Self-selected LMS Course Development Reflection: Canvas part 2
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Canvas Course Development Reflection

After interacting with the unit materials for unit 6, I saw that my work in Canvas needed a lot of work. After reading about instructional design, I realized that course development encapsulates much more than just putting content on a page. You have to also make the content meaningful, and interactive while keeping the student in mind. The first thing I thought about this unit while developing my unit was a student centered design. According to Schroeder (2020), you need to create activities that are simple yet engaging, and create a checklist with links. While I created the course overview for each week, I tried to make sure I included everything for my students that they needed to know to be successful in the module. I also tried to create engaging discussion questions that were connected to the material, but were open ended in nature and would foster deep discussion.

One of the things that I found frustrating on Canvas was that I could not seem to include a description for each activity. I had to include a separate page as a description for learning activities. I don't know if I was missing something, but this seems to be something that makes finding descriptions for learning activities and resources more cumbersome for students. Other LMS, like TalentLMS allow you to include descriptions of resources when you upload the material. This seems to be a pitfall of Canvas. Also, the lack of the ability to include multimedia explanations makes this something that might be difficult to use for students with disabilities or younger students who are still emerging readers. The more I have learned about course development, the more I realized that my first 2 modules were not quite up to the caliber of an effective online course. I think that I did better with these next 2 modules, but what I think I could improve on is making objectives more specific and clear, and making assignments more engaging. I understand that the purpose of this assignment was more to become familiar with the LMS and test it out, but I don't think I am ready to develop an effective course just yet.

References

Arnand, T. (2016, April 9). 16 essential steps of e-Learning course design. E-Learning Design

    and Development.

Schroeder, S. (2020, July 14). Designing your LMS to make distance learning better. *Edutopia*.