

Micro eLearning

Author(s): Leah Willis

Context: This micro eLearning class focused on Virtual Reality. It aims to give the average user an understanding of virtual reality and some of its features. The learning module showcased in the micro eLearning video explains virtual reality, why it is important to understand, the different types of virtual reality, and how it is implemented in different training environments.

IDD&E Phases: These deliverables for this course focused more on the design and development phases of the IDD&E framework. During the design phase, I focused on creating the storyboard where I defined the learning objectives and selected the appropriate instructional strategies. This process required me to critically think about how to sequence my content in a way that would be engaging for the learner. The development phase allowed me to bring my thoughts to life through the creation of the video. This process highlighted how each decision made during the design phase can impact the learner's experience during implementation.

Reflection and Self-Assessment: I originally selected the topic of virtual reality as many of the shows I enjoy tend to have some sort of virtual reality aspects to them. As this was the first course for the program, it challenged me in ways I didn't expect, particularly in terms of time management and production planning. I was unaware of how much time and effort it truly takes to create a video, especially without any prior knowledge of video editing tools or scripting techniques. Once I got the hang of the process, I started to appreciate the importance of detailed planning, clear storyboarding, and pacing myself throughout each step. What initially seemed overwhelming became more manageable once I broke the project into smaller parts and allowed

time for revisions. I also realized how critical it is to balance creativity with structure. Learning to integrate research, visuals, narration, and timing was not only new to me, but also deeply rewarding. This assignment allowed me to tap into my curiosity about immersive technologies while also pushing me to build new skills that I know will be valuable throughout the rest of the program. Looking back, I feel a sense of accomplishment knowing that I was able to take a complex topic and deliver it in a way that others could understand and learn from, even as I was learning myself.