1. Level 1: Passive - no interaction
2. Level 2: Limited interaction
3. Level 3: Moderate interaction
4. Level 4: Simulation and game-based learning
B. Online interactive games and activities
1. Learner objectives
2. Format
3. Content
4. Online tools - Flash, HTML5, other
5. Hosting platform
C. Online interactive assessments
1. Learner objectives
2. Reliability and validity
3. Format
4. Content
5. Online tool
6. Hosting platform
D. Instructional video
1. Learner objectives
2. Instructional sequence of content
3. Format
4. Screen shots and images
E. Understand flipped learning
1. Individualized/personalized learning
2. Interactive learning environment
F. Plan for flipped learning
1. Flexible environment
2. Instructor and student roles
3. Use of time
4. Technology
5. Instructional content
6. Ongoing assessment
G. Embed interactive media - website and documents
1. Enhanced instruction
2. Personalized learning
3. Technical aspects
H. Embed interactive media - learning management system
1. Enhanced instruction
2. Personalized learning
3. Technical aspects
I. Game-based learning - pedagogy
1. Collaborative problem-solving
2. Divergent thinking
3. Creativity
J. Game-based learning - tools
1. Print-based
2. Electronic
3. Online

Lab Content
Not applicable.

Special Facilities and/or Equipment
A. When offered on/off campus: Lecture room equipped with computer projector system, whiteboard, and internet connectivity. Computer laboratories with internet connectivity and computers or internet enabled devices running standard operating systems (e.g., iOS, MacOS, Windows, Android, Linux)
B. When taught online via Foothill Global Access students must have current email accounts and/or ongoing access to computers with email and web browsing capability

**Method(s) of Evaluation**

Methods of Evaluation may include but are not limited to the following:

- Designing and developing an interactive online instructional project
- Presenting the product or project to peers, capturing feedback, and using it to revise the product or project
- Making constructive contributions to class discussions and peer review feedback

**Method(s) of Instruction**

Methods of Instruction may include but are not limited to the following:

- Writing notes, listening, and participating in lecture presentation
- Observing an instructor-led demonstration and/or actively practicing the demonstrated skills
- Presenting and communicating their ideas in discussion and/or participating in peer reviews

**Representative Text(s) and Other Materials**


**Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

A. Writing assignments include a major course project and multiple developmental projects, online discussion response, and critical analysis of peer's educational projects.

B. Outside assignments include conducting project development, writing the instructional plan, reading, and developing the project through an iterative process.

C. When taught online these methods may take the form of video, audio, animation and webpage presentations. Writing assignments are completed online.

**Discipline(s)**

Instructional Design/Technology