Re-using & Remixing
Instructional Design Templates on a Budget

School of Language & Liberal Studies

FANSHAWE

Development History

Grant Courses

- 2014-2015
  - A Culture of Addictions
  - Intro to Women's Studies
- 2015-2016
  - Video Game Theory
  - Exploring Traditional Ways of Knowing
  - Contemporary Issues

LLS Courses

- 2016-2017
  - Advance Communications for Professionals Programs
- 2017-2018
  - Research Analyst Program
  - Conversion to Blended Courses

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Two Methods for Course Improvements

Design Guided

- Evolution of blueprints and style
  - Phase 1: Basic HTML designed and developed
  - Phase 2: Interactive activities included in HTML

Independent

- HTML Templates
- Department Online Training Course
- College Supports

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Module Content

Phase 1

- Basic Word Document blueprints
- HTML pages and Adobe Presenter conversion of PowerPoints
- Only LMS tools used

Phase 2

- Detailed Word Document blueprints
- All HTML pages
- Inline interactives incorporated along with LMS tools

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Design Process

- Design Team developed a series of blueprints for faculty to complete.
  - New blueprints include optional enhanced features including interactive activities
- Faculty complete the blueprint and return it to the Design Team based on self-identified and pre-approved deadlines
- Design Team builds the module

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Phase 2 Implementation

- Sample Course with examples of the Interactives
  - Examples from Grant Courses and also from colleagues in LLS

- Interactives incorporated into 3 major summer projects

- Work to streamline the implementation process

- Piloting faculty implementation of some limited features

Future Plans

- Continue to develop the integration of interactives to courses

- Develop resources for faculty to incorporate some limited features on their own

- Raise the quality across all blended hours and online courses