8. SATISFACTION

The learner successfully completes the lesson and feels happy with their performance.

7. SELF REGULATION

The lesson gives the learner opportunities to check in with themselves and monitor their performance.

6. CURATION

The lesson encourages the learner to research beyond the lesson and generate material on their own. This requires the learner to think deeper about the material and use higher levels of Bloom's Taxonomy.

5. SCAFFOLDING

The material starts off easy and progressively becomes more challenging as the learner receives less guiding information.



Factors that Lead to an Engaging eLearning Course



The material is authentic and triggers the learner to relate it to their own experiences.

2. INTERACTION

The learner plays an active role throughout the lesson. It is impossible to complete the lesson without the learner interacting with the content in different ways.

3. DISCOVERY

The design helps the learner discover information as they complete the lesson. A sense of discovery leads to excitement for the learner!





Feedback is given to the learner as they progress through the content. The learner receives automated feedback that helps guide them to the next level.



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