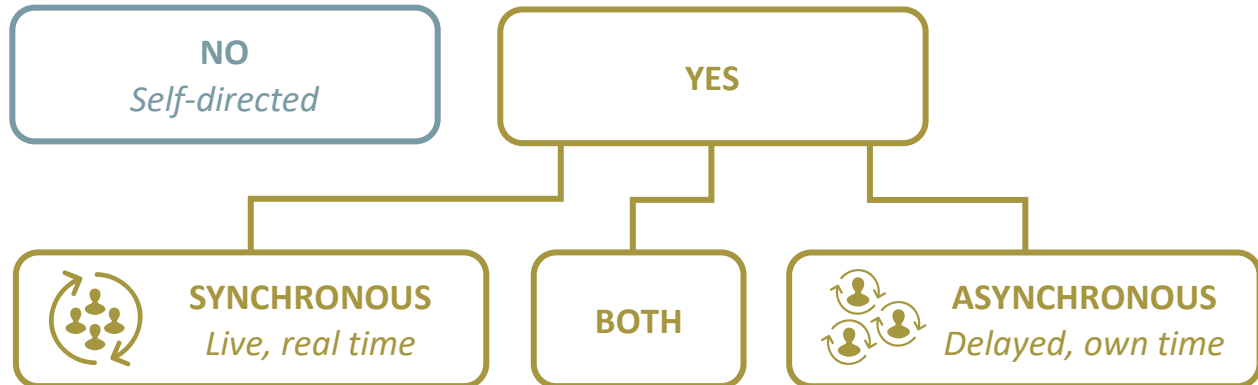


Two Key Design Decisions

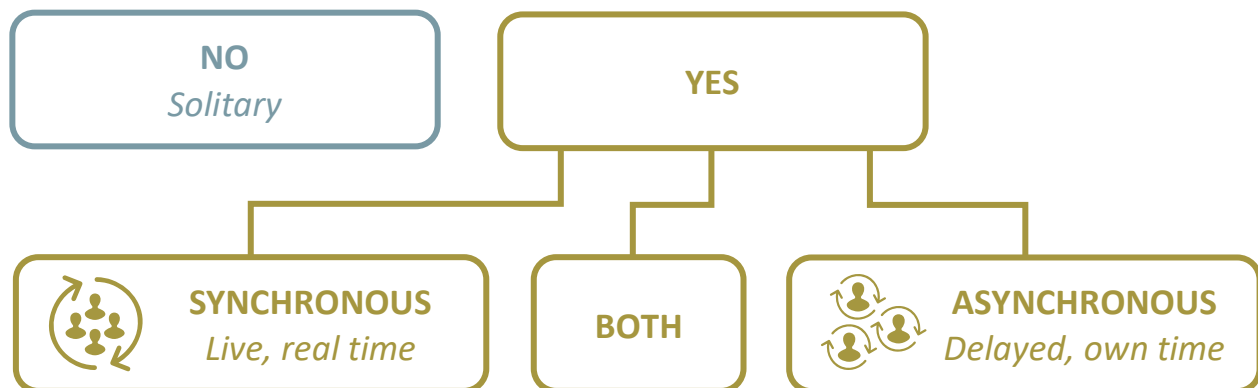
Two key decisions will help your online design take shape and will help you narrow in on platforms. If you're designing a learning program with several components, you'll want to make these two decisions for each component. Then, you'll be ready to start thinking about what platforms or tools you might use to facilitate interaction among learners and/or facilitators.

Decision #1: *Will learners interact with a facilitator?*



NOTES:

Decision #2: *Will learners interact with each other?*



NOTES:



Which *synchronous* option/s might you use for interaction?

- Skype
- Zoom
- GoToMeeting
- Google Meet
- WebEx
- Telephone
- Other: _____



Which *asynchronous* option/s might you use for interaction?

- Email with attachments
- Shared documents / drive (e.g. Google Drive, OneDrive, DropBox)
- Within a Learning Management System (e.g. Ruzuku comment box)
- Discussion Board
- Website Forum (may be password protected)
- Blog with comment exchange
- SMS / mobile-based
- Other: _____