

## Beginner track:

By the end of this training track, the stakeholder must be able to:

- Set the concept of e-learning technology.
- master e-learning fundamental
- Establish an Instructional Design for simply web page course.
- Put storyboard on practice.
- learn how to create web pages and their contents
- Help trainees use Cascading Style Sheet (CSS) to enhance design of Web pages.
- Select appropriate resolutions for different image and output types as well as resize and crop image areas.
- Create and manipulate multiple layers to compose images easily.
- Select image areas for editing and compositing images.
- Retouch images.
- Add texts & effects to the design.

Instructional Design - level 1	
Courses	Hours
<b>e-Learning Fundamentals:</b> <ul style="list-style-type: none"> <li>• E-learning definition, scope, trends, attributes &amp; opportunities.</li> <li>• Why eLearning?</li> <li>• E-Learning vs. distance learning and online learning</li> <li>• Pedagogical Designs for e-Learning.</li> <li>• E-Learning Delivery Formats</li> <li>• Synchronous / Asynchronous Technologies</li> <li>• Blended Learning</li> <li>• Needs of eLearning [Society, Edu. System, Learner]</li> <li>• Standards for the use of e-Learning Technologies.</li> </ul>	
<b>Instructional Design:</b> <ul style="list-style-type: none"> <li>• History of Instructional Design</li> <li>• Define the concept of Instructional Design</li> <li>• Describe Instructional design model for E Learning</li> <li>• Learning Objectives</li> <li>• Learning Theories</li> <li>• Describe Content design &amp; development process</li> </ul>	12

<b>Storyboarding:</b> <ul style="list-style-type: none"> <li>• What is a Storyboard</li> <li>• Why Storyboards are important</li> <li>• What are the Storyboards elements</li> <li>• What are the Storyboard concepts</li> <li>• What is the Storyboard process</li> <li>• How to put these storyboards in practice</li> <li>• Why consider the Storyboards as a sign off point</li> <li>• SB Sample Templates</li> </ul>	<b>9</b>
<b>Instructional Strategies:</b> <ul style="list-style-type: none"> <li>• Instructional strategies.</li> <li>• Direct strategy vs. indirect strategy.</li> <li>• Independent strategy.</li> <li>• Experimental strategy.</li> <li>• Interactive strategy.</li> </ul>	<b>9</b>
<b>Assessment design:</b> <ul style="list-style-type: none"> <li>• The purpose of assessment.</li> <li>• Kinds of Traditional Assessment</li> </ul>	<b>9</b>

Graphic designer Courses - level 1	
Courses	Hours
<b>Adobe Photoshop CS5</b> <ul style="list-style-type: none"> <li>• How to use Photoshop CS5 to accomplish the operations required to retouch images.</li> <li>• Draw &amp; paint objects.</li> </ul>	<b>21</b>
<b>Adobe Illustrator CS5</b> <ul style="list-style-type: none"> <li>• How to use Illustrator CS5 to create and incorporate powerful, compelling vector graphics.</li> <li>• You will be able to save and export them for use in other programs.</li> </ul>	<b>21</b>
<b>Adobe Sound booth CS5</b>	<b>9</b>

- Learn how to edit, repair, and enhance audio.
- Record voiceovers, remove unwanted noises, add effects, and integrate professional sounding audio projects in other Creative Suite applications.

E-content development - level 1	
Course	Hours
<b>XHTML &amp; CSS</b> <ul style="list-style-type: none"> <li>• Develop attractive web pages</li> <li>• Format text and paragraphs</li> <li>• Create external, internal and e-mail hyperlinks</li> <li>• Design tables and frames</li> <li>• Add and adjust images in web pages</li> </ul>	15
<b>JavaScript</b> <ul style="list-style-type: none"> <li>• Explain JavaScript usage and limitations</li> <li>• Explain the object model as it applies to JavaScript</li> <li>• Use JavaScript to create web page frames</li> <li>• Use JavaScript to create Rollover Buttons</li> <li>• Create interactive web page</li> </ul>	15

## Intermediate track:

- By the end of this training track ,the stakeholder must be able to:
- apply e-learning model to establish a learning object
- discuss e-learning domains
- determine learning styles
- differentiate between kinds of Learning Outcomes
- Establish an Instructional Design for a 2d (flash) course.
- create dynamic HTML pages
- how to write JavaScript programs, script for the JavaScript object model, control program flow, validate forms, animate images, target frames, and create cookies
- Create an Interactive 2D Learning Object.

Instructional Design - level 2	
Courses	Hours
<b>Learning domains:</b> <ul style="list-style-type: none"> <li>• Cognitive</li> <li>• Behavioral</li> <li>• Constructive</li> </ul>	6
<b>Learning styles:</b> <ul style="list-style-type: none"> <li>• Visual style</li> <li>• Auditory style</li> <li>• kinesthetic style</li> </ul>	6
<b>Standards of Learning Outcomes:</b> <ul style="list-style-type: none"> <li>• Videos</li> <li>• Pdf</li> <li>• Photo gallery</li> <li>• Interactive media</li> <li>• Ppt presentation</li> <li>• Audio files</li> <li>• simulation</li> </ul>	12
<b>e-Learning Models:</b> <ul style="list-style-type: none"> <li>• What are the goals and objectives?</li> <li>• Who will be the learners?</li> <li>• What will be the subject content?</li> <li>• What is the need for the educational program?</li> <li>• What teaching methods and technology (media) will be used?</li> </ul>	16

