Instructional Design Support to the School of Nursing

Instructional Design Services are available to all SON faculty. While there is no financial cost for these services, there are both human and resource costs. The amount of assistance we can offer depends on how much lead time given to build your course. Instructors are asked to commit at least 10 hours per week to each course being developed. These courses will be developed with SON Instructional Designers (and, as needed, art and programming support from Online Education). Our priorities are:

1) Courses that are part of a new degree track and approved by the faculty, Senate and SON Associate Dean(s).
2) New courses (not previously offered) being offered in the next term.
3) Face-to-face courses that are going online/hybrid for the next term.
4) Courses not meeting accreditation standards, and
5) Redesigning/refreshing existing courses.

Roles - Who is building our classes?

Subject Matter Expert (SME) – The faculty assigned to develop the course; the content knowledge expert
Instructional Designer (ID) – A curriculum specialist who works with a faculty member to design, develop, and refine course materials to maximize learning.
Instructional Artist – Trained multimedia specialist who can create visual aids to enhance complex material.
Interactives Programmer – The computer technology specialist that uses the content developed by the ID and the SME, to develop engaging activities in collaboration with the artist in order to enhance learning (via html, cobra, etc.).

Terms - What does it all mean?

Text-based interactives - Activities with mostly text content, for example a quiz with feedback for correct and incorrect answers. Interactives will be visually themed to match the look of the course. Example: drag and drops, multiple choice.
**Multimedia Interactives** - Activities with a blend of graphic, audio and video content. *Example:* Youtube video that stops at certain points in which a question is displayed and a student must answer before continuing.

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**Tiers of Service**

We offer three levels of service, based on the time given to build the course and complexity of the course being built. Please note that the Online Education team will only be asked to be involved in Platinum, Gold, and Bronze level services.

**Available by request at any time** – 2-4 week turnaround (based on volume)

- Access to course template (i.e. module overviews)
- Quality Rubrics check
- Create accessibility solutions for existing content
- Recommendations for creating DIY video/audio presentations
- General course and module banners
- Accessibility and functionality check and recommendations provided
- Recommend interactives to improve learning outcomes
- Recommendation for course design improvements
- Addition of decorative art
- Creation of exam integration (instructor must format for Respondus)

**Gold Level** - 15+ weeks prior to course offer date (and everything in silver and bronze)

- Convert course materials (i.e. PPT’s) into course pages
- Integrated instructional manual (for courses with multiple sections)
- Addition of instructional art to explain complex curriculum
- Researching technology integration
• Creation and editing of video/audio materials for all modules (i.e. Camtasia PPT’s, etc.)
  (Camtasia studio recordings only)
• Custom Interactives

**Silver Level** – 10+ weeks prior to course offer date (and everything in bronze)
• Collaboration on course assignments and activities to meet objectives
• Customized grading and gradebook integration
• Creation of question banks and exam integration (must be formatted)
• Integrated syllabus
• Refreshed course and module banners
• Course accessibility check and modifications
• Custom gradebook integration
• Recommend interactives to improve learning outcomes
• Review course-specific software packages

**Bronze Level** - 6+ weeks prior to course offer date
• Creation of question banks and exam integration (must be formatted by faculty)
• Refreshed course and module banners
• 4+ Text-based Interactives
• Simple gradebook integration (participation scores for everyone who completes)
• Recommend interactives to improve learning outcomes
• Review and evaluate external learning interactives

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