The Course Experience

By Ahmed Ashraf

Frontend Engineer @Blink22

ahmed@aashrafh.me

What is The Course Experience?

This is a brief summary of my experience authoring the Building Full-Stack Web Applications With Node.js and React course at Educative.io

📝 **Educative Author** - applied at Educative.io as an author without a specific idea in mind

👩 **Author Acquisition** - got contacted by a representative to align their needs and my skills

🧑‍💻 **Work Inspiration** - an ML project and one of its core functionalities depends on uploading a file

📂 **Upload File** - a good example of full-stack apps that can be considered as a helicopter view

Why a Text-Based Online Course?

A learner usually needs a combination of hands-on practice, multiple real-world examples, mixed media experience, and control over pace and content.

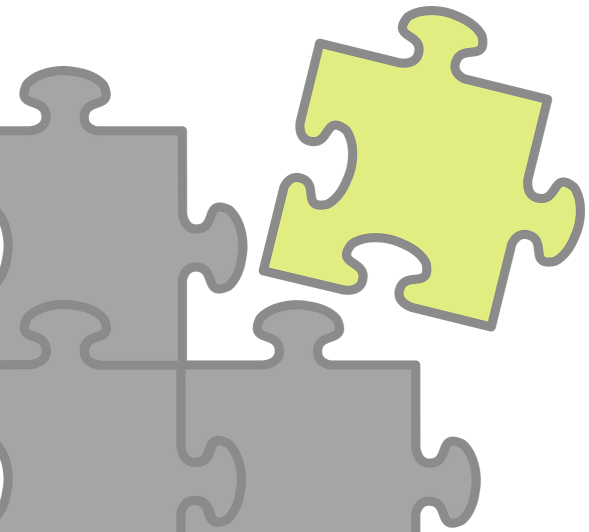⏱️ Little to no control over the content and the pace of content consuming

📺 Watching a video requires less cognitive function, i.e. passive learning

📝 Highlight important ideas is difficult to handle

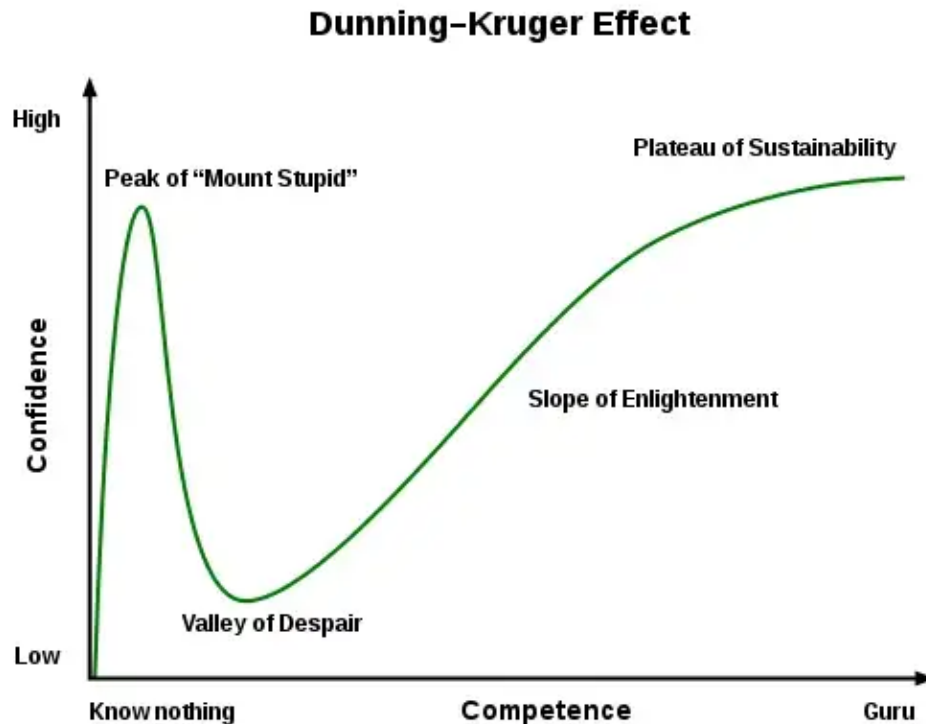🔍 Skimming through a video to find answers to questions

Are We Done? 🤔

An appealing idea, an approved roadmap, and a signed contract doesn't mean it will translate into a great content because crafting the content and making it digestible is a demanding task with a challenging learning curve for first-timers

Where Do Ideas Come From?

• Find a problem that bothers you. As an engineer, our day-to-day life should be full of questions

• If you got stuck, there is a high chance that you don't master this topic yet

• You don't have to be the first one. The truth is that all ideas are really mashups of existing ideas 🔗

• Be careful about the illusion of knowledge, i.e. Dunning-Kruger Effect

🎯 Stay open to inspiration; Software engineers do this by tinkering with new frameworks and languages. Product managers might try new organization tools. Designers might have conversations with artists for inspiration.

Dunning–Kruger Effect

Be Clear About Your Target Group

• Have a clear and succinct headline so learners will have some sort of expectations

• Answer your learners questions before the end of of the article, vidoe, or chapter

• Be comprehensive for all experience levels, i.e. fulfill the learner need with as clear and detailed information as possible without making assumptions about the reader's background knowledge

• Make a good story, don't make it too technical; What is the problem? Why is it a problem for us? How can we solve it? Could you give some examples to support your statement? What is the advice for learners?

🎯 Good technical content is correct and uses industry-standard terms without overwhelming new learners