Design Document
Using Graphic Design Tools in the GCU College Classroom,
Making Use of Piktochart in Your Courses

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Project Information

Project Title:	Using Graphic Design Tools in the College Classroom, Making Use of Piktochart in Your Courses
Project Description:	This self-paced online course will teach faculty through the online portal the basics of using this tool and ways to incorporate them into their classrooms. They will be instructed to use it both as a tool that students can use and as a tool that they can use to create meaningful content for their students.
Gap Analysis:	**Desired Status**- Faculty using design tools in their GCU classrooms to facilitate learning. **Actual Status**- Faculty do not generally use design tools in their GCU classrooms to facilitate learning. **Need-** The creation of a simple online training that both online and ground GCU faculty can access to learn how to use design tools in their classroom.

Roles and Responsibilities

Learning Designer:	Erin Wais-Hennen
Critical Project Stakeholders:	Grand Canyon University
Subject Matter Experts (person or resource):	Erin Wais-Hennen
Other Contributors:	Tiffany Newell, Grand Canyon University Faculty Advisory Board (Potentially)

Learner Analysis

Target Audience:	Faculty at Grand Canyon University who want to learn more about using graphic design tools in their courses
Unique Characteristics of Learners:	- They are highly educated. - They have a limited amount of time to devote to professional development. - They are motivated to learn more about this tool (and others) to help their students learn.
Research / Theory / Model Selected in Response to Learners' Needs:	Whole Module: Social Cognitive Theory and ARCS Model of Motivation Videos: Segmenting, Weeding, and Signaling

Project Content

Project Goal:	Get faculty to use a design tool in their classroom
Learning Objectives:	1. Faculty will be able to demonstrate how they can use these in their classroom. 2. Faculty will be exposed to using Piktochart as a tool in education 3. Faculty will be able to decern what tool is best for them based on information from the course.
Description of Engagement Strategies/ Interaction	I will be using animated videos and buttons and other interactive features in Articulate Storyline 360, using the theoretical framework that I have indicated above to aid in these decisions.
Assessment Plan:	Once all three Buttons have been viewed, a fourth button will appear on the master slide, "Take the Quiz." A three-question multiple-choice quiz will then follow with two correct of three required to pass the quiz
Content Outline (brief):	**Master Slide with Three Buttons** **Button 1**-Leads to a slide titled "Using Design Tools" in this slide, there is a short description of the video and a button that leads to a video made in Vyond. It details uses by faculty in the classroom and ways that faculty can get students to use these tools in the classroom (6 minutes max).

	Button 2-Leads to a slide titled "Piktochart Basics" in this slide, there is a short description of the video and a button that leads to a video made using Screencast-O-Matic and Speechelo for voice-over (10 minutes max). **Button 3**-Leads to a slide titled "Advantages & Disadvantages of 3 Popular Design Tools" part of the module on three different programs (8 slides in Articulate Storyline max) Slide 2-Piktochart Advantages Slide 3-Piktochart Disadvantages Slide 4-Canva Advantages Slide 5-Canva Disadvantages Slide 6-GetStencil Advantages Slide 7-GetStencil Disadvantages Slide 8-Which I would select for various uses. **Assessment**-Once all three Buttons have been viewed, a fourth button will appear on the master slide, "Take the Quiz." A three-question multiple-choice quiz will then follow with two correct of three required to pass the quiz.

Course Deliverables

LMS Platform or Authoring Tool to be Used:	Articulate Storyline 360
Description of Deliverables & Course Assets:	**20-minute eLearning course covering the following items**: • A slide in Articulate Storyline that introduces each of the above videos and the subject matter at hand • A video on how faculty can use these tools and get their students to use these tools (5-6 minutes) • A video on the basics of how to use Piktochart (10 minutes max) • An advantages/disadvantages part of the module on three different programs (8 slides in Articulate Storyline max)

ID Reflection