

## Artefacts and Related Competencies

The following tables summarizes how the artefacts in my portfolio map to the MDE ePortfolio competency requirements.

<b>Artefact 1: CAI Assignment: Wikis and Screencasts in Online Learning (MDDE 610)</b>		
<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Problem Solving, Analysis and Decision Making	<ul style="list-style-type: none"> <li>• 1.5 Critically evaluate the relevance of information for a given situation.</li> <li>• 1.7 Make reasoned arguments using critical reflection, leading to rational solutions.</li> <li>• 1.11 Adapt solutions to suit varied situations.</li> </ul>	<i>I selected and evaluated a Computer Assisted Instruction (CAI) program to learn a new skill and evaluate the learning experience. I reviewed screencast and wiki-based resources that were offering instruction and evaluated their merits. I also analyzed which tools I would use to meet the assignment requirements. I developed instructional products to learn the software. Since the initial creation of this artefact, I applied my learning and knowledge from this assignment to a project in my workplace.</i>
Instructional Design and Development	<ul style="list-style-type: none"> <li>• 2.5 Develop instructional products or learning objects in distance education.</li> <li>• 2.7 Apply instructional design principles and models in distance education, in your workplace, or in other instructional contexts.</li> </ul>	<i>I evaluated wiki-based and user-generated learning resources, analyzing the advantages and disadvantages of using them in distance learning. As I was learning about the software product, I created instructional products. I applied instructional design best practices to a recent project in my workplace where I curated user-generated content along with IT help resources, using a consistent content model for each topic.</i>
Communication Technologies and Networking	<ul style="list-style-type: none"> <li>• 3.2 Analyze and evaluate the various applications and implications of these technologies</li> </ul>	<i>Reviewed product-related support materials and evaluated their ease of use for learning. I applied my learning and knowledge from this assignment to a project in my workplace.</i>

	<ul style="list-style-type: none"><li>• 3.5 Apply these technologies in distance education and in real-life instructional contexts</li></ul>	
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<b>Artefact 2: OER (Open Education Resource) &amp; Open learning (MDDE 622)</b>		
<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Problem Solving, Analysis, and Decision Making	<ul style="list-style-type: none"> <li>1.4 Find and access information.</li> </ul>	<i>I reviewed open education resources and validated quality of resources to determine how to curate my lesson topic around existing materials.</i>
Instructional Design and Development	<ul style="list-style-type: none"> <li>2.7 Apply instructional design principles and models in distance education, in your workplace, or in other instructional contexts.</li> </ul>	<i>I created an OER for my topic:</i> <a href="http://tecwrtrcollab.wikispaces.com/Home">http://tecwrtrcollab.wikispaces.com/Home</a>
Communication and Interpersonal Skills	<ul style="list-style-type: none"> <li>4.1 Write clearly and in a style appropriate for purpose (e.g. assignments, essays, published documents, and theses).</li> <li>4.2 Construct coherent arguments and articulate ideas clearly to a range of audiences, formally and informally, through a variety of techniques.</li> </ul>	<i>In addition to completing the course assignments, I maintained a 'journal' or blog during the course:</i> <a href="http://cognitiveoverdose.tumblr.com/tagged/open_education">http://cognitiveoverdose.tumblr.com/tagged/open_education</a>  <i>I shared my learning insights also through social bookmarking and participated in the 'open' non-registered version of the course.</i>
Research	<ul style="list-style-type: none"> <li>5.4 Critically review literature both broadly and in-depth</li> <li>5.6 Summarize and synthesize information with a view to pursuing deeper understanding</li> </ul>	<i>I reviewed the history of openness, from open source software models, to copyright history, production models for open resources, funding and licensing models and searching for quality resources. I also wrote a 'subjective' review of participation in LAK12 for MDE 620 (The Unbearable Socialness of Online learning), drawing upon a literature review.</i>

**Artefact 2: OER (Open Education Resource) & Open learning (MDDE 622)**

<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Management, Organization, and Leadership	<ul style="list-style-type: none"><li>6.1 Analyze the current and future climate of the distance education and distance learning industry, and formulate strategies to respond to that climate</li></ul>	<i>I analyzed the topics of open access and digital scholarship, and reflected on what openness in education means for universities in terms of future funding, enrollment and learning design. I wrote a blog within my organization to promote open learning in the form of MOOCs.</i>

### Artefact 3: Lifelong Learning Journal (MDDE 613)

Competency Areas	Competencies	Rationale
Problem Solving, Analysis, and Decision Making	<ul style="list-style-type: none"> <li>• 1.6 Compare alternatives using critical analysis.</li> <li>• 1.7 Make reasoned arguments using critical reflection, leading to rational solutions.</li> </ul>	<p><i>I reflected on current adult education theorists and literature to articulate my own point of view on the philosophy and practices of self-directed learning.</i></p>
Instructional Design and Development	<ul style="list-style-type: none"> <li>• 2.1 Critically analyze and discuss the implications of personal perspectives and epistemological orientations for the teaching-learning process.</li> <li>• 2.3 Describe and appropriately apply a range of learning and motivational theories to instructional design situations in distance education.</li> </ul>	<p><i>I reviewed and compared how my personal view on learning theories changed from the time I took 603 from a few years ago to my experiences in 617. Conclusion? Knowledge construction, learning and meaning making is both personal and social.</i></p> <p><i>Distance training projects I am involved in at work feature social communities of practice (situational learning) and constructivism; allowing learners to identify which assets they will create and how they will go about building those assets.</i></p>
Communication Technologies and Networking	<ul style="list-style-type: none"> <li>• 3.1 Use a variety of communication and document sharing tools to create, reflect, and communicate with others.</li> </ul>	<p><i>As part of the course work, I created a reflective journal using tumblr and expressed my educational philosophy using a cartoon as a vehicle. See <a href="http://cognitiveoverdose.tumblr.com/tagged/adulted%20journal">http://cognitiveoverdose.tumblr.com/tagged/adulted%20journal</a></i></p>
Research	<ul style="list-style-type: none"> <li>• 5.4 Critically review literature both broadly and in-depth.</li> <li>• 5.6 Summarize and synthesize information with a view to pursuing deeper understanding.</li> </ul>	<p><i>Through the course readings and engaging in the course forums and in the collaborative project, I experienced directly the push and pull of individual and social learning.</i></p>

