Yoga - A System For Holistic Well Being



Priya Boindala March 9, 2023; V1.0

E-LEARNING MODULE SUMMARY

This module is designed under the framework of the ADDIE model incorporating the various design phases and relevant information in literature related to effective design and instructional strategies in an e-learning setting.

The ADDIE model is a robust and dynamic framework that involves five phases, namely, Analyze, Design, Develop, Implement and Evaluate. It is flexible in that these phases are not linear but involve a feedback loop between them. Coupled with the phases of the ADDIE framework are the design processes namely, Envisioning, Selection, Visualization, Prototyping and Evaluation as outlined in People and Prototypes by Moggridge (2007).

ANALYZE (ENVISIONING)

"Rediscovering the familiar". Yoga is a topic that is familiar to many, but the goal of this e-learning module is for the user/learner to rediscover Yoga as a means to not just health and physical wellness but as a path to discover and shape one's emotional, physical, and spiritual well-being. It is meant to provide a more holistic introduction to this large system and how Yoga is a state of being rather than a series of movements.

The target audience is anyone with familiarity to Yoga including young adults that can access to this learning module. The topic of Yoga is vast and each user's familiarity with the topic is different and therefore the constraints involve curating the appropriate material to address the broad goal but at the same time with the scope of reaching a larger audience.

DESIGN (SELECTION)

Therefore, the next step involved streamlining and constructing specific learning goals that would address the BIG goal for the e-learning module. In the process also identifying the appropriate instructional strategies used to curate and organize material and assess its effectiveness. (Summarized in Table 1)

DEVELOP (VISUALIZATION)

Having identified the learning goals, the next element in the design process is the development of a storyboard. The goal is to come up with a realistic representation of what the final product (lesson plan) would look like without the actual functionality. The storyboarding involved a series of processes keeping in mind the effective instructional and design strategies as outlined in the design phase. The lesson summary is as in Table 1 and the storyboard developed is presented after. The storyboard was developed considering design principles of how content is aligned, proximity, spacing, and balance.

Table 1: Learning goals, Instructional Strategies and Lesson plan.



TITLE: E-learning module: Yoga a system for holistic well being

INSTRUCTIONAL STRATEGIES USED

Content Curation

- identifying content (visuals, videos, audio) that would best meet the learning goals for this module.
- organizing them in a way that each learner can get the maximum out of it based on their individual needs.
- intentional consideration of the type of interactive content to keep the user engaged and

Evaluation and Analysis of Learning Effectiveness

designing short quizzes and feedback activities to assess learner engagement.

Podcasts, relevant audio, and gifs are additionally included to boost user engagement.

Learning Goals The learner can answer the following questions as they complete the e-learning module.	Lesson Summary
How is Yoga a holistic system?	Learner is first given a short quiz to understand their perception of Yoga. They are provided with a short video that introduces Yoga as a holistic system. Learner is reassessed. Learner is then directed to a quiz about what Yoga is widely practiced in the US. This creates a segway to the next section.
What are the six branches of Yoga?	The learner is provided for each of the six branches an introduction, brief history, and ways to practice. - User has control over navigation – with the option to skip forward if already familiar) - User is also provided with additional resources for each branch of Yoga.



	Assessment: User is presented with a basic matching quiz.
	 They are required to match the description to type of yoga practice. After completion they are provided with feedback based on their choices
What are some common asanas	The user is introduced to the following Asanas.
in Hatha Yoga?	The user is provided with audio on how to pronounce these Sanskrit names of asanas or
	poses.
	1. Tadasana (Mountain Pose):
	2. Adho Mukha Svanasana (Downward-Facing Dog):
	3. Trikonasana (Triangle Pose):
	4. Balasana (Child's Pose):
	5. Virabhadrasana II (Warrior II Pose):
	6. Paschimottanasana (Seated Forward Bend):
	7. Ustrasana (Camel Pose):
	8. Sukhasana
	Assessment: The user is presented with an interactive quiz where they must match the pose
	with the respective asana name.
	They are provided feedback based on their choices.
What are some common pranayama techniques?	The user is introduced to the following techniques and their health benefits.
	The user is provided with audio on how to pronounce these Sanskrit words.
	Nadi Shodhana ; Kapalabhati ; Bhramari ; Ujjayi ; Sitali ; Sheetali
	Assessment: The user is presented with an interactive quiz where they must suggest a
	pranayama technique based on a given health benefit.
	They are provided with feedback based on their choices.
How to meditate?	The user is first directed to a quiz on some myths about meditation.
	The user is then provided with a video on how to meditate.
	The user is then directed to a summary quiz answers the big question or goal for this
	module about how Yoga is a system for holistic well-being.



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