**
Hoe leer ik mensen gebruik te maken van AI in hun werkprocessen
- ▶ **EHBO**
Hoe kan ik mensen EHBO handelingen aanleren
- ▶ **Digitale veiligheid**
Hoe leer ik mensen hoe ze veilig om moeten gaan met data, plaatjes, wachtwoorden etc.
- ▶ **Sport**
Hoe leer je iemand een bepaalde sport aan stap voor stap
- ▶ **Social Media**
Hoe leer je iemand goede social media posts en filmpjes te maken waardoor er meer likes en followers komen
- ▶ **Eigen skill bedenken (bespreek met docent)**

Te maken producten

- ▶ E-learning cursus .XD prototype
- ▶ 2 landingspages van cursus aanbieden
- ▶ AB test van landingspages
- ▶ Styleboard
- ▶ 3 Mini animaties
- ▶ 1 advertentievideo – youtube video
- ▶ Onderzoeksdokument (skill, doelgroep, concurrentie, USP)
- ▶ Offerte + Factuur

Minimale onderdelen cursus .XD

- Logo cursus
- Homepage cursus en kan uiteindelijk mijn les kiezen
- Zie mijn voortgang van lessen
- Volg de les op een interessante manier (wat maakt jouw E-learning uniek?)
- 1 Les uitwerken
- Eind van de les. (wat geef je iemand als “reward” voor het behalen van de les)
- Eind van de gehele cursus (lessenreeks). Wat krijg je dan?
TIP: Maak slim gebruik van gamification onderdelen om zo'n cursus interessant te maken

