

# Learning and Creative Design Project Review Checklist

[Mural board link](#)

Content	Learning Design
<ul style="list-style-type: none"><li><input type="checkbox"/> Didactic content is wrapped with storytelling-oriented segues to help learner apply content</li><li><input type="checkbox"/> Content is informed by and includes realistic case-based stories (patient stories when appropriate)</li><li><input type="checkbox"/> Course components, including video, interactive experiences, or other modalities should each focus on one learning objective OR include pause points between LOs for reflection, interaction</li><li><input type="checkbox"/> Role play scripts and video performances accurately represent the target population. “Nothing about us without us.”</li><li><input type="checkbox"/> Content provides a variety of learning experiences between types of media (text, video, interactives)</li><li><input type="checkbox"/> Where appropriate, references and resources are offered in accessible and downloadable formats</li><li><input type="checkbox"/> Resources include a summary document of key concepts and knowledge (ex. Family Health and HAC)</li><li><input type="checkbox"/> Includes diverse representation of people, appropriate to the target audience</li><li><input type="checkbox"/> SMEs provide a relevant ratio of didactic case examples and assessment case studies</li></ul>	<ul style="list-style-type: none"><li><input type="checkbox"/> Content is organized to allow the learner to focus on one learning objective at a time</li><li><input type="checkbox"/> Each lesson provides at least three opportunities for learners to practice and apply their knowledge</li><li><input type="checkbox"/> The level of assessment challenge is in alignment with the target audience prior knowledge and current ability</li><li><input type="checkbox"/> Include robust feedback with every assessment question</li><li><input type="checkbox"/> Provide engagement questions that are for practice only and ungraded</li><li><input type="checkbox"/> Assessments are in alignment with content and learning objectives and are designed simultaneously with content</li><li><input type="checkbox"/> Includes opportunities for game-like interactions when possible</li><li><input type="checkbox"/> Include cultural sensitivity review from specialists in the review process</li><li><input type="checkbox"/> Design and test for mobile experiences on current popular platforms and operating systems</li></ul>

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<input type="checkbox"/> Assessments are modeled after real-life scenarios the learner may have encountered prior to participation or may encounter in practice post-participation.	
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Creative/Production	Platform/Technology
<ul style="list-style-type: none"> <li><input type="checkbox"/> Accessibility - ensure text readers can provide an audio option for all screen text.</li> <li><input type="checkbox"/> Provide accurate captions and transcripts for all video and audio segments</li> <li><input type="checkbox"/> Interactive content is accessible with captions, screen readers, alt-text</li> <li><input type="checkbox"/> Roleplay scripts and performances capture the nuance, complexity, and emotions of real situations</li> <li><input type="checkbox"/> Cognitive load for learners is considered and managed using pacing and effective balancing of visuals, audio, text, and interactivity</li> <li><input type="checkbox"/> Include real patients, learners, and stakeholders across target demographics in design process through focus and review groups</li> <li><input type="checkbox"/> Chart designs implement best practices for readability and accessibility</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Platform and content is mobile-friendly</li> <li><input type="checkbox"/> Content tested on a variety of platforms, browsers, and mobile devices</li> <li><input type="checkbox"/> Orientation lesson is provided on how to navigate, including accessibility features</li> <li><input type="checkbox"/> Platform provides control to learners when appropriate to learning design</li> <li><input type="checkbox"/> Platform chosen with guidance from the evaluation analytics plan</li> <li><input type="checkbox"/> Design and implement materials with a multi-platform approach to increase impact and reach (e.g. Coursera or EdX).</li> <li><input type="checkbox"/> Office of Digital Accessibility included in the review of content on platform</li> <li><input type="checkbox"/> Create Youtube playlists with trailer of course videos</li> <li><input type="checkbox"/> Embedded course videos hosted in Yuja following best practices primer</li> <li><input type="checkbox"/> Use Lookback for testing user experience when feasible</li> <li><input type="checkbox"/> Alt-text for all images</li> <li><input type="checkbox"/> Content tags for all content</li> </ul>