1. Security Awareness Training

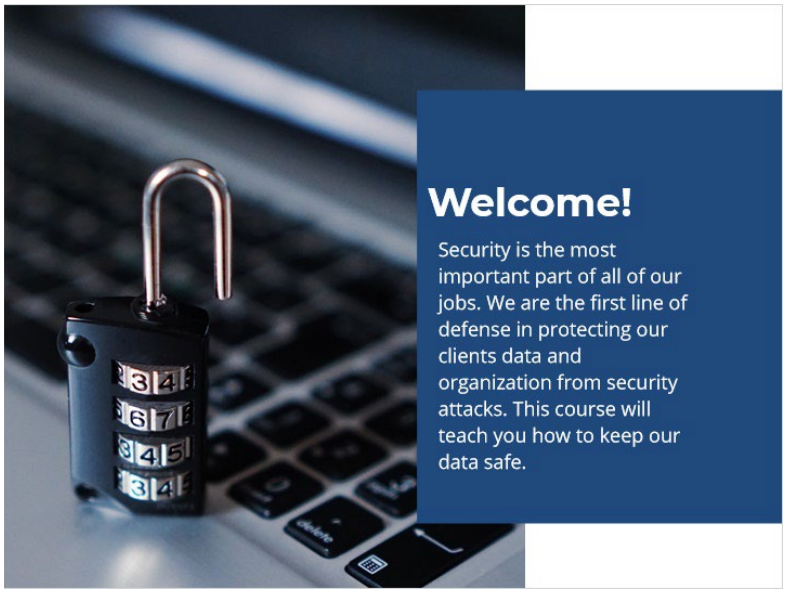
1.1 Introduction



Notes:

Introduces the subject matter of the training. Compliance training in organizations is well suited for elearning (Rossett and Marshall 2020).

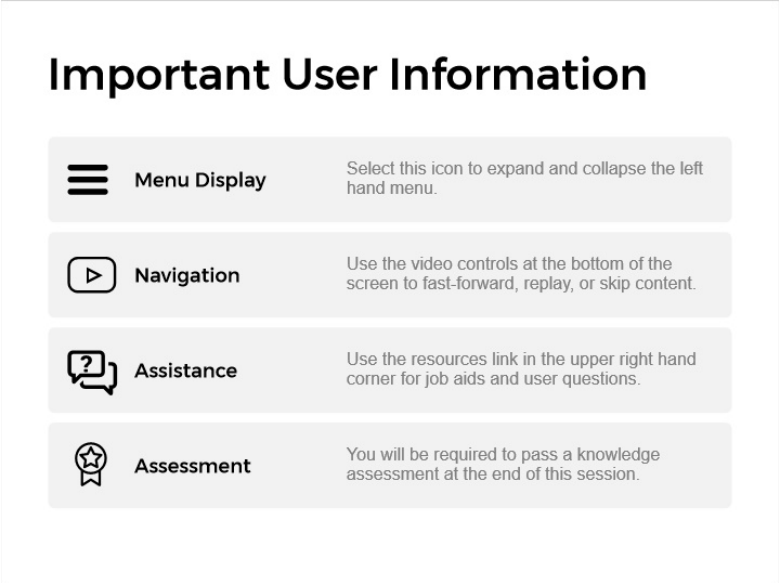
1.2 Welcome



Notes:

Sets the tone for the training and the role of the user.

