



TIMELINE LEARNING EXPERIENCE DESIGN

1 UNDERSTAND

- Target your audience
- Define the problem and knowledge gaps
- Clarify team roles and responsibilities
- Set measurable outcomes
- Agree on a timeline for launch



2 DESIGN

- Identify desired outcomes
- Structure content and activities
- Design interactive resources
- Gather relevant materials
- Storyboard
- Seek approval before development

3 DEVELOP

- Create assets like videos, graphics, and animations
- Build the module
- Conduct User Acceptance Testing
- Refine and finalise it
- Deliver to the client
- Obtain approval



4 IMPLEMENT

- Develop a communication plan before deploying the e-learning module
- Train staff on the necessary digital learning tools before deployment



5 TEST

- Conduct surveys to evaluate the success of the module
- Continuously improve the design of the learning experience based on feedback