

DIGITAL LEARNING DESIGNER- INTERN

WHAT IS THE INTERNSHIP ABOUT?

This is a fantastic opportunity for you to learn while you earn in a growing industry. As an intern you will be developing digital learning skills and creating on-line learning content for UCM and partner organisations; enabling you to contribute to the IOM on-line learning community and beyond.

You will report to the Head of Learning Development and Partnerships and the Learning Company Leader who will provide mentoring and skills workshops to support your development.

What and when will I study?

- You will build upon your undergraduate education and work as part of a professional team to design and develop on-line learning solutions.
- You will attend regular masterclasses on relevant subject matter related to creating digital learning content from UCM lecturers and industry partners.
- You will receive daily support from your learning company leader.
- You will learn through practical application and self-directed learning.

What will I do? / Specific duties:

- Understand aims and objectives for learning, translating them into segments of online modules/courses.
- Understand and develop digital assessment for learning methods.
- Design and develop engaging and motivational on-line content.
- Create custom artwork, animation and storyboard scripts.
- Structure content and activities to optimise learning segments within set timeframes.
- Work closely with intern colleagues to manage multiple projects.
- Utilise a range of software to meet the needs of end users.
- Develop and refine materials for courses based on information provided by subject experts.
- Critically analyse user data, identifying quality improvement.
- Respond to analytical information and user feedback making improvements to existing courses, including technology or instructional methods.
- Create and maintain templates for new instructional strategies.
- Promote continuous digital learning improvement and innovation through own ongoing research and development.
- Utilise a range of marketing channels to promote online learning courses.
- Pitch for work for a wide client base.
- Build a portfolio of own work and undertake critical self-reflection for future progression.
- Run the day to day business operations as a team.

Person Specification:

Essential:

- An Isle of Man Worker
- A degree or level 5 qualification in a relevant subject.
- A strong team player with experience in a work/team environment.
- An enthusiasm to deliver and engage people in education and training.
- Well-developed communication and interpersonal skills.
- The ability to work under pressure and to meet set deadlines.
- A strong desire and motivation to learn new rapid authoring tools.
- A positive approach to personal development.
- Resilient, flexible, adaptable.
- Self-motivated and ability to take initiative.
- A self-directed learner.

Desirable:

- Practical skills using HTML, CSS and Javascript.
- Practical skills using adobe creative suite, photoshop, illustrator or other creative suite packages.
- Knowledge of articulate storyline or alternative rapid authoring tools.
- Ability to manage multiple project and administer complex information.
- Creative and analytical problem-solving skills.
- Independent learner and worker.
- Maths and /or English at level 2 or above.

WHAT ARE MY PROGRESSION AND CAREER OPTIONS?

By the end of this 32 week programme you will have gained workplace experience in business skills and creating digital learning content.

We place a strong emphasis on the practical application of theory, through the use of real-life scenarios, problem-solving tasks, team work, and work based projects, and we facilitate your development of the softer skills. When you leave us you will have gained workplace experience in business skills and creating digital learning content.

As such, interns may follow various opportunities in local employment, self-employment, education or further talent development within the private sector.

HOW WILL MY PERFORMANCE BE MEASURED/ASSESSED?

A range of methods may be used to ensure that you are contributing to the output of project based scenarios and that you are critically self-aware of your role within the internship group and of your work.

This will allow you to demonstrate a clear grasp of the concepts and your ability to link theory to practice and to communicate clearly in the digital learning field at the appropriate level.

You will have a performance appraisal with the Learning Company Leader during the internship and a progression/exit appraisal upon completion.

ENTRY REQUIREMENTS

- An Isle of Man Worker
- A degree or level 5 qualification in a relevant subject.
- Availability to complete the 32 week internship programme for 35 hours per week.
- Submission of successful resume, scenario task and activity on the recruitment/selection day.

ABOUT THE INTERNSHIP

Start Date: TBC

Duration: 32 Weeks

Hours of work: 35 hours per week

Location: UCM Nunnery Campus UCM/

MIS Code: TBC

Earn: TBC