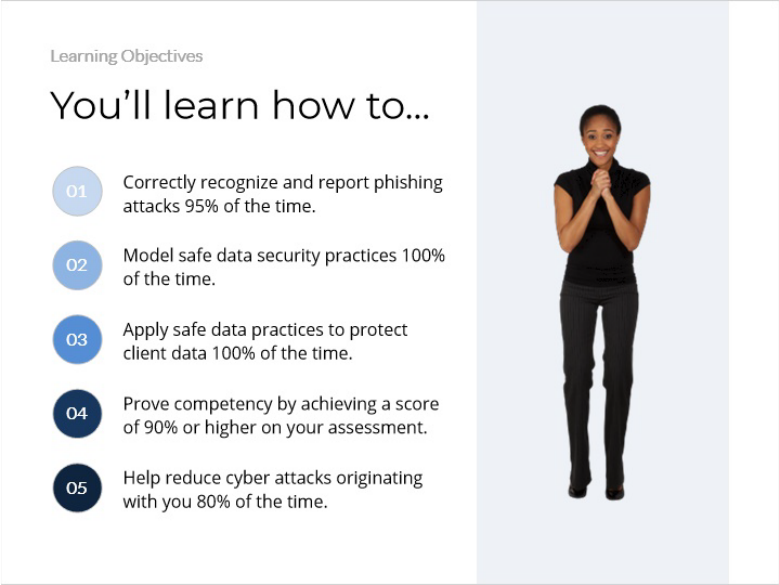
1.3 Important User Information



Notes:

This slide is intended to provide assistance following Nielsen's Usability Heuristics.

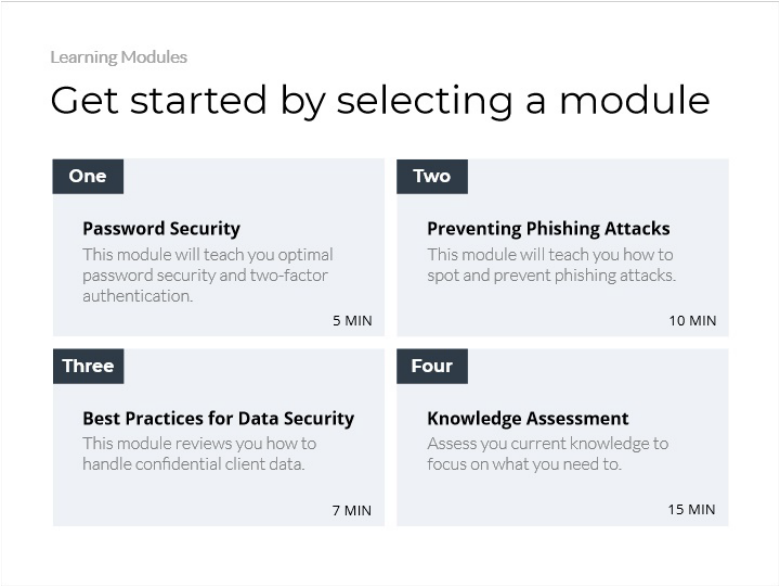
1.4 Learning Objectives



Notes:

Stated objectives that were outlined in the prospectus/needs assessment. Re-worded to be easier to understand by the user following Universal Design Principles (UDL).

1.5 Learning Modules



Notes:

Interactive Module Guide: This screen changes color as the user mouses over each module. This allows the learner to decide which modules they want to review instead of going in a specified order following UDL.

1.6 Drag-and-Drop Interaction

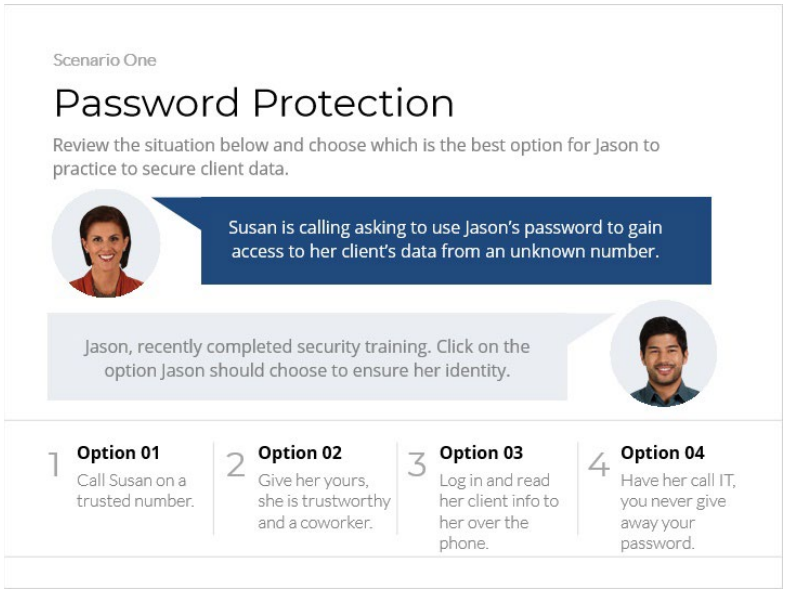
(Drag and Drop, 10 points, 1 attempt permitted)



