

One thing I have come across as an assessor is online content that works well on a desktop PC but falls down when accessed on a mobile device such as a tablet or phone. During the piloting of your online course, it is essential that you trial the content on as many devices and operating systems as possible. One good example from a few years ago was that interactive content developed in Adobe Flash would not play on IOS devices. After this period, HTML5 became the standard development tool for all interactive content. Standards evolved from these experiences, so make sure you are up to date with what works where and remember to test, test, test!