Checklist for Launching a Digital Learning Project



Here are some considerations that can be useful at the planning stage of your digital learning project. The points below can help to plan carefully and avoid some of the issues that may arise during course development.

Target audience	
Who they are, what they do: their role and their goals	
Their learning history: what they know already and what they should know	
Their context: cross-functional teams, wider task areas and skills required	
Organisational situation and their needs for handling their tasks	
Scope	
Overall programme design and alignment with org. L&D strategy	
Length and format of the project and the final product(s)	\mathbf{Y}
Main learning objectives, outcomes and the overarching goals	
Measuring learning impact, skill development, mindset change	
Technical aspects	
Format of the deliverables: authoring tool(s), LMS solutions, other	
Media assets: images, videos, graphs, graphic design, animation	$\overline{\mathbf{V}}$
Data collection, learner progress tracking, overall learning experience	
Extra: gamification, badges, custom design and data, AI for scenarios etc.	\mathbf{V}
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Project workflow	
Main stakeholders and the decision-making process	
Team responsibilities, general process flow - analysis, design, production	
Review cycles and their impact on the development team's work	
Timeline for the various stages and the main deliverables	