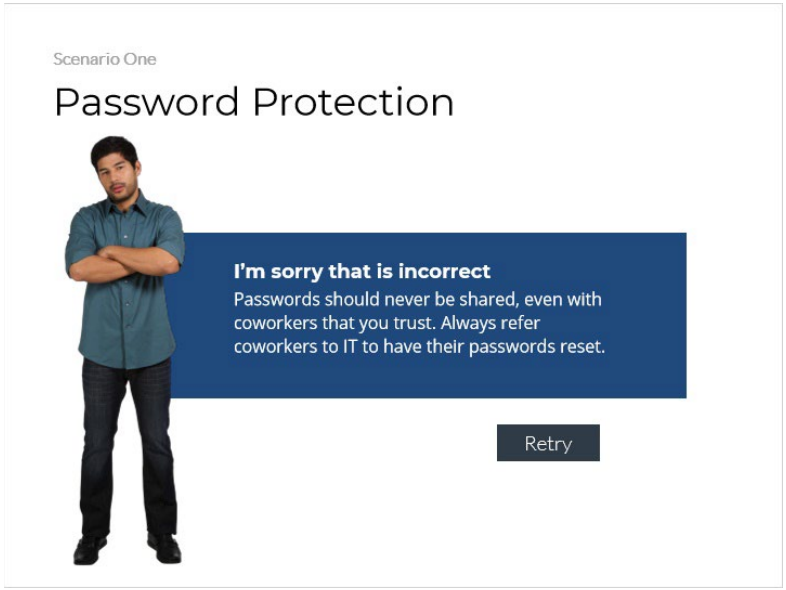
Notes:

This interactive slide allows the learner to engage in Merrill's First Principles of Instruction; problem centered, activation, demonstration, and application. Feedback is given when the user submits the answers and provides feedback based on their responses.