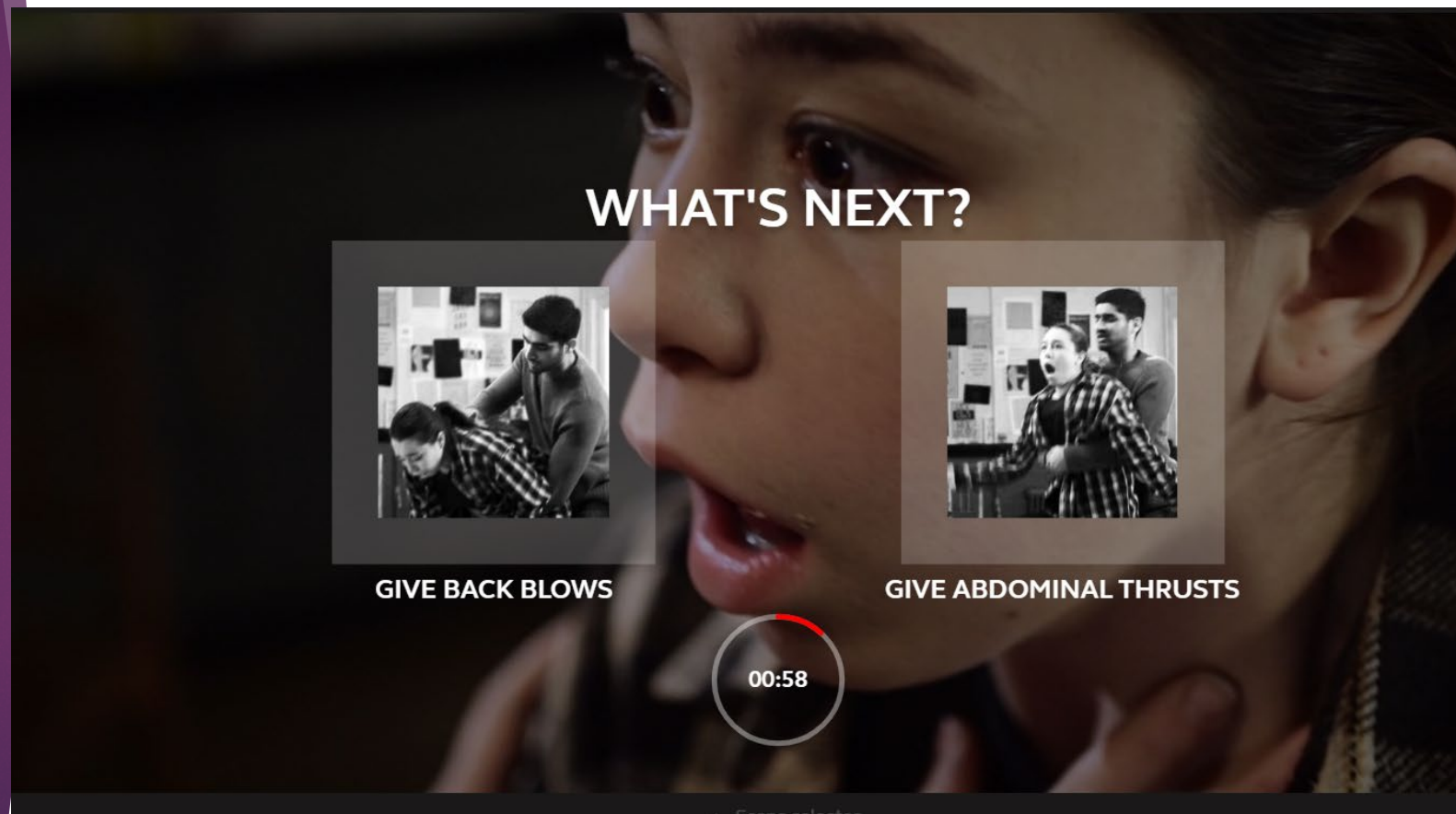
Voorbeelden

- ▶ E-learning

<https://www.smartbuilder.com/elearning-examples/>

Voorbeelden

- ▶ Skill = EHBO
- ▶ www.lifesaver.org.uk



Voorbeelden

- ▶ Skill = nieuwe taal leren

The screenshot displays the Duolingo interface for learning French. At the top, the navigation bar includes 'duolingo', 'Home', 'Activity', 'Discussion', and 'Lessonion'. The user's profile 'johnnymathy' is visible with a dropdown arrow, and there are icons for a flame, a red circle with '1', and a bell.

The main content area is titled 'French skills' and features a 'Logout store' button. Below this, there are several skill icons arranged in a grid:

- Basics 1 (blue icon with a water drop)
- Basics 2 (red icon with a duck)
- Phrases (green icon with a speech bubble)
- Food (red icon with a burger)
- Animals (blue icon with a cat)
- Adject 1 (red icon with a hand)
- Phrases (green icon with a book)
- Plurals (green icon with a bee)

At the bottom of the skills grid, there is a 'Checkpoint permit' button and two more icons: a yellow one with a person and a red one with a sock.

On the right side, the 'French progress' section shows a progress bar, '982 XP', and '193 Words'. Below this is a 'Strengthen skills' button.

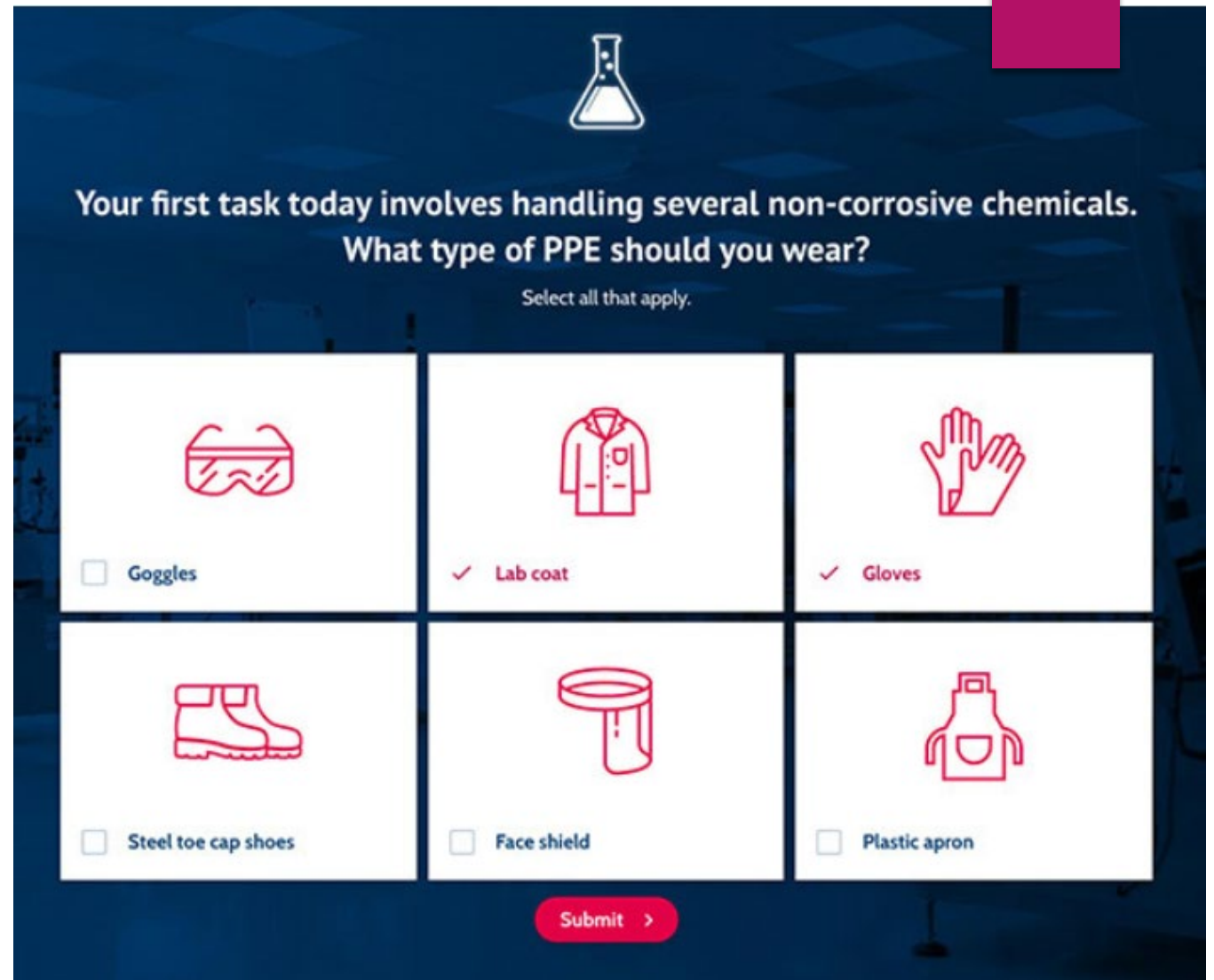
The 'Leaderboard' section is also visible, with tabs for 'This week', 'This month', and 'All time'. It lists several users with their XP scores:

