

eLearningJoe



eLearning Preparation Questionnaire

The following represents the questions that we normally try to answer either before we write our proposal or after project award during the first phase, called Discovery. The more we know before we write the proposal, the more accurately we can assess your needs and the more precise will be our schedule and pricing proposal. Whatever is unknown until the Discovery phase will be captured during that stage when we create the Learning Strategy.

If there are a great many unknowns, we can price out the Discovery phase first and then price out the rest after the items become better defined. If much but not all is known before the Discovery phase, we can place assumptions on which we mutually agree in the proposal.

In other words, the more you can provide to us, the better, but don't worry about anything you do not know at the moment. Just let us know what you may already know regarding predetermined requirements. Don't spend too much time on this – just fill in what you know. Thank you!

eLearning Preparation Questionnaire	i
Communication.....	1
Terminal Learning Objective.....	1
Course Structure.....	2
Supporting Objectives.....	2
Content.....	2
Media Use.....	2
Interactivity.....	2
Learner Audience.....	3
Progress Tracking System.....	3
Authoring Tool.....	4
Desired Average and Total Learner Seat Time.....	6
Learning Materials.....	6
Predetermined Methodologies	7
Minimum Learner Machine Technical Specifications.....	7
Delivery Methods to Support.....	8

User Testing	8
Subject Matter Expert Availability	8
Review and compliancy issues	8
Milestones	9
Marketing	9
Budgeting	9
Thank you very much!	9

Communication

Who will be our main point of contact? This should be the person who has final decision-making responsibility on open questions.

--

What are your preferred methods of collaboration?

- E-Mail
- Instant Messaging
- Web conferencing
- In person meetings
- Phone calls

Your preferred phone number for technical questions

In which time zone are you?	
What times of day do you prefer to talk?	
Proposal due date?	
Estimated project start date?	
Desired project completion date?	

Terminal Learning Objective

Please state the overall objective or goal that should be reached by learners when they will have completed the course.

Example: The learner will be able to determine the steps to take in the correct order when checking for malfunctions in an air-conditioning unit.

--

Course Structure

Please state the overall objective or goal that should be reached by learners when they will have completed the course.

Example: *The learner will be able to determine the steps to take in the correct order when checking for malfunctions in an air-conditioning unit.*

Supporting Objectives

Are there smaller objectives that support the terminal learning objective? These are often called enabling objectives.

Examples:

1. *The learner will first check if power is reaching the unit.*
 2. *The learner will check filters and other airflow items.*
- Etc.*

Content

What is the content to be taught?	
How familiar is the learner audience with the content?	

Media Use

What type of media do you believe should be used in this course?	<input type="checkbox"/> 2D Images <input type="checkbox"/> 3D Images <input type="checkbox"/> 2D Animations (Objects Moving) <input type="checkbox"/> 3D Animations (Objects Morphing) <input type="checkbox"/> Audio Narration, Male <input type="checkbox"/> Audio Narration, Female <input type="checkbox"/> Music / Sound Effects <input type="checkbox"/> Photography <input type="checkbox"/> Digital Videos
--	---

Interactivity

Indicate at right the different types of interactivity and approaches you believe should be used in this course.	<input type="checkbox"/> Multiple-Choice <input type="checkbox"/> Short Text (Fill-in-the-Blank) <input type="checkbox"/> Drag and Drop <input type="checkbox"/> Matching (Left and Right Columns) <input type="checkbox"/> Surveys <input type="checkbox"/> Soft Skills Simulations <input type="checkbox"/> Software Simulations <input type="checkbox"/> Roll over / Exploratory screens <input type="checkbox"/> Zoom in / out <input type="checkbox"/> Place items in sequence <input type="checkbox"/> Other _____
--	--

Learner Audience

Education level <i>What is the minimum education level for learners? (e.g. high school graduates)</i>	
Languages <i>What languages must be supported among the learner audience?</i>	
Geographic Locations and Dispersal <i>Where are the learners located? In how many separate locations</i>	
Availability <i>Please describe when learners will access the learning. For example, will the learners have dedicated time to take the e-learning or will they be taking them at their desk between other duties?</i>	
Job Roles <i>Please describe the roles that learners occupy while on the job. For example: lead engineer, quality engineer, etc.</i>	
Estimated Size of Learner Population <i>For example, 50,000 learners</i>	

Progress Tracking System

Name of tracking system	
Version of tracking system	
SCORM compliancy version	
xAPI (Tin Can)	
Other important details	

