



# PISCO CERTIFICATE COURSE

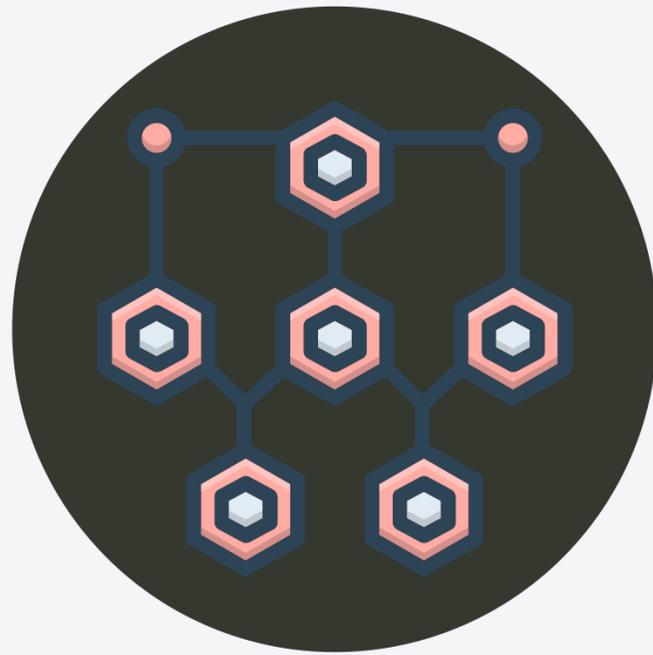


# Description

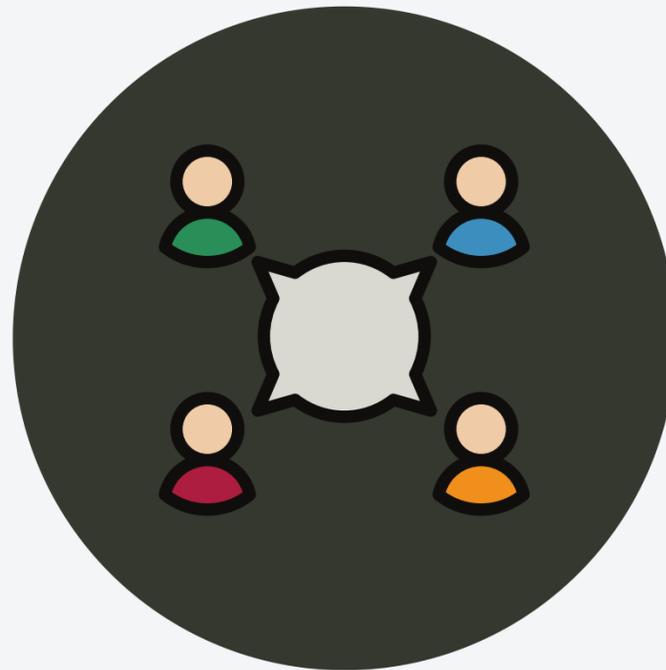


In this Pisco Certificate Course, learners will gain in-depth knowledge about Peruvian pisco & explore its history, production methods, types, pairing and more.

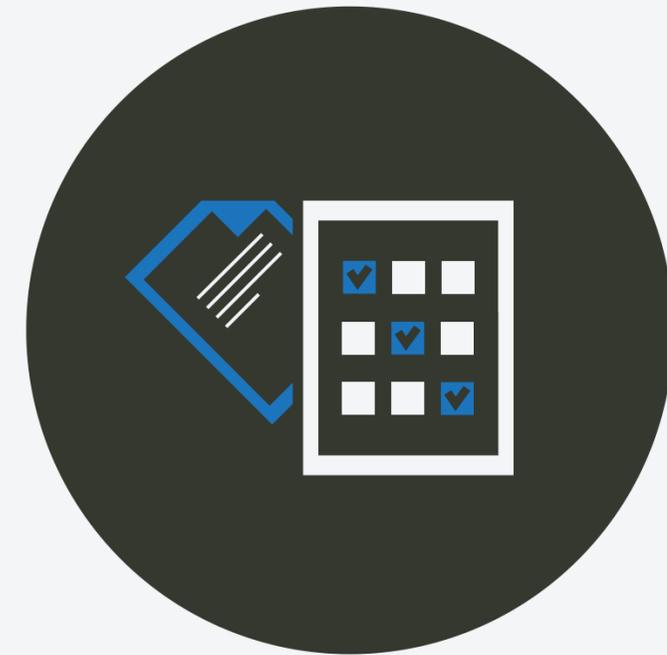
I will present examples for how I designed this course based on sound theoretical frameworks and practical applications for:



General Course  
Structure



Forum



Assessments

When designing the structure of this course, I applied findings from Richard Mayer's 12 Principles of Instructional Design and Moreno and Mayer's 5 Types of Interactivity. This helped me shape the design and organize multimedia presentations to improve the learning experience.



## Mayer's Segmenting Principle

People learn better when a multimedia lesson is presented in learner-controlled segments rather than as a continuous unit.



