

Submission template Learning developer of the year

The judging panel will score submissions according to how well they fulfil the specific bullet points outlined below .

Please use these bullet points as headings for each section to explain as clearly and concisely as you can how your submission meets the criteria. This does not preclude you from including other sections, however, you should consider the word count if you do.

There is a maximum word limit of 2000 words. Submissions exceeding this limit will not be judged.

Your entry may be disadvantaged if the judging panel is unable to see your submission in action. You also need to be prepared to provide evidence for claims you make about impact and effectiveness.

- The learning developer demonstrates a quick and detailed understanding of the requirements of the brief.
- The learning developer produces the most appropriate learning media or software solutions within set constraints.
- The learning developer shows originality and inventiveness where this matches the requirement.
- The learning developer is proactive in seeking out and adopting innovative tools and techniques.
- The learning developer has demonstrated consummate communication skills with external clients and/or internal project teams.
- The learning developer is exemplary in their responsiveness and adaptability, for example by proactively seeking solutions and making suggestions to the learning designer about approaches that are more efficient to build whilst not sacrificing usability.
- The learning developer has produced consistent high quality and effective media or software solutions over at least four years.

Please also refer to the full criteria for this category, which can be found at www.learningtechnologies.co.uk/enter-an-award/award-categories

Please ensure you have read the terms and conditions - www.learningtechnologies.co.uk/enter-an-award/how-to-enter/terms--conditions