

Design and develop engaging online learning experiences that meet learner needs and business outcomes.

Why this course?

Are you looking to grow in the Learning & Development Specialist role or want to design engaging learning experiences for our clients? In this interactive series, you'll gain foundational learning experience design skills that you'll apply to your own project.

What will you learn?

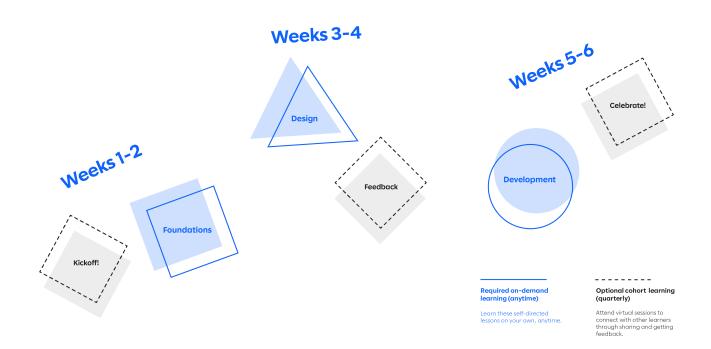
- Create learning objectives that are behavior-based, measurable, and clear.
- Apply instructional and user experience design best practices to create engaging learning.
- Practice using tools and resources to develop a prototype for your project.

Who's it for?

Anyone at Slalom who's a beginner to designing and developing learning, or simply want a refresher.

What's the experience?

The series follows a recommended weekly structure that gives you flexibility and options, with required on-demand learning (minimum 2-3 hrs/lesson) and optional cohort learning (minimum of 30 mins-1 hr/session). You have access to a workbook, office hours with a Learning Experience Designer, and community site as supporting resources.





Learning Experience Design 101



At the end, you'll be be able to:



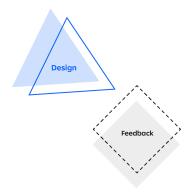
Kickoff (Optional, Cohort, 1hr)

- Summarize the learning experience and your responsibilities.
- · Connect with other learners in the cohort.
- Define a high-level project for application.

Foundations (Required, On-demand, 1 hr)

- · Explain what Learning Experience Design is.
- Write clear, measurable learning objectives for your project.
- Create an empathy map to understand your learners.
- Define what and how to measure the impact of your learning.

Weeks 3-4



Design (Required, On-demand, 2 hrs)

- Apply brain-based learning principles to your project.
- Apply at least 5 best practices in instructional and user experience design to your project.

Feedback (Optional, Cohort, 30 mins)

• Get feedback on your project with a Design Playground (office hour) session with a Learning Experience Designer.

Development (Required, Ondemand, 3 hrs)



• Apply one more tool of your choice to your project.

Celebrate! (Optional, Cohort, 1 hr)

- Present your project and get feedback from other learners.
- Reflect on what you've learned.
- · Celebrate!

