

Formative Evaluation

Evaluate for Completeness and Accuracy
<p>1. Self Evaluation</p> <p>Try to put yourself in the place of the learner. Does it make sense? Is it logical? Would you like this course?</p>
<p>2. Peer Evaluation</p> <p>If you are performing Instructional Design tasks, let another designer review your work. You can be objective with each other and share ideas.</p>
<p>3. Content Expert Evaluation</p> <p>Ask your content experts to focus on completeness and accuracy. Do whatever you can to show them what to look for. Try to conduct the first review with them until you are confident that they know what to look for.</p>

Evaluate for Learner Validation
<p>4. Learner Tryout</p> <p>This is an informal tryout of a prototype early on in the development cycle. The prototype should be representative of the entire instructional strategy. The purpose of the tryout is to verify and/or revise the strategy based on the learner input. Recruit 4 - 6 sample learners that represent different abilities and skill levels. Conduct observations and interviews one-on-one.</p>
<p>5. Field Test</p> <p>This is a formal and extensive test of all materials produced in finished or near-finished form in an environment that closely simulates the actual learning environment. You should include 12-20 learners that represent different segments of the audience. Plan all your data gathering methods in advance, and do as much one-on-one observation and interviewing as possible.</p>