User	XP
Julia	605 XP
David	45 XP
capari	34 XP
keny	26 XP
leen	20 XP

Below the leaderboard, there are buttons for 'Find more friends on Facebook', 'Send invite', and 'Search'. At the very bottom, there is a 'Follow Duolingo' button and social media icons for Facebook, Twitter, and YouTube.

Voorbeelden

- ▶ Skill = Scheikunde
Op de werkvloer leren omgaan met juiste dingen



The image shows a screenshot of an e-learning interface. At the top center is a white icon of a chemistry flask on a dark blue background. Below the icon, the text reads: "Your first task today involves handling several non-corrosive chemicals. What type of PPE should you wear?" followed by the instruction "Select all that apply." The interface features a 2x3 grid of white boxes, each containing a red line-art icon and a label with a checkbox. The first row contains: 1) Goggles (checkbox unchecked), 2) Lab coat (checkbox checked), and 3) Gloves (checkbox checked). The second row contains: 1) Steel toe cap shoes (checkbox unchecked), 2) Face shield (checkbox unchecked), and 3) Plastic apron (checkbox unchecked). At the bottom center, there is a red rounded rectangle button with the text "Submit >".

What type of PPE should you wear?


Select all that apply.


<input type="checkbox"/> Goggles	<input checked="" type="checkbox"/> Lab coat	<input checked="" type="checkbox"/> Gloves
<input type="checkbox"/> Steel toe cap shoes	<input type="checkbox"/> Face shield	<input type="checkbox"/> Plastic apron


Submit >

Voorbeelden

- ▶ Skill = omgaan met laptop


TIME REMAINING:  69%

COMPLETED TASKS: 



OK, here's the mouse.

Drag a cable to a port on the correct port.



Voorbeelden

- ▶ Skill = Leren programmeren

The screenshot displays the Codecademy interface. On the left, a 'Learn' panel contains the following text:

WELCOME TO CODECADEMY!

Welcome to Codecademy!

Are you ready to start coding?

Codecademy is all about learning by doing and by coding. In this lesson, we'll take you through the basics of how to use Codecademy and show you some of the power of learning to code!

The section below this text contains instructions about what to do and how to proceed to the next exercise.

Instructions

The center panel contains a code file which is running in the browser panel on the right. Move your mouse cursor over the letters in the browser panel to animate them.

Click the 'Next' button when you're ready to dive in

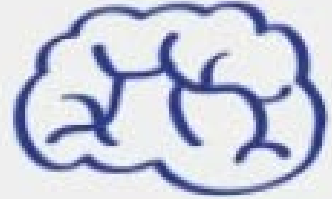
On the right, a code editor shows the following JavaScript code in a file named 'index.js':

```
1 // Draw some text to the screen:
2 drawName('Ready to Code?');
3 // Animate the text!
4 bounceBubbles();
5
```

Below the code editor is a 'Run' button and a refresh icon. To the right of the code editor is a browser window showing the URL 'http://localhost:8000/' and the rendered output: 'Ready to Code' in a colorful, bubbly font.



REWARD

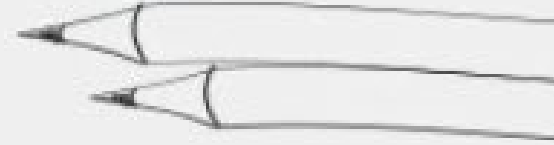


LEARNING



GOAL

ORGANIZATIONAL
PRODUCTIVITY



GAMIFICATION



ACHIEVEMENT



CHALLENGE

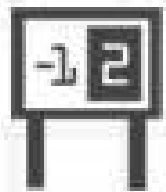
SKILL



USER
ENGAGEMENT

What is Gamification of Learning Experience?

7 Key Gamification Elements



Points



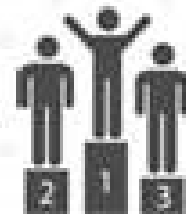
Badges



Obstacles



Levels



Competition



Milestone



Avatars



Bedenk een unieke manier van leren

- ▶ Maak het interessant – Hoe kun je interactie gebruiken?
- ▶ Hou een les/skill kort en krachtig
- ▶ Check wat er “geleerd” is door gebruiker
- ▶ Beloon hun voortgang



Project = 7 weken

MA-ED.NL

[HTTPS://MA-ED.NL/F3M8-ELEARNING/](https://ma-ed.nl/f3m8-elearning/)