KQ based on Week 1

The aim of this assignment is to submit a response to the following questions as per your records you have not submitted this assignment.

Problem 1: Learner-centric Environment and ID Models

- 7 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points
- 0 points

Instructions:

1. Which of the following should be an instructor's main concern of focus while implementing a learner-centric approach on an e-learning course? You can choose more than one option.

- A. Visual attractiveness of the course by including a large number of colorful images
- B. Enabling learner-coherence through various utilities and effective orchestration
- C. Providing feedback to learners on their performance
- D. Provide opportunities for peer learning

2. No answer is expected. Score: 0 Feedback: 

A learner is expected to:

- A. Identify multiple instructional scenarios for the online course
- B. Adapt to the new e-learning environment
- C. Lack of interest in the course content
- D. All of the above

3. No answer is expected. Score: 0 Feedback: 

An instructor:

- A. Should design activities and resources to nurture cognitive engagement, support learning by doing, and promote interaction with peers
- B. In the case of ID 1, where technology affordances have been utilized to create a meaningful learning and feedback that is effective for learners

4. No answer is expected. Score: 0 Feedback: 

Induction of an instructional design role. This identifies where learners need to work with Student Subject Matter Experts to develop learning objectives and ensure that content materials and activities create various multimedia tools to support learning, structure content and activities, create and evaluate content to specify effective learning needs, develop assessment aligned to the content and learning goals and participate in instructional materials and adapt Instructional materials for formats such as both face to face and online. However, the instructional designer does not necessarily have to be able to program effectively. If timelines are required, a programmer may be hired to code.

5. No answer is expected. Score: 0 Feedback: 

Induction of an instructional design role. This identifies where learners need to work with Student Subject Matter Experts to develop learning objectives and ensure that content materials and activities create various multimedia tools to support learning, structure content and activities, create and evaluate content to specify effective learning needs, develop assessment aligned to the content and learning goals and participate in instructional materials and adapt Instructional materials for formats such as both face to face and online. However, the instructional designer does not necessarily have to be able to program effectively. If timelines are required, a programmer may be hired to code.