Instructional Design Project

# Project Name: Create an Interactive Infographic on Student Success as an Online Student

## Client Information

**Institution:** University of South Florida

**Unit Name:** Online Course Design and Development (OCDD)

**Unit Responsibilities:** The OCDD unit works collaboratively with faculty to design and develop online courses and programs. This includes creating new courses, converting courses from traditional format, and refreshing existing online courses.

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## Problem Description

Flexibility and convenience are two key terms when it comes to online education, but learning online is a much more challenging and involved way of learning than most students realize. It requires just as much, if not more, persistence, time, energy, and motivation from students compared to traditional classroom courses. OCDD wants their students to be successful in an online environment and is in need of a multimedia presentation that lists, explains, and provides examples of successful online student performance to include in every course they develop.

## Assignment

Create an interactive activity that can be opened in a web browser. It should include tips and strategies for success in the online environment of a course based on the resource document “What Makes a Successful Online Learner”, along with any other appropriate material that you have researched.

You can use any tool of your choice - Adobe Acrobat, HTML/CSS, a one slide Storyline interaction, or any other tool you may have access to - as long as it will be accessible within any web browser. To turn your assignment in, you will send us the link to view the infographic in the page it opens in. Also, develop a print version of this activity to be downloaded as a pdf.

The activity must open in one page, though the interactivity may open pop up boxes or lead elsewhere, as long as there is a way to return to the page.

## Audience

All online USF students.

## Deliverables and Specifications

To satisfy this request, OCDD would like to have an interactive activity and downloadable pdf developed that utilizes the following criteria:

* Specifications
	+ There are two elements to this assignment:
		- The interactive element using any design layout tool (InDesign, Illustrator, Photoshop, Storyline, etc.) you choose, and
		- A printable version saved as a PDF (Word, Pages, etc.)
	+ [USF palette](http://usfweb4.usf.edu/ucm/marketing/colors.aspx), being sure to implement colors from the accent pallet, it doesn’t have to be green and gold
	+ 4-8 pages
	+ Meet “508” compliance
	+ Sources used must be cited appropriately
* **Infographic Content**:
	+ Content aligns with student learning outcomes
	+ Title and page number(s)
	+ No limit to your creativity – include humor, modern-day images, and real-life situations
* **Infographic Design**:
	+ No more than two fonts used
	+ Aligned and consistent formatting
	+ Use a consistent design throughout entire infographic
* **Infographic Functionality (Interactive)**:
	+ Links work as expected
	+ Navigation within infographic works as expected
* **Media**:
	+ Any additional media is relevant to the content
	+ Relevant and high-quality images, sized correctly and consistently
	+ Include alternate text with images

## Resources

### The following is a list of resources to get you started. Please feel free to bring in additional resources:

[What Makes a Successful Online Learner](http://usfweb.usf.edu/courseresources/edu/eme6613/ocdd_pdf_links/What%20Makes%20a%20Successful%20Online%20Learner.pdf) (use this for content)

 [Tips for Success](http://usfweb.usf.edu/courseresources/edu/eme6613/ocdd_pdf_links/arh3001_Tips.pdf) (design example)

Design resources:

[Link to 508.gov](https://www.section508.gov/)

[Link to 508 summaries](https://www.section508.gov/section508-laws)

[WebAim Resource for Designers](http://webaim.org/resources/designers/)

[WebAim Contrast Checker](http://webaim.org/resources/contrastchecker/)

[WebAim 508 Checklist](http://webaim.org/standards/508/checklist)

### Timeline

You should approach this project in phases. First, you should be doing your research and compiling outlines and planning the message. The next phase should be creating a rough prototype, and the final phase is production. There will be one review checkpoint by OCDD after the first stage.