Course plan: Learning Design in Practice, 50 YH credits

Programme: Learning & Development Specialist

Programme number: YH03035-2026-1

Entry requirements: None beyond the programme's entry requirements

Course scope: 50 YH credits (higher vocational education credits)

Elective course: No

Language of instruction: Swedish

Version: 1

Note: English translation for information. The Swedish course plan is the official version.

Main content of the course

The course gives students the opportunity to apply their earlier knowledge and skills in learning design in one coherent case project. The focus is on starting from a real or fictional need and developing a learning solution all the way from analysis and design to production, testing and improvement.

Students work with needs analysis, audience analysis, learning objectives, structuring a learning journey and producing digital learning content in relevant formats. The course also covers how feedback and simple user testing can be used to develop and improve learning solutions further.

Students also practise documenting their design choices, using relevant digital tools and AI tools, and presenting a finished learning solution in a professional way adapted to the audience.

Course components

- Case work in learning design
- Project management and coordination of learning projects
- Needs analysis and audience analysis
- Learning objectives and structure for a learning solution
- Design of a coherent learning journey
- Production of digital learning content in relevant formats
- Testing, feedback and iterative development of learning solutions
- Documentation of design choices and work process
- Presentation of a learning solution
- Sustainable competence development in practical learning solutions

- Relevant AI tools are used throughout the course for analysis, structuring, production and improvement of learning solutions

Learning outcomes

After completing the course with a pass grade, the student will be able to:

Knowledge

1. Explain how a learning design process can be used to develop learning solutions based on needs, audience and context.
2. Explain the relationship between needs analysis, learning objectives, learning activities and expected impact.
3. Describe how digital learning content can form part of a coherent learning solution.
4. Explain how testing, feedback and iterative improvement can be used to develop learning solutions.
5. Describe how sustainable competence development can be integrated into practical learning solutions.
6. Explain how digital tools and AI tools can support the analysis, design, production and improvement of learning solutions.

Skills

7. Carry out a needs analysis and audience analysis based on a real case.
8. Design a coherent learning solution with clear objectives, activities and structure.
9. Produce digital learning content in relevant formats as part of a learning solution.
10. Use digital tools and AI tools to develop and improve a learning solution.
11. Carry out testing and gather feedback on a learning solution.
12. Explain how feedback and results can be used to improve a learning solution.
13. Present a finished learning solution in a professional way adapted to the audience.
14. Explain how the work was carried out, which choices were made and how digital tools and AI tools were used in the process.

Assessment

Students' knowledge and skills are assessed through the following assessments:

- Learning outcomes 1-6: Individual assignment (Fail/Pass)
- Learning outcomes 7-13: Group project with presentation (Fail/Pass/Pass with distinction)
- Learning outcome 14: Individual assignment (Fail/Pass/Pass with distinction)

After the regular assessment, students are entitled to one more resit or supplementary submission within two months. After that, an individual study plan is drawn up.

Grading criteria

Grades are Fail (IG), Pass (G) or Pass with distinction (VG).

Fail: The student has completed the course but has not met all of its objectives.

Pass: The student has met all of the course objectives.

Pass with distinction: The student has met all of the course learning outcomes and can also, with great skill and high precision:

- Carry out a needs analysis and audience analysis based on a real case.
- Design a coherent learning journey with clear objectives, activities and structure.
- Produce digital learning content in relevant formats as part of a learning solution.
- Use digital tools and AI tools to develop and improve a learning solution.
- Carry out testing and gather feedback on a learning solution.
- Explain how feedback and results can be used to improve a learning solution.
- Present a finished learning solution in a professional way adapted to the audience.
- Explain how the work was carried out, which choices were made and how digital tools and AI tools were used in the process.