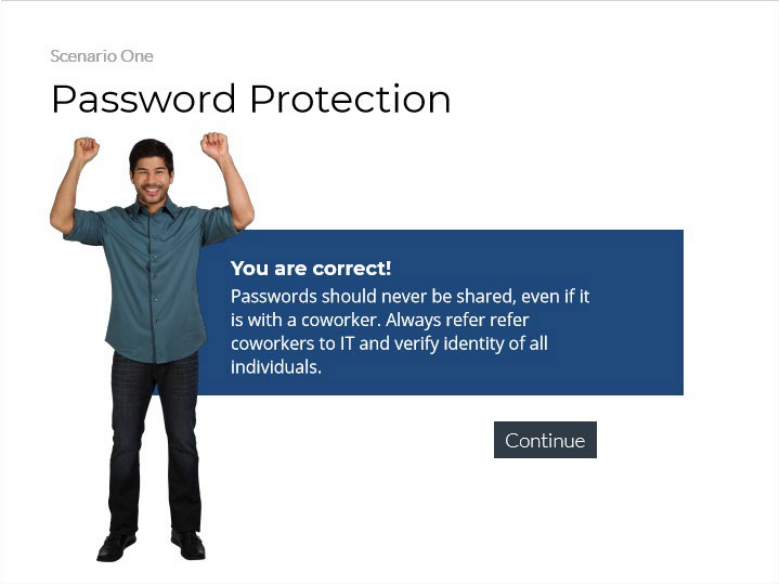
1.7 Two-Person Scenario



Incorrect Answer



Correct Answer

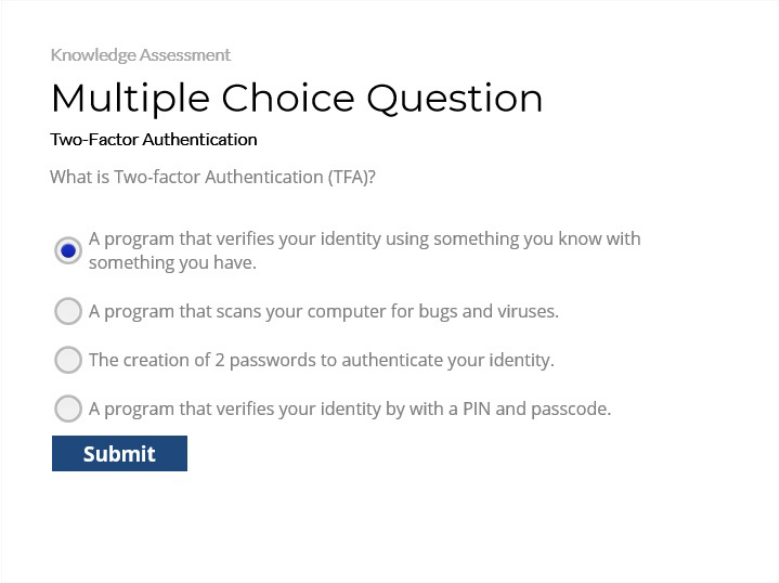


Notes:

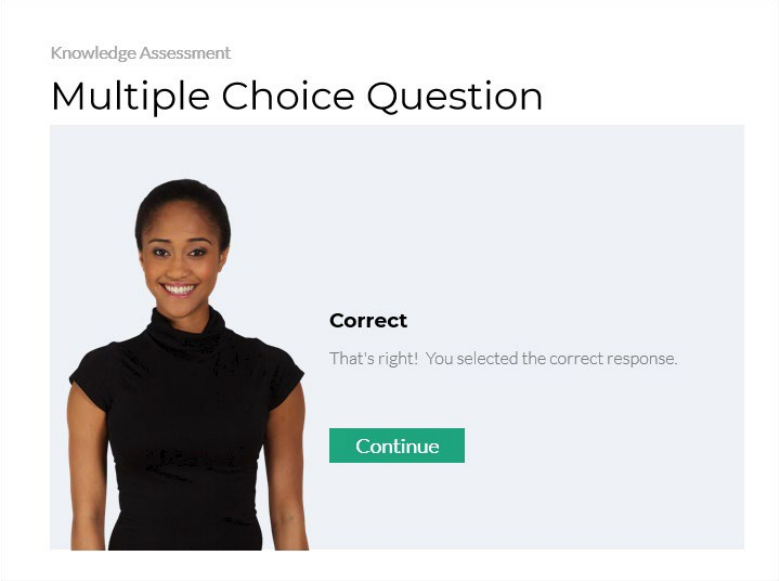
This interactive slide allows the learner to engage in Merrill's First Principles of Instruction; problem centered, activation, demonstration, and application. Feedback for correct and incorrect answers.

1.8 Multiple Choice Question

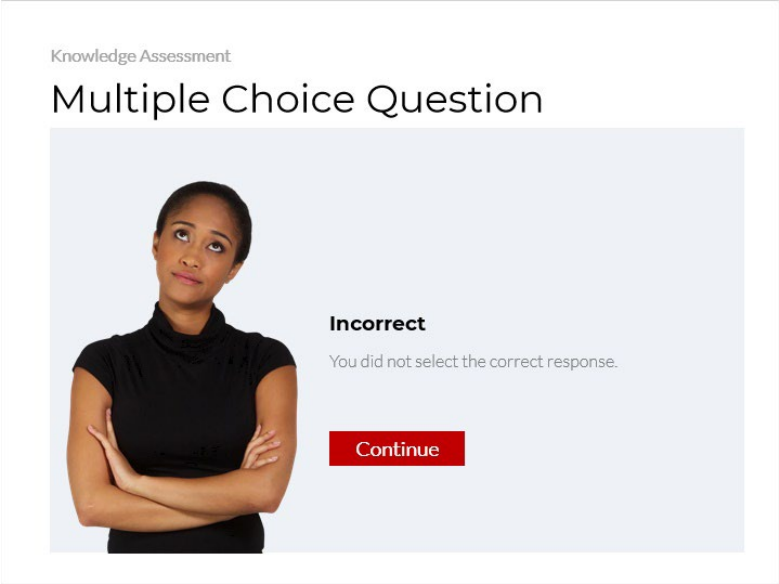
(Multiple Choice, 10 points, 2 attempts permitted)



