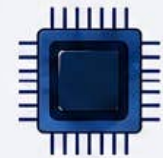
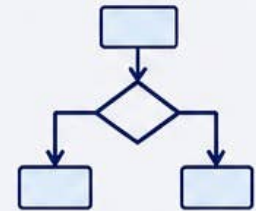




1010101010
0101010101
1010101010
0101010101



Syllabus



GOEC Theory 5: E Content Development

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	III	109275/ 110275/ 112275/123275/ 134275/135275/138275	E Content Development	2	30	2 Hrs.	30

Course Objectives:	1. Understand the fundamentals of e-content development. 2. Learn about instructional design principles. 3. Explore various multimedia tools for e-content creation. 4. Develop interactive and engaging digital learning materials. 5. Assess the quality and effectiveness of e-content.			
Course Outcomes:	Students will be able to - 1. Developing e-content for specific learning management systems (LMS): Integrating e-content with the features of a particular LMS platform. 2. Understanding the role of technology in e-learning: Exploring emerging trends like gamification, artificial intelligence, and adaptive learning in e-content development. 3. Project management skills: Planning, organizing, and executing e-content development projects within timelines and budget constraints.			
Unit System	Contents	Workload Allotted	Weightage of Marks Allotted	Incorporation of Pedagogies
Unit I	Introduction to E-Content Development: Definition, Importance, and Scope of E-Content, Types of E-Content: Text, Audio, Video, Animation, Interactive Modules, Benefits and Challenges in E-Content Development, Role of E-Content in Higher Education and Training. Instructional Design for E-Content: Learning Theories and Pedagogical Models, ADDIE (Analysis, Design, Development, Implementation, Evaluation) Model, Bloom's Taxonomy for Digital Learning, Principles of Effective Instructional Design.	8 Hrs.	8 Marks	Use any pedagogical technique suitable for the topic

Unit II	Tools and Technologies for E-Content Development: Authoring Tools: Articulate Storyline, Adobe Captivate, iSpring, H5P, Video Editing Tools: Camtasia, Adobe Premiere Pro, OpenShot, Audio Editing Tools: Audacity, Adobe Audition, Animation and Infographics: Canva, Powtoon, Vyond, Learning Management Systems (LMS): Moodle, Google Classroom. Multimedia Integration in E-Content: Principles of Multimedia Learning, Creating Engaging Visual Content, Audio Narration and Voiceovers, Interactive Elements: Quizzes, Simulations, and Gamification, Accessibility Considerations in E-Content.	7 Hrs.	7 Marks	
Unit III	E-Content Development Process: Content Planning and Storyboarding, Scripting and Designing Interactive Modules, Content Development and Testing, Publishing and Hosting E-Content (SCORM, HTML5, MP4 Formats.	8 Hrs.	8 Marks	
Unit IV	Evaluation and Quality Assurance in E-Content: Usability Testing and User Feedback, Assessment Strategies for Digital Learning, Standards and Best Practices (SCORM, xAPI, WCAG), Improving Engagement and Retention through Analytics. Emerging Trends in E-Content Development: AI and Machine Learning in E-Learning, Augmented Reality (AR) and Virtual Reality (VR) in Digital Education, Microlearning and Mobile Learning, Cloud-Based Learning Platforms.	7 Hs.	7 Marks	
References :	Course Material/Learning Resources Reference Books: 1. E-Learning and the Science of Instruction – Ruth Colvin Clark & Richard E. Mayer 2. Designing Effective Instruction – Gary R. Morrison, Steven M. Ross, Jerrold E. Kemp, and Howard Kalman 3. E-Content: Technologies and Perspectives for the European Market – P. Belfiore & F. Tiscar 4. Multimedia Learning – Richard E. Mayer 5. The Principles of Beautiful Web Design" – Jason Beaird & James George 6. Digital Media Tools – Nigel Chapman & Jenny Chapman 7. Teaching in a Digital Age – A.W. (Tony) Bates (Available online for free) 8. Learning Management System Technologies and Software Solutions for Online Teaching– Terry Anderson 9. Moodle 4 Administration – Alex Büchner Weblink to Equivalent MOOC on SWAYAM if relevant: 1. https://onlinecourses.swayam2.ac.in/cec20_ge31/preview 2. https://onlinecourses.swayam2.ac.in/ntr22_ed05/preview 3. https://onlinecourses.nptel.ac.in/noc19_ge27/preview			

	4. https://onlinecourses.swayam2.ac.in/ntr21_ed50/preview Weblink to Equivalent Virtual Lab if relevant: 1. https://www.vlab.co.in/ 2. https://concord.org/ Any pertinent media (recorded lectures, YouTube, etc.) if relevant: 1. https://www.youtube.com/playlist?list=PLcsj1x9n9h4gk2xxMdNWluAoGj9EPoFAv 2. https://www.youtube.com/playlist?list=PLt_wlo40Ef554qp2xM-vS1e19DQUcStdP
--	--

Assessment Rubric: Internal for E Content Development (GOEC) Course

SANT GADGE BABA AMRAVATI UNIVERSITY, AMRAVATI THEORY EXAMINATION B.Sc. II, SEMESTER – III (NEP)			
Theory	Course Code:109275/ 110275/ 112275/123275/ 134275/135275/138275	Course Title: E Content Development	Max Marks: 20
Sr. No.	Assessment Criteria	Marks	
1	Any Two of the Activity (weekly or monthly assignment/ Unit Test/Class Test) (CAT-1)	10	
2	Any One of the Activity includes Open Book Test, MCQ Tests, / Theory related Class activity/Task etc.) etc. (CAT-2)	5	
3	Participation in any one Activity includes Quiz, Seminar, Group Discussion, Industry visit, CaseStudy, Mini project, innovative work, etc. based on Theory Course. Involvement in subject related activities such as Conference, Workshop, Coding Competitions etc. (CAT-3)	5	