This chapter is for a reader who is at the beginning of the writing or development process, or who wants to affirm planning decisions.

In this chapter you will consider five planning aspects in e-Learning design:

1. Outcomes
2. Learners
3. Activities
4. Assessment
5. Resources

An overview of each aspect will help you describe your own hopes and expectations for your online course.

By the end of the chapter you should feel confident that the Web is a good delivery technology for your course.
Key Ideas

Key ideas include:

- The design of a course will depend in part on your learners’ needs and on the desired learning outcomes.
- Authentic learning activities and assessment strategies can be designed to support your learner’s needs and desired learning outcomes.
- Be aware of what is involved in providing on-line learning opportunities and the potential disadvantages and advantages.

Key Terms

This chapter introduces a number of terms and phrases that you may not be familiar with. These terms are listed in the accompanying Handbook with enough space to define them in your own words or note examples, references, and resources (go to Key Terms in Chapter 1 of the Handbook).

- Learning outcome
- Knowledge construction
- Cognitive
- Affective
- Psychomotor
- Active learning
- Authentic assessment
- Collaborative learning
- Learning style
- Constructivism

Plan Your Progress

A concept guide for the ideas in this chapter is provided in the Handbook. There is additional space for you to write the questions for which you need answers (go to Concept Guide in Chapter 1 of the Handbook). At the end of the chapter, check your list of questions to determine whether you need additional information.
Minecraft as a Creative Tool: A Case Study
Maria Cipollone, Catherine C. Schifter and Rick A. Moffat (2014). *International Journal of Game-Based Learning* (pp. 1-14).

[www.igi-global.com/article/minecraft-as-a-creative-tool/116516?camid=4v1a](www.igi-global.com/article/minecraft-as-a-creative-tool/116516?camid=4v1a)