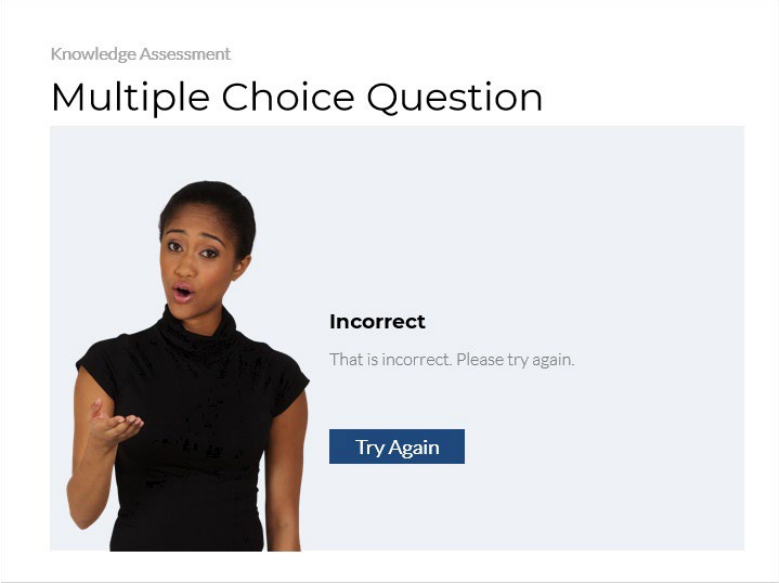
Correct Answer



Incorrect Answer



Incorrect Answer (Second Option)

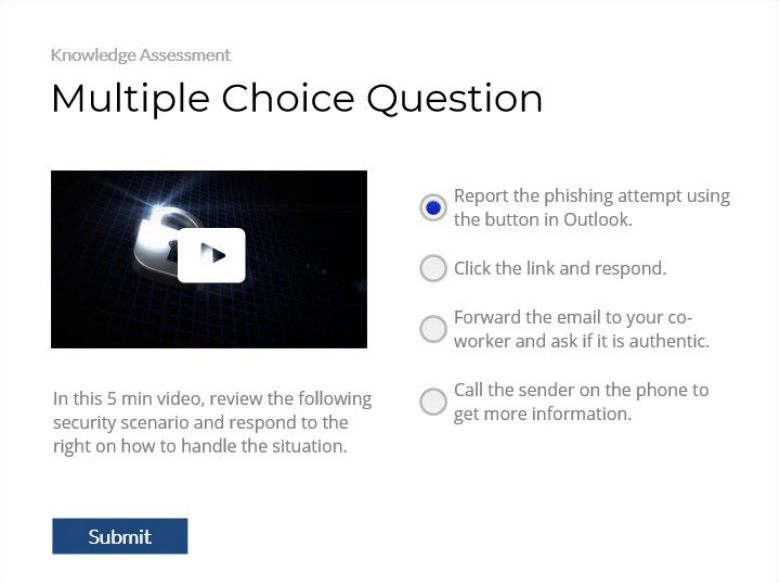


Notes:

An example of a multiple-choice question with correct and incorrect feedback following both Nielsen's Usability Heuristics and Merrill's First Principles of Instruction.

1.9 Multiple Choice Question

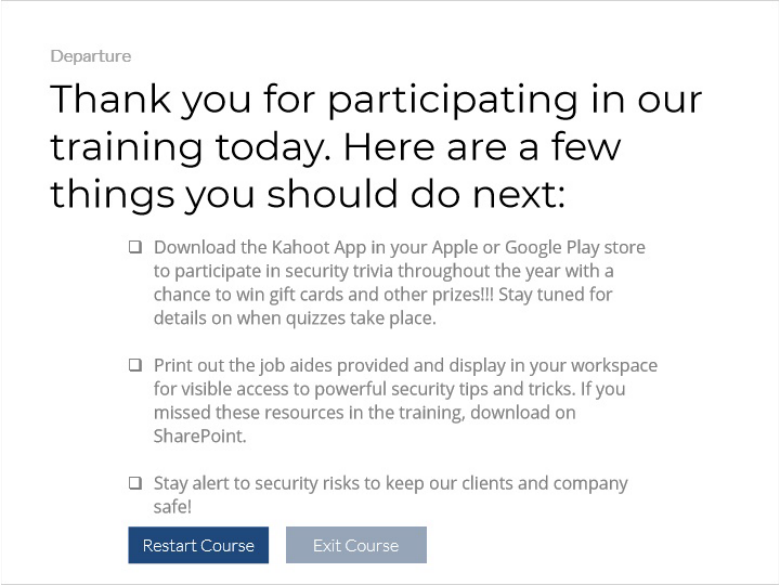
(Multiple Choice, 10 points, 2 attempts permitted)



Notes:

Example of a multiple-choice question using video to increase user engagement following UDL. Answer feedback is given, similar to the examples above.

