8

# Digital learning

The digital learning is accessible, engaging, and incorporates design standards in order to meet programme objectives. Digital learning or associated resources are organised as part of a programme of learning and provide a positive user experience.

#### 8.1 Design standards

#### **Quality statement:**

Instructional design standards are in place that support the development of a logical framework for learning content.

### Approval evidence:

• Programme design brief

## 8.2 Participant interactivity

### **Quality statement:**

The content of the programme maximises participant interactivity providing relevant opportunities for exploration, consolidation of understanding and testing.

## Approval evidence:

- Digital learning programme materials which can include:
- F2F training
- Coaching
- ELearning courses
- Videos
- Infographics
- PDF workbooks
- Others assets

### 8.3 Navigation

#### **Quality statement:**

Visual design standards refer to graphical user interface (GUI) and ensure that navigation is intuitive and user friendly.

## Approval evidence:

• Digital learning or associated online platforms and resources

### 8.4 Compatibility

#### **Quality statement:**

Digital learning is compatible with different devices (i.e. desktops, mobile devices and laptops). Media elements to be considered to ensure standardisation of presentation include:

- Screen layout/size Animation
- Text elements Audio
- Audio
- Graphics
- Video

### Approval evidence:

• Digital learning materials viewed on at least two different devices





## 8.5 Participant management

## **Quality statement:**

The programme uses a common industry format (e.g. SCORM, AICC) enabling interaction with a participant management system to record information on participants. To record:

- Participant access information
- Number of assessment attempts
- Time to completion
- Assessment results

## Approval evidence:

- Participant management programme
- Compatibility report