## Moreno & Mayer's 5 Types of Interactivity-Controlling

Learners determine the pace and sequence of learning events, which decreases cognitive load and increases transfer.

COURSE STRUCTURE

Below you can see a screenshot that exemplifies the structure of my course. Information is presented in small segments (separate lessons) and organized by units. With this structure, learners can determine the pace and sequence of their learning.

The screenshot shows a course content page with the following structure:

- COURSE CONTENT** (with an **Expand All** button)
- Unit 1- What is Pisco?**
  - Lesson 1- Overview of pisco (checked)
  - Lesson 2- Types of pisco
  - Lesson 3- Etymology of the word "pisco"
  - Unit 1 Quiz (1 Quiz) (with an **Expand** button)
- Unit 2- What is Pisco NOT?**
  - Lesson 4- Peruvian pisco vs. Chilean pisco
  - Lesson 5- Peruvian pisco vs. Singani
  - Lesson 6- Peruvian pisco vs. grappa

I incorporated a forum to the Certificate Course. Moreno and Mayer's 5 Types of Interactivity were useful in guiding the structure of the forum.



### Moreno & Mayer's 5 Types of Interactivity- **Dialoging**

The Q&A function of the forum encourages engagement and interactivity. Students can discuss topics with their peers, ask questions and respond to the in-video questions..



### Moreno & Mayer's 5 Types of Interactivity- **Searching**

Learners can locate needed information via the search function. Information on the forum may pique their interest and encourage them to search on external sites.

The screenshot below shows a rough draft of the forum. There is a search function so students can easily locate information. Students can post their own discussions, respond to others and ask questions.

The screenshot displays a forum interface. At the top left, the title "ARCHIVES: FORUMS" is shown in large, bold, black letters. Below it, a breadcrumb trail reads "Home > Forums". To the right of the breadcrumb is a search bar with a red "SEARCH" button. The main content area features a table with the following columns: "Forum", "Topics", "Posts", and "Last Post". The table lists seven forum units, each with its name, the number of topics and posts, and the time since the last post (all "1 week ago") and the user who posted (all "admin2000").

Forum	Topics	Posts	Last Post
Unit 1 Forum	2	3	1 week ago admin2000
Unit 2 Forum	1	1	1 week ago admin2000
Unit 3 Forum	1	1	1 week ago admin2000
Unit 4 Forum	1	1	1 week ago admin2000
Unit 5 Forum	2	2	1 week ago admin2000
Unit 6 Forum	1	1	1 week ago admin2000
Unit 7 Forum	1	1	1 week ago admin2000

On the right side of the interface, there is a sidebar. At the top, it says "COURSE" followed by "Pisco Certificate Course" in red. Below this is a section titled "FORUMS" which lists links for "Unit 1 Forum" through "Unit 7 Forum" in red text. At the bottom of the sidebar, there is a search bar with the placeholder text "Search ..." and a magnifying glass icon.

Chapter 5 of Horton's E-Learning by Design discusses assessment. This course will only have computer-scored questions, which will provide immediate feedback to students. I created quizzes and exams with primarily T/F and Pick One/Multiple type questions.



## Types of Questions- **True/False**

Allow learners to make categorical & either-or judgments.



## Types of Questions- **Pick One/Multiple**

Learners recognize the correct answer(s) in a list or identify a member of a category.

The screenshot below shows an example TRUE/FALSE question. I strive to create well designed questions that require deep thought processes. Feedback for the quizzes and final exam are immediate, so students understand where they need to improve and I can quickly measure if the learning goals have been met.

# UNIT 2 QUIZ

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Both Peruvian pisco and grappa don't allow for the addition of water during the process.

True

False

Next

The screenshot below demonstrates a PICK MULTIPLE question. I like to use these types of questions because they can be more sophisticated than pick-one or true/false questions. They also make it more difficult for the students to guess the right answer.

# UNIT 4 QUIZ

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The Denomination of Origin in Peru requires that pisco labels list these THREE key elements:

- The type of pisco
- The name of the Master Distiller
- The grape varietal(s)
- The D.O. region where it was produced

Next

# Feedback

## Results

0 of 6 questions answered correctly

Your time: 00:03:09

You have reached 0 of 6 point(s), (0%)

[View Questions](#)

[Restart Quiz](#)

The Denomination of Origin in Peru requires that pisco labels list these THREE key elements:

The type of pisco

Once students complete the quizzes or the exam, they receive their grade. They also have the option to review their answers and read why their responses were incorrect.

Horton states that "for aiding learning, meaningful feedback is crucial" (244). In this course, I aim to use tests as a teaching tool, to correct misunderstandings and to augment knowledge.

# SOURCES

Clark, Ruth C., et al. Efficiency in Learning: Evidence-Based Guidelines to Manage Cognitive Load. Wiley, 2011.

Horton, William. E-Learning by Design, Center for Creative Leadership, 2011.

Moreno, R., & Mayer, R. (2007). Interactive Multimodal Learning Environments. Educational Psychology Review, 19, 309-326.

Sweller, J., Cognitive load during problem solving: Effects on learning, Cognitive Science, 12, 257-285 (1988).