Guidelines for Web-based Distance-Learning

Planning Factors:

• Consider an instructional design model. (see: [http://carbon.ucdenver.edu/~mryder/ite/idmodels.html](http://carbon.ucdenver.edu/~mryder/ite/idmodels.html))
• Identify the purpose of the instruction, write learning objectives and outcomes, and communicate and follow them.
• Identify the target audience.
• Consider whether the World Wide Web is an appropriate delivery method for the instruction.
• Identify who will teach the content.
• Provide training for the teacher if necessary.
• Arrange for adequate technical support.
• Outfit all campus labs with the software necessary to access the instruction.
• Provide directions and resources for students to access the instruction from home.
• Implement methods for collecting students’ evaluations of the instruction.
• Document budgeting for the distance-learning program.
• Collaborate with classroom faculty, librarians, and other program staff, such as instructional designers, graphic artists, multimedia authoring specialists, and information technology staff members.
• Collaborate with academic departments to integrate library component into existing programs.
• Deliver instruction in units spaced throughout students’ academic careers.
• Decide how to assess student learning.
• Design instruction that employs all of the learning factors noted below.

Content Factors:

• Comprehensively cover the ACRL Information Literacy Competency Standards.
• Consider covering media literacy and financial literacy.
• Be sure to credit sources clearly, attributing intellectual labors to the rightful authors.

Design Factors:

• Employ a consistent layout.
• Create an aesthetically pleasing design.
• Employ intuitive, flexible navigation that provides flexible learning paths (both program control and learner control).
• Ensure a quick download time.
• All elements should adhere to ADA accessibility guidelines, Section 508, Bobby, and W3C accessibility standards.
• Chunk learning materials logically.
• Use Web-based forms and other interactive technologies, such as digital reference.
• Be succinct, concise.
Learning Factors:

- **Doing (discovery learning)**
  Requires students to perform either a physical or cognitive task, or both.

- **Reasoning (inductive and deductive learning)**
  Requires students to reason through problems.

- **Exploration (incidental learning)**
  Helps students to construct knowledge for themselves through collaboration with others (knowledge-building) and through serendipitous events.

- **Observation (apprenticeship)**
  Learning material is shown to or demonstrated for the students.

- **Motivation**
  Library instruction should be course-related. It should be infused into a course. When a course lives inside courseware, the library instruction should also be accessible from the courseware.

- **Emotionality**
  Help students to remember the learning material by helping them make personal connections between the knowledge and their lives.

- **Failure**
  Present students with adequate challenges to pique their interest.

Examples for Implementation:

- role playing
- simulations
- virtual labs

- Learning material should be accurate.
- Ask students to answer questions that have multiple, valid answers.
- Require students to apply the information learned to an exercise.
- Explore concepts, not just mechanics.

- case studies
- electronic discussion lists
- email
- videoconferencing
- Web-mentoring
- on-demand expert advice / librarian

- ample illustrations and examples
- animations
- video clips
- audio with text-based transcripts
- image-mapped diagrams
- hyper-text
- graphics

- Couch instruction in realistic, timely, authentic, and relevant contexts.
- Avoid jargon, and use contemporary English phrases.

- The lesson should provide an emotional punch, so that students care about the topic & remember it.

- Design challenging assessment materials that include detailed feedback.
Bibliography


