

CANVAS COURSE DESIGN MASTERY - MICRO-CREDENTIAL

The Canvas Course Design Mastery micro-credential further refines educators' course-building skills in the Canvas platform by introducing them to multimedia tools like Canvas Studio and PlayPosit, while also showing how to implement course navigation and engagement tools from the Cidi Labs DesignPLUS suite. Learners will engage with these tools to create more dynamic Canvas content that can be used to help facilitate any kind of learning experience, but especially courses that are being taught asynchronously.

Micro-credential earners will demonstrate their learning by designing or redesigning a course to thoughtfully implement these tools and creating a video tour that explains the design process and decisions involved in creating a more engaging Canvas site.

Eligibility

CU Boulder employees

Delivery Mode

Asynchronous

Credit Status

Noncredit

Academic Level

- Graduate
- Professional
- Other (anyone at CU Boulder who teaches courses with Canvas)

Fee

Yes

Requirements

Learners will need to:

- Attend any OIT's Academic Technology Consultant trainings on Canvas Studio and Cidi Labs DesignPLUS.
- Complete a self-paced Canvas course course, and all included assignments, with the final project of creating a course tour of a current Canvas course attesting to how the learner is implementing DesignPLUS, Canvas Studio and PlayPosit.
- Earn OIT's Best Practices for Teaching with Canvas micro-credential, completing a separate self-paced Canvas course along with other requirements.

Criteria

Learners must demonstrate an understanding of and ability to implement navigation and engagement tools from Cidi Labs DesignPLUS (such as banners, accordion buttons and flip cards), the ability to implement multimedia engagement tools like Canvas Studio and PlayPosit, and the pedagogical/course design principles that guide the use of the above tools in an effective educational context.

Skills

- Canvas
- Cidi Labs DesignPLUS
- Course design
- Teaching with multimedia