

PowerPoint Assignment

Using PowerPoint, create a standalone instructional program – both content and some form of practice and feedback game. It can be a module or portion of a larger program.

The program should address learning in the cognitive domain and be designed for a learner to go through on his or her own.

Your program must meet the following technical criteria:

- At least 20 screens
- Non-linear (can't be one fluid presentation)
- Button-based navigation
- Automatic linear navigation disabled on most if not all slides
- Graphics on at least $\frac{1}{4}$ of the slides

You must include 1 informational slide (for my benefit) with the following information:

- Intended learner audience
- Learning objectives

You will be graded on the following:

- Instructional design: Content and interactions are aligned with objectives
- Interaction design: Practice/feedback opportunities are embedded and appropriate
- Visual design: consistent layout between screens, appropriate use of graphics (but you will not be graded on ability to create graphics)
- Interface design: navigation is intuitive