<b>Artefact 4: Collaboration &amp; Mentoring (MDDE 665)</b>		
<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Problem Solving, Analysis, and Decision Making	<ul style="list-style-type: none"> <li>• 1.4 Find and access information.</li> <li>• 1.9 Present them to others.</li> </ul>	<i>I sourced and evaluated case studies and research into collaboration and mentoring with community partners and co-presented a session in Adobe Connect and moderated a discussion group in Moodle with our findings.</i>
Instructional Design and Development	<ul style="list-style-type: none"> <li>• 2.5 Develop instructional products or learning objects in distance education.</li> <li>• 2.7 Apply instructional design principles and models in distance education in your workplace or in other instructional contexts.</li> </ul>	<i>I designed and created an community of practice to support new hires that were acquired by our company with the intent to educate existing employees how to support these new hires. Within this community, I designed a content section on skills to be a good mentor and an assessment how to improve those skills. As part of my group assignment, I also created a Created a prezi on self-mentoring: <a href="https://prezi.com/061ivqey57ig/self-mentoring/">https://prezi.com/061ivqey57ig/self-mentoring/</a></i>
Communication Technologies and Networking	<ul style="list-style-type: none"> <li>• 3.1 Use a variety of communication and document sharing tools to create, reflect, and communicate with others.</li> </ul>	<i>For the course group assignments, I used a variety of tools such as Adobe Connect to host a virtual session on collaboration and mentoring, Google Docs and Dropbox to share and create my group assignments.</i>
Communication and Interpersonal Skills	<ul style="list-style-type: none"> <li>• 4.4 Support the learning of others when involved in teaching, mentoring, moderating, collaboration or demonstration activities.</li> <li>• 4.5 Participate and contribute effectively in collaborative group activities.</li> <li>• 4.7 Work cooperatively with diverse groups and individuals both within the university and in the workplace.</li> </ul>	<i>I mentor instructional designers in my organization and support new hire onboarding learning in my organization. Many of my co-workers I work with, and the audiences that I design learning include those from different cultures, business units, generations, time zones, and organizations.</i>

**Artefact 4: Collaboration & Mentoring (MDDE 665)**

<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Research	<ul style="list-style-type: none"><li>• 5.4 Critically review literature both broadly and in-depth.</li><li>• 5.6 Summarize and synthesize information with a view to pursuing deeper understanding.</li></ul>	<i>I wrote a case study summary document and highlighted the resources to support my initial group assignment and presentation on collaboration with community partnerships.</i>

### Artefact 5: Program Management & Evaluation (MDDE 605 & 617)

<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
Problem Solving, Analysis, and Decision Making	<ul style="list-style-type: none"> <li>• 1.1 Recognize problems.</li> <li>• 1.2 Define the aspects of problems.</li> <li>• 1.8 Justify these solutions.</li> <li>• 1.9 Present these solutions to others.</li> </ul>	<i>I assessed the learning design of the current and proposed new hire learning solution design by reviewing and evaluating existing program learning data. I communicated and explained the solution design and project status to stakeholders within my organization during the design and development stages and managed calls with the development teams to review issues and potential solutions.</i>
Instructional Design and Development	<ul style="list-style-type: none"> <li>• 2.5 Develop instructional products or learning objects in distance education.</li> </ul>	<i>I led the learning design and development for core and common learning for all new hires.</i>
Communications Technologies and Networking	<ul style="list-style-type: none"> <li>• 3.5 Apply these technologies in distance education and in real-life instructional contexts.</li> </ul>	<i>I regularly collaborated and interfaced with dispersed project team members, stakeholders, and users to iteratively design and deploy the learning portal.</i>
Communication and Interpersonal Skills	<ul style="list-style-type: none"> <li>• 4.3 Justify and defend your ideas orally and in writing in meetings, forums, seminars, exams and other contexts.</li> <li>• 4.8 Organize, and convey your ideas effectively through a range of communication skills and work collaboratively and in teams.</li> </ul>	<i>I consulted with both users and stakeholders, created requirements, learning design documents, and other project artefacts to communicate and explain the solution design and project status and deployment issues.</i>
Research	<ul style="list-style-type: none"> <li>• 5.3 Access and critically evaluate sources and content for quality, applicability and relevance.</li> <li>• 5.9 Conduct effective interviews for</li> </ul>	<i>I reviewed and evaluated existing program learning data and conducted user research through wireframe prototyping and user focus testing.</i>



**Artefact 5: Program Management & Evaluation (MDDE 605 & 617)**

<b>Competency Areas</b>	<b>Competencies</b>	<b>Rationale</b>
	research purposes.	
Management, Organization and Leadership	<ul style="list-style-type: none"><li>• 6.1 Analyze the current and future climate of the distance education and distance learning industry, and formulate strategies to respond to that climate.</li><li>• 6.3 Make considered recommendations regarding the selection of appropriate learning technologies and assure that these selections meet organizational needs.</li><li>• 6.5 Manage workload, other commitments, and information needs within time and structural constraints (in both personal and team management situations).</li></ul>	<i>I brought in the additional instructional and graphic designers to complete the learning and communications deliverables and consulted with technology team members to identify solutions for changing business requirements.</i>