# Online Design and Development Process

## Plan

1. Develop a Plan
2. Write a Statement of Work
3. Assemble a Team
4. Hold a Kick-Off Meeting

## Analyze

1. Current Program and/or Course
2. Learn about Learners
3. Develop Personas
4. Determine Disciplinary Norm to Teaching and Learning
5. Determine Requirements
6. Set Measurable Goals

## Design

1. Program/Vocational Learning Outcomes (VLOs)
2. Course Learning Outcomes (CLOs)
3. Align CLOs with VLOs
4. Assessment & Delivery Strategies
5. Course Outline
6. Learning Plan
7. Assignments, Tests, & Activities
8. Conduct Content Inventory
9. Modular Content

## Develop

* Module theme(s) and Style(s)
* Modules & Pages
* Custom Activities and Interactions
* Gradebook
* Assignment Folders
* Quizzes and Tests
* Discussions
* Other Tools as needed

## Test & Refine

* Usability Testing
* Implement & Retest