Reflection – Suett Wong

SUPRA-BADGE:	Design and Development
SUB-BADGE:	INSTRUCTIONAL DESIGN AND DEVELOPMENT PROCESS
CHALLENGE:	Apply appropriate interaction design and interactive learning principles.
ARTIFACT:	EDCI 573 Practicum Project (Feb.25, 2026)
CRITERIA:	**Artifact:** Evidence of implementing interactional pieces of design (user experience, design and balance, efficiency, understanding the interface) in the development of instructional materials. **Reflection must address:** Specific examples of interactional pieces in your evidence and how these specific examples work well in the design.

For the competency "apply appropriate interaction design and interactive learning principles," I have selected the EDCI 573 eLearning lesson module as an artifact.

My eLearning project focuses on building foundational storytelling skills for beginners. The primary audience consists of adults interested in storytelling as a life-enriching hobby. Because they span a wide age range and come from diverse cultural backgrounds, I designed a lesson plan that balances educational rigor with high engagement to accommodate their busy schedules.

Given the need for flexibility, I developed the course in an online format, allowing students to work at their own pace. This platform also enables the use of interactive educational technologies. For instance, I designed flip cards to help students identify storytelling principles and techniques in an engaging way. Interactivity is further enhanced through discussion activities on a Padlet community board, where participants share thoughts, resources, and diverse perspectives. According to pilot users, these strategies were both fun and effective in maintaining focus.

I am passionate about designing instructional content that promotes deeper understanding. While I have developed expertise in interactive strategies for adult learners in this practicum project, I look forward to exploring effective methods for younger audiences in the near future.