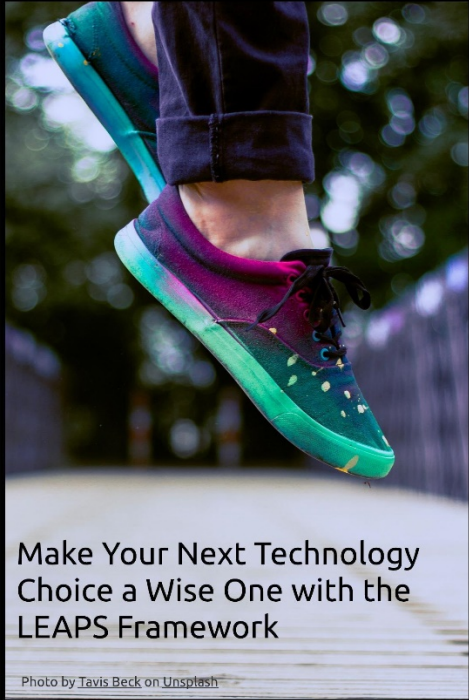


LEAPS Framework for Instructional Technology Selection



<p>Learner analysis</p> <ul style="list-style-type: none"> ◦ Cost ◦ Student ease of use ◦ Access to support ◦ Mobile-friendly ◦ Preferences and needs of diverse learner groups 	<p>Purpose of instruction</p> <ul style="list-style-type: none"> ◦ End-of-semester learning outcomes ◦ Specific learning objectives ◦ Skills targeted for development ◦ Capacity for multilayered audiovisual content 				
<p>Engagement</p> <ul style="list-style-type: none"> ◦ Interactivity with technology or material ◦ Student-student interaction ◦ Student-faculty interaction ◦ Community-building ◦ Personal or staged feel 	<p>Accessibility</p> <ul style="list-style-type: none"> ◦ Captions/script ◦ Alt-text ◦ Color contrast ◦ Reading of text by assistive technology (links, headings, tables) ◦ Navigation by keyboard 				
<p>Sustainability</p> <table> <tr> <td> <p>Cost</p> </td> <td> <p>Longevity</p> <ul style="list-style-type: none"> ◦ Pedagogical longevity ◦ Technological longevity </td> </tr> <tr> <td> <p>Time</p> <ul style="list-style-type: none"> ◦ Learning curve ◦ Time to create materials ◦ Time to update materials ◦ Convenience </td> <td> <p>Other</p> <ul style="list-style-type: none"> ◦ Faculty comfort ◦ Integration with Learning Management System ◦ Perfectionism </td> </tr> </table>		<p>Cost</p>	<p>Longevity</p> <ul style="list-style-type: none"> ◦ Pedagogical longevity ◦ Technological longevity 	<p>Time</p> <ul style="list-style-type: none"> ◦ Learning curve ◦ Time to create materials ◦ Time to update materials ◦ Convenience 	<p>Other</p> <ul style="list-style-type: none"> ◦ Faculty comfort ◦ Integration with Learning Management System ◦ Perfectionism
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Make Your Next Technology Choice a Wise One with the LEAPS Framework

1. Learner Analysis

- Cost
- Student ease of use
- Access to support
- Mobile-friendly
- Preferences and needs of diverse learner groups

2. Purpose of Instruction

- End-of-semester learning outcomes
- Specific learning objectives
- Skills targeted for development
- Capacity for multilayered audiovisual content

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- Interactivity with technology or material
- Student-student interaction
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- Captions/script
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