## Pedagogy
Recognize why you want to use interactive learning. Determine which approach would best address your teaching goals.

- Who are your learners?
- What do you want your students to be able to do at the end of the course?
- How will learners show that they’ve achieved the course learning goals?
- In what format do you plan to offer your content?
- What types of interactions do you want to have online with learners?
- What types of interactions do you want to have f2f with learners?
- What types of interactions do you want learners to have with each other?

### RESOURCES
- SFDC faculty development.
- EdTech for general knowledge.

## Planning
Plan for this to be an ongoing process. The more planning you do up-front the less likely you will be to end up with limited options due to lack of time and resources.

- When will your course be offered?
- How many sessions will you be video taping?
- How many interactive sessions will you be preparing?
- How many instructors will be taping videos?
- What style of video taping will you use?
- On what platform will you deliver your content?
- Will you be integrating quizzes?
- How many course staff/TAs do you have lined up?
- Does your content require a review cycle before posting?

### RESOURCES
- EdTech support.

## Content Development
Remember that the content should drive the presentation style you choose.

- What are the learning objectives for each session?
- What are chunks of content appropriate for 5-15 minute videos?
- What types of interactive activities will you be building?

### RESOURCES
- Course Instructors.

## Production
Let EdTech train you, your instructors and course staff on the skills you will need to produce your videos. Seek advice on interactive learning ideas from SMILI alums.

- Where will you do your video taping?
- Do you have any editing/post-production needs for your videos?

### RESOURCES
- EdTech Support.

## Delivery
Choose a platform that best meets your content delivery goals. Delivery of course materials will be administered via that platform by your course staff.

- Who will administer the delivery of content on whatever platform you choose?
- When will you make content available to students?
- Are there any other course components needed for or enabled by the platform of choice?

### RESOURCES
- Platform chosen. EdTech as point of contact and liaison.

## Evaluation
Plan ahead for evaluation. Evaluation is critical for demonstrating the effectiveness of your approach and will inform future iterations of your course.

- What are your evaluation goals (learning outcomes or learner satisfaction)?
- Will you require a pre-test?

### RESOURCES
- SCeMERI.

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**6-4 Months to launch:** Answer key pedagogy questions, determine platform, and develop content plan. Consult with SCeMERI to design evaluation strategy.

**4-3 Months to launch:** Begin producing content.

**1 Month to launch:** Have content ready to publish.