Supporting Human Capital Development in Meghalaya
Evaluation of Digital Content Presentation
Annexure 2: Evaluation of Digital Content Presentation

Sl. No	Contents			Acceptable	Not Acceptable
1	**Adherence to Cirriculum**				
1.1	Conformity to MBoSE Syllabus	**Maths**	100%		
		Other Subjects	30%		
2	**Digital Requirements of Content**				
2.1	Content Maintenance, Technical Support & Troubleshooting				
2.2	Experience in e- Content Development				
3	**Training & Capacity Building**				
3.1	Training Modules				
3.2	Training Plan				
3.3	Training Manual for Content/Material Usage				
3.4	Training Resources Planned				
3.4.1	Resource Persons (CV's, No of personnel)				
3.4.2	Training Materials				
4	**Content Approach & Methodology**				
4.1	Understanding of Overall Requirements				
4.2	Content allignment with Requirements				
4.3	Understanding of Hardspots requirements				
4.4	Proposed solution to address hardspots				
4.5	Formulating objectives, assessment strategies, etc				

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5	**Experience**				
5.1	Experience in e- Content Development				
5.2	Experience in ICT projects of similar nature				
5.3	Experience of Manpower(including Resource persons) planned				
6	**Process**				
6.1	**Analysis**				
6.1.1	Need assessment, curriculum mapping				
6.1.2	Content appropriateness (age, gender, socioeconomic status, experience, education of the learners)				
6.1.3	Learning outcomes (what students should know/be able to do after they complete each course/unit/lesson/topic)				
6.1.4	Learning setting (is the content fit for traditional teaching-learning & for also individual learning)				
6.1.5	Structure of the unit/concepts covered (logical, known to unknown)				
6.2	**Design**				
6.2.1	Storyboarding				
6.2.2	Content as Preliminary Activity (to help teachers inform learners of the topics to be covered in a particular section of the course; the knowledge and skills that will be imparted to them during the lesson)				
6.2.3	Content as Material for teacher (to help learners understand the concept/terms/etc. better)				
6.2.4	Content for Practice (to enable the learners to practice what they are being taught, to ensure they obtain the requisite knowledge/skills; the feedback on the completed tasks)				

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6.2.5	Content for Post Instructional Activity (ideas to help summarize the main idea of the course/unit/concept and its goals, which will help the learners to better retain and remember the knowledge obtained; spaces for learners to ask questions to clear doubts)				
6.2.6	Content for Evaluation of learning to ensure learners grasp main concepts/ideas (multiple choice, true-false, real life tasks, etc.)				
6.3	**Implementation**				
6.3.1	Training modules for teachers				
6.3.2	Plans to make learners familiar with the tools and transfer of knowledge required for completing the course				
6.3.3	Plan for addressing technical and organizational requirements where the teaching will be conducted				
6.4	**Piloting**				
6.4.1	**Development**				
6.4.2	Short summary of a course plan used by content developers				
6.4.3	Document containing the education strategy developed during the Design stage				
6.4.4	Quality assurance plan used				
6.4.5	Feedback records & documentation of changes are made to the course during testing of content				
6.5	**Evaluation**				
6.5.1	Evaluation plan used by Content Developers to evaluate content developed				
6.5.2	Evaluation plan to be used to determine the progress of teachers trained				

Sl. No	Contents	Acceptable	Not Acceptable
	Evaluation of Digital Content	**Name of Subject Expert:**	
	Subject Assessed:		
	Chapter/Module:		
1	**Content & Methodology**		
1.1	Relevance/Currentness of information		
1.2	Clarity as per Syllabus		
1.3	Accuracy		
1.4	Content Navigation and Pace		
1.5	Multi modal (mix of video/graphics etc)		
1.6	Interactiveness(student interaction & participation)		
1.7	Pre Session Objectives and Post session exercises		
1.8	Appropriateness of content for target Classes		
1.9	Comprehensiveness Level of content for target Classes		
1.10	Instructional Design		
1.11	Evaluation and Assessment of Students' Learnings		
1.12	Evaluation and Assessment Strategies		
1.13	Number of factual errors,including typos,formulas etc		
2	**Quality of Digital(Multi-Media) Content**		
2.1	Audio & Video(Sound & Picture Quality)		
2.2	Animations(2D,3D,)		
2.3	Quality of voiceover		
2.4	Accent Quality		
2.5	Background sound/music		
2.6	Grammar used,Spelling and Pronunciation		