e-Content Development

Course Code: **MCA-255**   **L T C**
Course Name: **e-Content Development**   **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:
1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:
In this course, the learners will be able to develop expertise related to following:-
1. Developing e-content in a creative and standardized way.
2. Designing e-content with multimedia features like audio, video & animation.
3. Deploying content on a Content Management system.
4. Using authoring and publishing tools for content design and presentation.
5. Become professional e-content designers.

PRE-REQUISITES:
1. Knowledge of computers and computer presentation tools.
2. Knowledge of audio, video tools and MS power point skills.
3. Attending or participating in any online course, on any topic.

COURSE OUTCOMES (COs):
After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Relate to the meaning and standards of e-learning and e-content.	BTL1	PO1
CO2	Demonstrate instructional content designing and standardized course designing with e-content designing.	BTL2	PO1, PO2
CO3	Apply digital media for e-content development.	BTL3	PO1, PO2, PO3
CO4	Examine Content Management systems (CMS) and Learning Management Systems (LMS).	BTL4	PO1, PO2, PO3, PO4, PO5, PO6, PO8, PO9, PO10, PO11
CO5	Evaluate various authoring and publishing tools for e-content design and presentation.	BTL5	PO1, PO2, PO3, PO4, PO5, PO6, PO8, PO9, PO10, PO11

CO6	Elaborate innovative practices in the design & development of e-content.	BTL6	PO1, PO2, PO3, PO4, PO5, PO6, PO8, PO9, PO10, PO11

UNIT – I

No. of Hours: 10   **Chapter / Book Reference: TB1 [Chapters 1,6]**

e-Learning and Instructional Design for e-learning: Introduction, Stages and categories of e-Learning, Technologies & infrastructure in e-Learning, Instructional Design- theory & models, Concept Mapping.

Content Development in e-Learning: Stages of Content Development, Storyboard, scripting technologies, Content authoring & publishing, Content development standards & models, Developing standard compliant e-Learning content.

UNIT – II

No. of Hours: 10   **Chapter / Book Reference: TB2 [Chapters 1,2,4,5]**

Content Management Systems: Basics of CMS and LMS, CMS vs LMS, Features & Requirements of CMS, Development & Customization of open source LMS, Choosing open source vs closed source LMS, Development & Deployment of e-content through LMS.

Practical: Working on an open source CMS like Moodle.

UNIT – III

No. of Hours: 10   **Chapter / Book Reference: TB1 [Chapters 4,8,9,10]**

Designing e-Content: Learning with media, Content Authoring and publishing tools, Design of Multimedia based e-content- Graphics and Animation, Online video creation, Audio and podcasting, design of online assessments & activities, Design & Development of interactive components of e-Learning, Design & Development of mobile learning components.

Practical: Designing e-content of 2 hours with all components.

UNIT – IV

No. of Hours: 10   **Chapter / Book Reference: TB3 [Chapters 28]**

e-Content Trends & Advancements: Virtual Classroom based content delivery, MOOC's and MOOC based content delivery, Mobile content, Personalized and adaptive e-content, Professional Ethics towards content usage, development and writing.

Practical: Any two week course from course era.

TEXT BOOKS:

TB1. Diane Elkins et al., "E-Learning Fundamentals: A PRACTICAL GUIDE", 2015, ISBN: 9781562869472.

TB2. Nirav Mehta, "Choosing an Open Source CMS: Beginner's Guide", Paperback Publishing, 2010.

TB3. Marina Arshavskiy, "Instructional Design for e-learning: Essential Guide to Creating Successful e-learning Courses", CreateSpace Independent Publishing Platform, 2nd Edition, 2018.