

e-Portfolio Artifact Brainstorming Sheet

Standard	Name the Artifact	Your Reflection – one sentence description about your reflection's focus for this artifact/experience
Data-based decision-making: Value the use of data as the starting point for professional work.	1. Content analysis of websites (690)	Used a survey to determine effectiveness of websites for older adult learning
	2. Performance analysis for screening process (544)	Used a survey of faculty as well as review of key documents to determine how to develop an effective screening process for new faculty
Technical: Use software and other tools appropriate to the task.	1. Adobe Connect (700 lms)	Developed and delivered a cholesterol presentation on Adobe Connect
	2. Moodle site (700, 798, 795A)	Spanning several courses, developed a Moodle site which now contains classes for several types of instruction within our department
Cognitive: Analyze, synthesize, use inductive and deductive reasoning, solve problems effectively and creatively.	1. Vista Tutorial analysis (572)	Analyzed a module of instruction for effectiveness with older learners
	2. Learnability survey for interactive lesson (691)	As part of an interactive lesson, I used three students to identify strengths and weaknesses and adapt program accordingly.

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Communication: Communicate clearly to achieve professional goals using visual and verbal modes to explain and persuade.	1. Website for instructors and students (541)	Designed a website to be used for instructors and students
	2. Online Course Development PowerPoint (550)	Developed a powerpoint which can be used to demonstrate the use of a team in developing online courses
Interpersonal: Interact effectively with others as peers, subordinates and leaders to accomplish goals.	1. Google site developed for content and communication among team (795A)	Developed a google site to house content and assist in communication between committee members and SDSU interns for Workforce project.
	2. Moodle site for mature workers (795A)	Developed a series of modules for Learning Forum which are designed to enhance understanding for older learners.
Principles, Theories & Models: Understand many theories and models, choose from among them appropriately, and apply them effectively.	1. Paper on Effective Online Instructional Design for Older Adults (690)	Paper discusses how to develop online instruction which adheres to the theory on how older adults learn.
	2. Fit Online course on Moodle (550)	Website uses theories on how older adults learn to develop interactive and effective website for fitness instruction

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Processes: Understand processes such as change, design, development, and learning.	1. Converted print curriculum to one with a variety of delivery modes (572)	Followed process of design and development to add ways to enhance understanding of a concept
	2. MoveRite (671)	Designed a museum of movement, following a detailed process of design and development.
Systems: Understand that we live and work within systems of cause and effect in which actions may have multiple origins and consequences.	1. Game design (670)	In designing this game, we discovered that a change in one aspect of the game would affect other aspects, thus magnifying the use of a team in development of a product.
	2. Balance Unplugged (700)	This class is designed to take advantage of a variety of Web 2.0 components. However, in the actual course, students were reluctant to take advantage of many of the sources,. The final course would be less robust than designed for this reason.