

Nine things to look for in this e-learn:



1 Well Organized:

The overall outline is well structured for learning. Mah Jongg is a very complex game, and in this training the content is broken up into small, digestible pieces, or “chunked”. Each chunk can be tested for understanding before moving on.

This is where WLS shines – in well-ordered and logical course organization.



- Module 1: History & Background
- Module 2: Learn the Tiles
- Module 3: The Card & Terms
- Module 4: Common Hands
- Module 5: Game Play
- Module 6: Basic Strategy
- Module 7: House Rules & Betting
- Module 8: FAQ



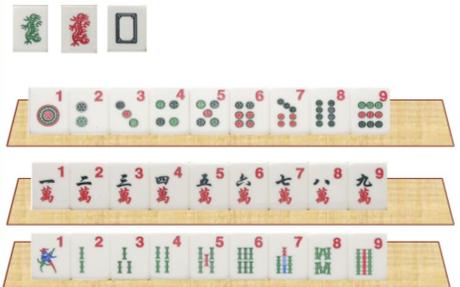
2 Clean Visuals:

Only what is necessary is shown. All visual elements are there for a reason. The design matches the look and design of a Mah Jongg card for congruity. This helps reduce the extraneous Cognitive Load for the learner.



3 Discovery Learning:

In the “Matching Dragons” activity, the learner is asked to make a guess and approach the material through exploration. In the Activity “Identifying Tiles”, the learner can self-direct.



The three Dragons are also matched to the three suits.



4 Closed Captioning:

Designed for Accessibility, as well as multi-modal learning for those who would like to read as they learn. Furthermore, these captions are optional for those who will be distracted by them.



5 Feedback is provided on Exercises:

Feedback helps learners know if they are on the right. If they don’t get the correct answers, additional opportunity to practice are encouraged.





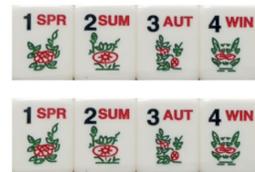
Self-paced:

The learner is put in control of the learning: e.g. learner is given options to go back and practice again, decides when the drill (for recognizing tiles) should end, and can move through exercises freely.



Tricky Aspects are anticipated:

Things that commonly trip people up are pointed out and clarified. Example: The case of the “One Bam” being often confused for a “Flower” by new players.



Rationale for specific information:

The case for learning specific detailed information and drills is made. For example, the reason for being able to identify tiles or know how many tiles are in a set is related to game play (application of the learning). Adult learners like to know why they learning what they are learning – especially if it’s detailed or requires memorization.

This pretty picture is not a “Flower”



Prior Knowledge is activated:

When the suits of the cards are used for example. There is a high likelihood that potential Mah Jongg Players have experience playing cards.



Design to support Changes & Updates:

The design in the Authoring Tools is consistently and well laid-out, with elements labeled and clearly organized to support future changes and updates, made by same author or others.

Contact **Wecksell Learning Studio** to learn more! information@wecksell.org