Challenge 2: Simple Presentation Development (e.g., Google Slides)

Challenge 2: Simple Presentation Development (e.g., Google Slides)

Challenge 2: Simple Presentation Development (e.g., Google Slides)Drafted Artifact Description:This artifact is a [Number]-slide Google Slides presentation 1 titled "." It provides an instructional overview of. The design is intentionally clear, concise, and visually organized to serve as an effective learning resource.Drafted Reflection Content:Proficiency in presentation software like Google Slides or PowerPoint 1 was acquired over many years, but its application to instruction (rather than simple presentation) was a skill honed in the LDT program. This challenge involved moving beyond text-heavy bullet points and applying principles of visual design and cognitive load theory.The application of this skill directly supports two LDT competencies. First, it demonstrates the ability to "Deliver presentations that effectively engage audiences and communicate clear messages".1 This goes beyond public speaking and applies to the design of asynchronous presentations. By using strong visuals, limited text, and a clear narrative structure, the presentation is designed to "effectively engage" the learner.Second, this artifact is a direct response to the "DESIGN INSTRUCTIONAL INTERVENTIONS" challenge to "Use appropriate message and visual design principles".1 The design choices reflect key visual design principles: Contrast (e.g., dark text on a light background for readability), Repetition (e.g., consistent fonts and color palette), Alignment (e.g., intentional placement of text and images), and Proximity (e.g., grouping related items). These principles are not merely aesthetic; they are cognitive. They reduce extraneous cognitive load by making the information easier to process, allowing the learner to dedicate their mental resources to understanding the content, which is the core of effective instructional message design.