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Blueprint for Digital Learning Solutions

An ADDIE based Template for Designing Digital Learning Solutions.

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1. **Analysis**: Competency Gap, Target Audience and Digital Playboard.

1.1. **Instructional Goals:** Analysis of Competency Gaps as Specified in the Competency Framework.

Confer the Competency Framework for this Digital Learning Solution.

1.2. **Target Audience Characteristics:** Analysis of Student Prerequisites.

Confer the Competency Framework for this Digital Learning Solution.

1.3. **Digital Playboard:** Analysis of Technical Possibilities and Limitations.

Confer the Common Digital Playboard.

2. **Design:** Creating a Blueprint for a Digital Learning Solution.

2.1. **Learning Objectives:** Specification of a Competency Focus and Creation of Learning Goals.

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Kommenterede [MH1]: •What is the scope of this digital learning solution in terms of its competency span? Why?
•What, then, is the specific competency focus for this digital learning solution? Why?
•How does this competency focus translate into learning goals that aim for the construction of specific knowledge and skills?

Kommenterede [MH2]: •What types of learning activities and experiences can lead to the construction of both knowledge and skills that are specified by the learning goals?
•What types of educational content (e.g., curricula, texts, cases, videos, images, etc.) is required to create a learning experience that can facilitate the construction of the intended knowledge and skills with the students.

Kommenterede [MH3]: •What digital formats/interfaces can serve as appropriate and efficient mediums for facilitating an interactive learning solution that can accommodate both the learning experiences and educational content that are required for students to reach the specified learning goals?
•How is the application of this digital interface/format/medium affecting the didactics of the learning situation? Substitution, Augmentation, Modification or Redefinition (cf. SAMR)?
•What digital formats are useable/available in all partner countries?

Kommenterede [MH4]: •How can test protocols and feedback – both formative and summative – be integrated into the digital learning solution?

Kommenterede [MH5]: •What do TP2+3 say about the didactic and pedagogical aspects of the digital learning solution?
•What do TP5 say about the useability, availability, and feasibility of developing this digital learning solution?
•What technological, didactic, pedological, organizational or infrastructural considerations might we have overlooked?

Kommenterede [MH6]: Finally, the work above is visualized by creating a model og flow chart which sketches the learning process and interaction with the digital learning solution.

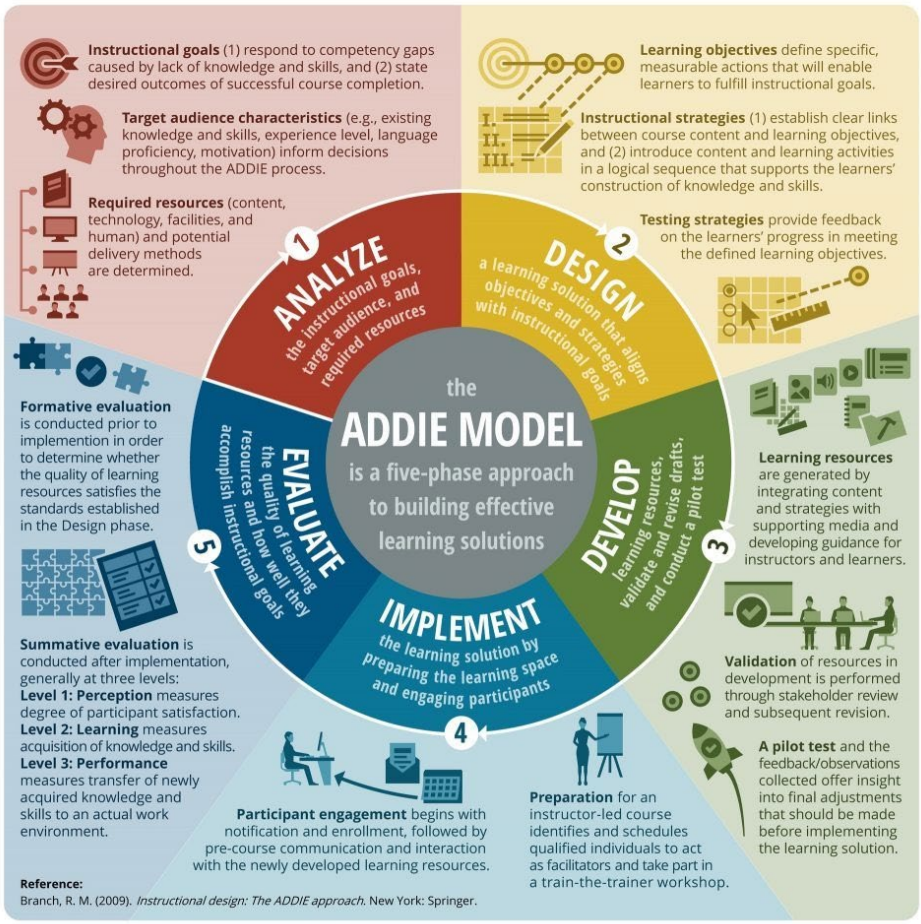
4. Appendix: Relevant Documents and Models

4.1. Competency Framework

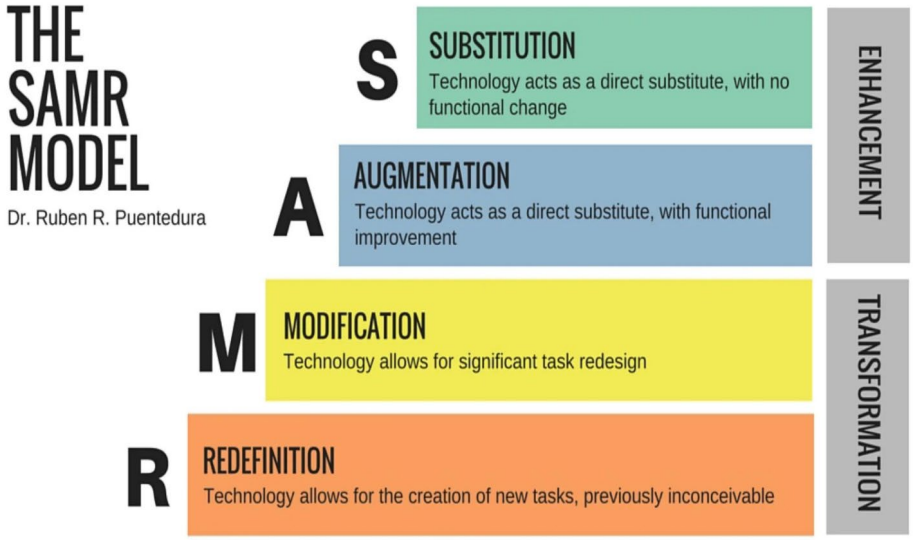
Kommenterede [MH7]: Insert high-resolution image of the competency framework here.

4.2. Modified ADDIE Model

Kommenterede [MH8]: Edit ADDIE model in accordance with our final proces.



4.3 SAMR Model



4.4 Digital Playboard

Kommenterede [MH9]: Insert a model of our common digital playboard,