On Page SEO

Design Document Nic Knott - Learning Designer

	Details	Notes and Learning Principles, Methodologies and Theories
Business Purpose	Predominantly e- commerce, selling goods and services online to a variety of customers.	Typically 'time-poor'; learner confidence can be quite low in technical capabilities.
Target Audience	Business owners who are responsible for creating their own content. Mixed learning experiences. Low-mid confidence with technology Learners have indicated that there is no 'how-to' guide that is accessible and avoids jargon. Learners completed survey on their training needs	Needs to be mobile-friendly, must hold attention, accessibility is key (closed captions, high contrast etc) Must have quick-implementation actions Regular knowledge checks to boost confidence Exemplars are key to demonstrate application of knowledge. Knowles, 1984 (Learners involved in planning and instruction)
Problem	Learners create lots of content with little/no SEO strategy, leading to low website traffic and frustration. Learners need 'quick wins' in terms of optimising current content. Learners have indicated that there is no 'how-to' guide that is accessible and avoids jargon.	Knowles, 1984 (Learners need to see immediate impact; problem- centered learning)

Considerations and Cycle	 Stand-alone course Asynchronous Learners must be able to skip sections No LMS currently Must match the 'tone' of the brand - see brand guideline document for frequently used language and approach SAM model of development; rapid prototyping; beta-test with small business group initially. Development cycle (timescale TBC): Proposal to LW for approval Rapid prototype to LW for feedback Second iteration (sections and lessons outlined and built out, but no content) to LW and business group for feedback Functioning course beta- tested with 35 learners 	Rapid prototype to be created either in Adobe XD or Rise itself
Training Time	20-30 minutes (asynchronous) Learners can skip sections, complete access to all lessons.	

Solution Recommendations	 Rise 360 'short' module on On Page SEO Allows learners to dip in/out Learners can self-select lessons Link to prior modules and future modules Design must be clear without too much text (Mayer's) Use videos from overlapping courses (Multisensory) Regular knowledge checks (helps both engagement and learner transfer) Any visuals must be coherent and not distract from content Use Rise 360 and publish to AWS for embedding in DF members' area 	 Meyer's Multimedia, Knowles' Adult Learning Theory; Behaviorism; Cognitivism (meaningful retention) Project-based learning (with learners' own sites and pages as the project)
Deliverables	 Rise 360 course Design document Full storyboard Rapid prototypes in Adobe XD Keyword research document [Video files to be re-used from prior content] 	

Learning Objectives	 By the end of the training learners will know: How to optimise textual and visual content on webpages for SEO How to conduct keyword research Which pages will be prioritised when optimising existing content 	
Training Outline	 10 lessons, divided into 5 sections: Introduction (objectives and application) Keywords On-page actions Extras Final Thoughts 	Gagné's 9 Examples (Bloom's Level 3 for application of knowledge)
Evaluation Plan	 Informal evaluation during testing phase During beta-testing, data to be collected from participants through surveys and collection of analytics information Participants asked to track organic search data for 12 months following implementation 	 Kirkpatrick's Level 1 and 2 to be assessed by verbal feedback (informally) Kirkpatrick's Level 3 will be demonstrated by learners beginning to optimise existing content and implementing optimisation when creating any new content. Kirkpatrick's L4 will be evident in 6-12 months' time with an increase in organic web traffic driven through searches on search engine sites (predominantly Google) This can be tracked with Google Analytics