<p>Progress Tracking System Do you have a tracking system (such as a learning management system, LMS) in place or will you have one in place by the time the e-learning is due to be ready? If so, please include the information to the right.</p>	
<p>If you do not have a tracking system and have no plans for one in the immediate future, do you have another system in place for tracking progress to which the e-learning must send information? If so, please provide details.</p>	
<p>If neither of the above is true, do you want us to create a progress tracking system?</p>	
<p>Information to be tracked The more information that needs to be tracked, the more time it will take to build the tracking and the higher the price. However, it is much less expensive to build progress tracking in at the beginning rather than try to include it later. It is best to include what you know now to be required and what you believe will be needed in the future and avoid including any tracking below that you do not believe will ever be required of the course.</p>	<p><input type="checkbox"/> Lesson Completion / Course Completion <input type="checkbox"/> Quiz Results (Pass / Fail) <input type="checkbox"/> Test results <input type="checkbox"/> All interaction results</p> <p><i>Include:</i></p> <p><input type="checkbox"/> Answers to each interaction <input type="checkbox"/> Length of time in each interaction <input type="checkbox"/> Number of attempts to each interaction <input type="checkbox"/> Result (<i>Correct / Incorrect / Did Not Try</i>) for each interaction</p>

Authoring Tool

<p>Is there an authoring tool that will be required to be used to create the learning?</p>	<p>If so, what is it?</p>	
	<p>Which version of the tool?</p>	

Desired Average and Total Learner Seat Time

<p>The average seat time refers to the amount of time that the average student will take to go through the entire course. Include glossary term items and other ancillary items that will be included in the course.</p>	Average seat time for the course	
	Average seat time for each lesson	
	Total seat time if <i>everything</i> is seen and all interactions are taken.	

Learning Materials

<p>Is this course based on any of the materials on the right which already exist?</p>	<input type="checkbox"/> Classroom instructions <input type="checkbox"/> Existing manuals <input type="checkbox"/> E-learning <p>Is the source code available? _____ What tools were used to create the previous e-learning (include versions)? _____</p>
<p>Check all items on the right which exist at this time and from which it is possible to obtain source material.</p>	<input type="checkbox"/> Classroom teaching guides <input type="checkbox"/> Manuals <input type="checkbox"/> Images _____% of total images to be used <input type="checkbox"/> Videos _____% of total videos to be used <input type="checkbox"/> Audios _____% of total audio to be used
<p>What materials may we review during the proposal process?</p>	

Predetermined Methodologies

<p>Do you have any predetermined methodology or ideas regarding the learning strategy?</p> <p>Would the audience be open to these ideas?</p>	<input type="checkbox"/> Gaming elements? <input type="checkbox"/> Scenarios? _____ <input type="checkbox"/> Storyline? _____ <input type="checkbox"/> Interaction types <ul style="list-style-type: none"> <input type="checkbox"/> Text entry <input type="checkbox"/> Multiple choice <input type="checkbox"/> Drag and drop <input type="checkbox"/> Click <input type="checkbox"/> Date/Time stamp <input type="checkbox"/> Latency <input type="checkbox"/> Score <input type="checkbox"/> Correct response <input type="checkbox"/> Student response <input type="checkbox"/> Attempt number <input type="checkbox"/> Pass/Fail <input type="checkbox"/> Possible points <input type="checkbox"/> Other _____
--	--

Minimum Learner Machine Technical Specifications

<p>What are the minimum technical specifications on learner machines? Fill out all you know at right.</p>	Operating systems and versions	
	Browser and version (if applicable)	
	Minimum Internet speed	
	Hard drive space available	
	Memory	
	Access to system folders	
	Flash player version	
	HTML5	
	Other	

Delivery Methods to Support

Which of the delivery methods to the right need to be supported?	<input type="checkbox"/> HTML5 <input type="checkbox"/> HTML5 Responsive Design <input type="checkbox"/> Flash <input type="checkbox"/> CD-ROM <input type="checkbox"/> DVD-ROM <input type="checkbox"/> Mobile Devices <ul style="list-style-type: none"> <input type="checkbox"/> iOS <ul style="list-style-type: none"> <input type="checkbox"/> iPad (models _____) <input type="checkbox"/> iPhone (models _____) <input type="checkbox"/> Android <ul style="list-style-type: none"> <input type="checkbox"/> Pads (models _____) <input type="checkbox"/> Smartphones (models _____) <input type="checkbox"/> Webinar (synchronous)
--	---

User Testing

How actively would you and/or the client be involved with the user testing?	
How much user testing will we be involved in after delivery?	

Subject Matter Expert Availability

How much time can subject matter experts be made available during the Discovery phase? Indicate hours per week if possible.	
Will there be one subject matter expert who will make final decisions on all subject matter-related matters?	

Review and compliancy issues

Please describe what reviews will be needed before, during and after the project.	
Will the course need to be ADA Section 508 compliant? If so, describe at what levels.	
Other review and compliancy issues?	

Milestones

What project milestones would you like us to include in our proposal?	
---	--

Marketing

We normally provide a 10% discount when we are allowed to market the end results and our relationship with the client. Will this be possible in this case?	
--	--

Budgeting

If you have a budget in mind that you would like to share with us, we can try to cater our proposal to fit within your budget. If you would like to share that, please state it here.	
Given the anticipated budget, what elements of the e-learning to be developed do you consider the most vital?	

Thank you very much!

If you have questions, please write me at joe@elearningjoe.com or call me at 703-927-9437.