The 7 Cs of learning design

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Intended audience and degree of expertise/past experience required

The workshop will be of interest to academics and support staff with an interest in exploring how to use technologies more effectively in learning.

Statement of objectives for the workshop

By the end of this module, participants will be able to:

* conceptualise the learning design process from different perspectives
* apply a range of learning design resources, tools and methods to a learning intervention
* critique a range of pedagogical approaches and the role played by different technologies in supporting these
* review and debate the theoretical underpinnings of learning design
* develop an innovative storyboard, learning activities and a structure for implementation.

Detailed description

The participants will engage with a range of learning design conceptual tools and a social networking site for sharing and discussing learning and teaching ideas. They will work in groups and will periodically share back their discussions with the rest of the participants. Artefacts produced will be captured and made available online. Activities will include the following:

* How to ruin a course
* Course map view
* Activity profile
* Course dimensions view
* Task swimlane view
* Learning outcomes map
* Affordances of technologies
* Mapping pedagogies to technologies
* Harnessing social media for dissemination and communication
* Exploring pedagogical patterns to promote collaborative learning

The activities are part of the 7Cs of learning design framework that we have developed which consists of seven components:

* Conceptualise – which initiates the design process and consists of imagine, design and prepare.
* Capture – which covers the ways in which search engines, OER repositories and social bookmarking can be used to find and collate relevant resources and activities.
* Create – which covers both the creation of content and activities.
* Communicate – which covers how to moderate asynchronous and synchronous forums
* Collaborate – which considers how tools like wikis, voicethread, pirate pad can be used to foster collaboration and how to work in virtual teams.
* Consider – which covers the ways in which tools such as blogs, e-portfolios and Multiple Choice Questions

(MCQs) can be used to promote reflection and different forms of assessment.

See http://e4innovation.com/?p=576 for more detail. This work is described in more detail in a forthcoming book (Conole, 2012).

References

Conole, 2012, Designing for learning in an open world, New York: Springer