<ul style="list-style-type: none"> <li>• How will learners be assessed?</li> <li>• How will a course or lesson's instructional design be evaluated and improved?</li> </ul>	
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Graphic designer Courses - Level (2)	
Courses	Hours
<b>Adobe Flash CS5</b> - Learn how to use flash to produce an animated Multimedia.	21
<b>Action Script 0.3</b> - Learn how to produce an Interactive activities and multimedia.	21
<b>Adobe Captivate</b> - Learn how to rapidly creating and maintaining interactive eLearning content. - Import your existing Microsoft PowerPoint content and make it more engaging with rich media, application simulations, branching scenarios, and quizzes.	14

E-content development - Level (2)	
Course	Hours
<b>Introduction to xml</b> <ul style="list-style-type: none"> <li>• Understand the need for using XML parsers</li> <li>• Create content models using XML Schemas</li> <li>• Create XSL Style Sheets and use them to transform an XML document</li> </ul>	9
<b>JavaScript</b> <ul style="list-style-type: none"> <li>• Writing JavaScript programs</li> <li>• Validating forms</li> <li>• Targeting frames</li> <li>• Creating cookies</li> <li>• Understanding and using the most popular applications of JavaScript</li> </ul>	15
<b>Content management system Concepts</b>	6

## Professional track:

- By the end of this training track ,the stakeholder must be able to:
- Establish an Instructional Design for a 3d professional course.
- Design activities using the concept of Interactive Learning
- Formulate an advanced assessment
- Recognize The Future of e-Learning Technologies
- use Simulation Tools
- develop critical thinking skills
- Create a full interactive script
- Using and administrate Moodle
- Create a full e-course using e-learning authoring tools
- Create an Interactive 3D Learning Object.
- Realize Ethics and legal issues in e-Learning.
- Put Quality assurance criteria for e-Content.

Instructional Design - Level (3 )	
Courses	Hours
<b>Interactive Learning &amp; Simulation Tools:</b> <ul style="list-style-type: none"> <li>• Interactivity concept.</li> <li>• Interactivity design.</li> <li>• E-Learning Interactivity Models.</li> <li>• Different interactivity levels, forms and types.</li> <li>• Good vs. bad interactivity.</li> <li>• Definition of activity.</li> <li>• The added value of activities.</li> <li>• Concept of simulation.</li> <li>• Different types of simulation.</li> <li>• Common simulation tools</li> </ul>	12
<b>The process of Abstraction</b> <ul style="list-style-type: none"> <li>• Background</li> <li>• Purpose</li> <li>• Method</li> <li>• Results</li> <li>• Conclusion</li> </ul>	6
<b>Using Flowcharts for Task Analysis Abstraction, Manipulation, and Content Creation</b>	6
<b>Advanced assessment:</b> <ul style="list-style-type: none"> <li>• Assessment Classification</li> </ul>	18

<ul style="list-style-type: none"> <li>• Diagnostic Assessment</li> <li>• Formative Assessment</li> <li>• Summative Assessment</li> <li>• Dimensions of assessment.</li> <li>• Assessment components.</li> <li>• Different types of assessment.</li> </ul> <p>Design and Develop eLearning assessment</p>	
<b>Ethics and legal issues in e-Learning.</b>	<b>6</b>
<b>How to make storyboard for 3d multimedia</b>	<b>6</b>
<b>Case Studies for e-Learning Technologies</b>	<b>6</b>
<b>The Future of e-Learning Technologies</b>	<b>3</b>
<b>Quality assurance criteria for e-Content.</b>	<b>3</b>
<b>Quality Indicators and Measurement.</b>	<b>3</b>

Graphic designer Courses - Level (3)	
Courses	Hours
<b>Adobe After Effects CS5</b> <ul style="list-style-type: none"> <li>• Professionally ad effects on movies and pictures</li> <li>• Apply animated effects and motion to sequenced media elements</li> <li>• Create and use 3-D animations and effects.</li> </ul>	21
<b>Adobe Premier pro CS5</b> <ul style="list-style-type: none"> <li>• Learn how to edit movies techniques</li> <li>• Learn how to create and modify movies</li> <li>• Add and editing effects over clips</li> <li>• Add and editing transitions between shots</li> <li>• Work with sound</li> <li>• Understand animation techniques</li> <li>• Export video CDS and DVDS files</li> </ul>	15
<b>3D Max Design 2012</b> <ul style="list-style-type: none"> <li>• Create and manipulate 3D data in 3ds Max Design.</li> <li>• Import data from other 3D applications.</li> <li>• Embellish scenes with the use of materials and maps.</li> <li>• Animate objects in the scene.</li> <li>• Render still pictures and animations to disk.</li> </ul>	36

E-content development - level (3)	
Course	Hours
<b>Jquery</b> <ul style="list-style-type: none"> <li>Learn to work with the jQuery Core.</li> <li>Learn to handle events with jQuery.</li> <li>Learn to create cool effects with jQuery.</li> </ul>	15
<b>Moodle</b> <ul style="list-style-type: none"> <li>Installing Moodle</li> <li>Installing plugins</li> <li>Authentication</li> <li>Managing accounts</li> <li>Courses</li> <li>Editing text</li> <li>Activities</li> <li>Resources</li> <li>Blocks</li> </ul>	15
<b>course lab</b> <ul style="list-style-type: none"> <li>Creating Learning Course</li> <li>Object handling</li> <li>Muliframe animations</li> <li>Actions and Events</li> <li>Scorm file concept</li> <li>Publishing course</li> </ul>	15