1.10 Exit Layout

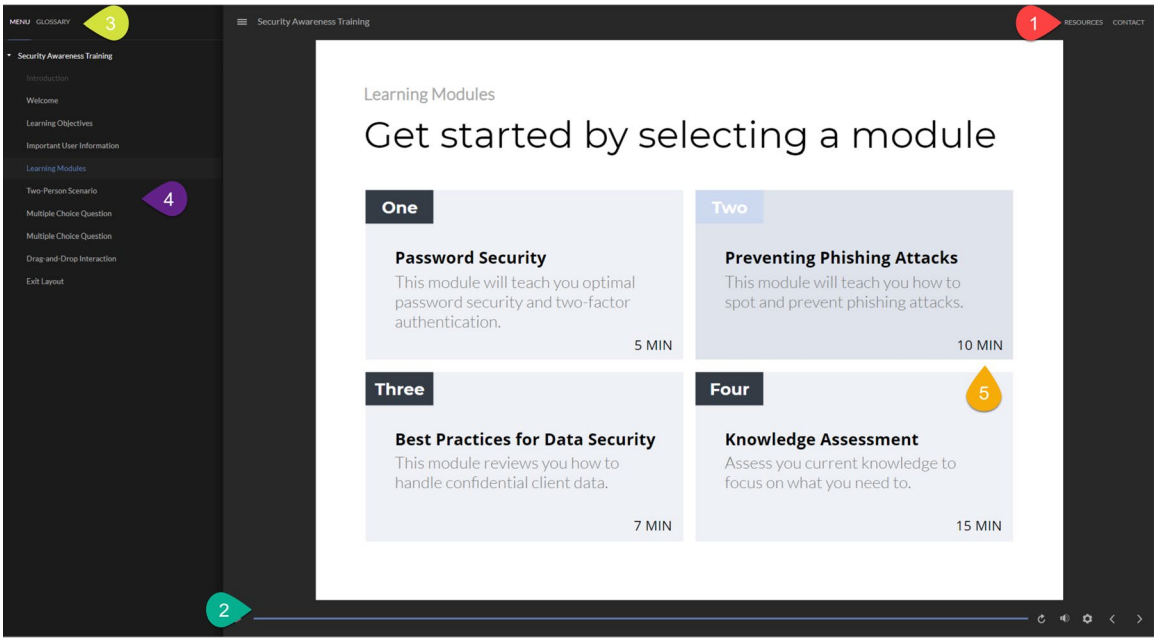


Notes:

This slide alerts the learner that the training is over and how to exit the program or restart the course following Nielsen's Usability Heuristics. Information is provided on how to sign up and participate in Kahoot! games throughout the year. Implementing post training activities will help to address job transfer (Kapp, Valtchanov, Pastore 2020).

2. User Interface

2.1 Articulate Storyline



Notes:

1 Resources and contact information is provided in the interface to provide job aids, help documents and other useful information.

2 Playback bar allows easy navigation for the user including, replay, sound, and settings for accessibility.

3 The glossary follows UDL guidelines, providing scaffolding for less advanced users.

4 The menu option allows easy navigation of the course following Nielsen's Heuristics Design Principles.

5 The learning modules are interactive, allowing the user to choose the order and alerts the user by changing color (See Section 1.5).

3. Formative Evaluation Questions

1. What about the esthetics appeals to you? Why?
2. What about the esthetics can be improved upon? Why?
3. Are the navigation and icons what you see in other computer programs? If not, what can be improved?
4. How does the system provide users feedback, give an example?
5. Do you feel the system is flexible and easy to use? Why or why not?