

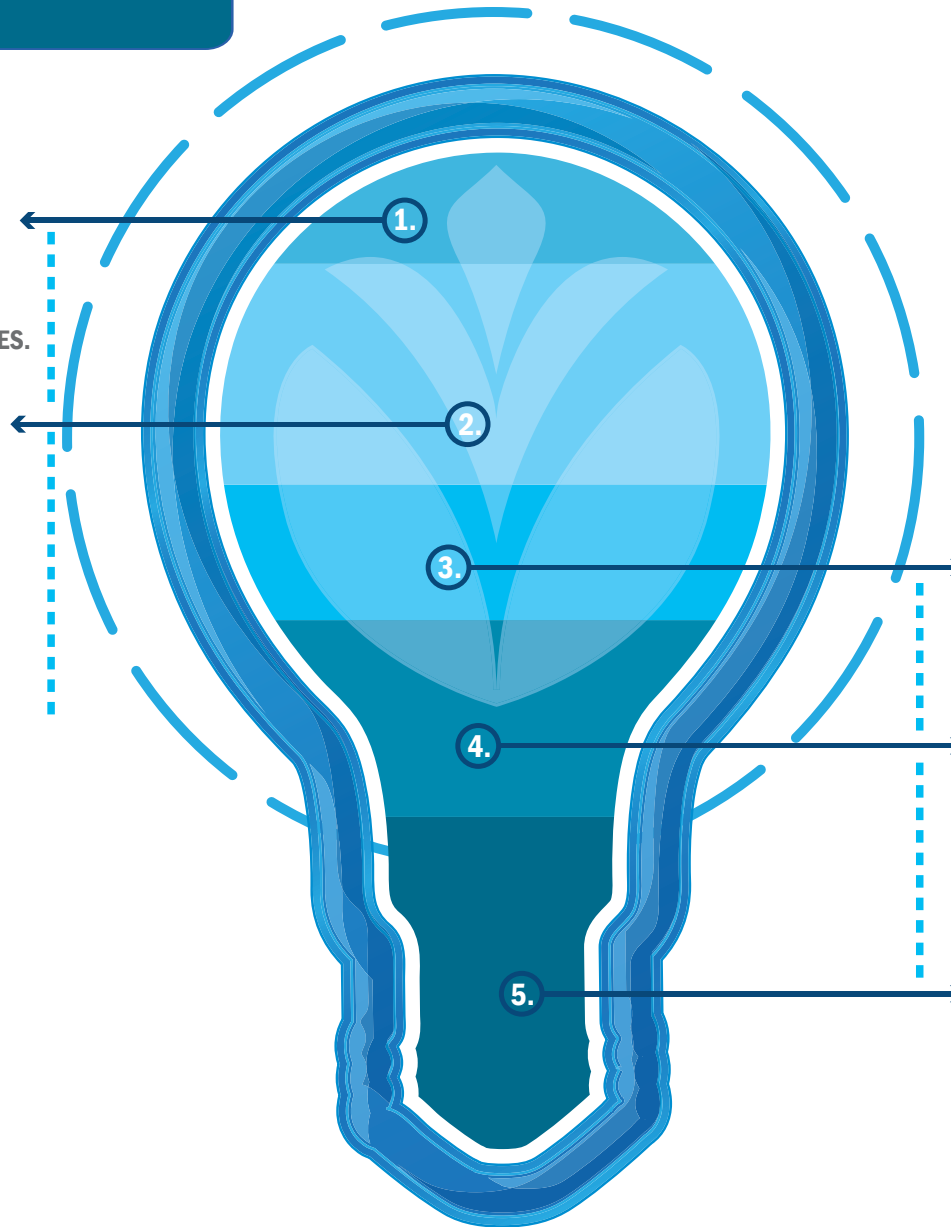


 **ANALYZE**

- DEVELOP INSTRUCTOR PROFILES.
- DETERMINE PROBLEM, GOALS & OBJECTIVES.
- IDENTIFY LEARNING & DEVICES.
- RESEARCH LEARNING RESOURCES.
- DETERMINE DELIVERY & ASSESSMENT STRATEGIES.

 **DESIGN**

- STORYBOARD DESIGN STRATEGY.
- PLAN DELIVERY METHOD.
- DETERMINE TRAINING STRUCTURE & DURATION.
- ESTABLISH EVALUATION METHODOLOGY.
- EXPLORE & REFINE TECHNOLOGY OPTIONS.



 **DEVELOP**

- PROTOTYPES.
- TRAINING MATERIALS.
- CREATE AND ASSEMBLE CONTENT.

 **IMPLEMENT**

- WEEKLY TRAINING SCHEDULE.
- PROVIDE TOOLS FOR INSTRUCTORS.
- CONDUCT DELIVERY & ASSESSMENT.
- PROVIDE ENTRY POINT FOR INSTRUCTORS.
- PREPARE INSTRUCTORS FOR E-LEARNING.

 **EVALUATE**

- COLLECT, INTERPRET & UNDERSTAND DATA.
- REVIEW TRAINING EFFECTIVENESS.
- ASSESS DELIVERY AND SHARE RESULTS.
- OBSERVATIONS.