

List your top three "important things to remember from this course". Say enough about each so that we can fully understand what it is you're taking with you, and why:

- Innovation Cannot Happen in a Vacuum:
 - Throughout the semester reading 'Where Good Ideas Come From' the idea of innovation, and the concepts utilized to develop new and innovative concepts was a big part of distance education. With the constant change in technology available to educators and designers.
- Quality of Education:
 - Quality is a HUGE driver of anything we do regardless of the field we are in. We naturally want to provide a quality product or service. In regard to distance education building proper objectives, having proper framework result in a better 'quality' course and ultimately a better learning experience for students.
- Accessibility & Availability:
 - Having just completed this unit this information was freshest in my mind, but also seemed to be some of the most important material we have covered this semester. Having appropriately designed materials in a course result in a much smoother flow of the course. It lessens the potential for errors (both educationally and legally) and allows for those who are utilizing the materials to learn to do so in an appropriate manner.

I too chose to mention Accessibility. Looking back on all the course material accessibility stands out as a very important concept with respect to distance education.

My Undergrad was in Design, so I was familiar with the 'Understand by Design' Model. It is a great concept to have in your back pocket when thinking about designing anything, especially in Distance Education.

MOOCs were a super neat concept to learn about. Before this I had not realized the vastness of them, and what all can be found regarding MOOC's

I have seen several people mentioning accessibility (As I chose this as well). This being the last lesson taught must be by design. I imagine it is something that is looked for crucially in distance education today.