Building scenario-driven, real-world online courses

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In this session, the ASU e-Learning team will share their experiences in developing an online Information Technology Fundamentals curriculum. The team will demonstrate how they use "real-world scenarios" to develop the course content. The use of a "Reusable Learning Objects" strategy will be demonstrated. The team will demonstrate how they created "virtual labs" to simulate the use of "real-world" objects, such as computer parts.