SKILLSTACK SUITE

E-Learning Course Creation & Design — Module Summaries

The one thing to remember from each module, and how you know it landed.

One-page-per-module recap. Read this before you start a module and again after the build task — it is the fastest way to tell whether the module actually landed.

Module summaries

#	Module	The one thing to remember	Done when
1	Outcome definition	A course is a promise of a capability, not a topic list	Your outcome uses a filmable verb
2	Audience mapping	Unstated prerequisites are what make courses uneven	Prerequisite written down and checkable
3	Backwards design	Assessment first gives you a principle for cutting	Every module traces to the assessment
4	Lesson architecture	One idea per lesson; long lessons are unsplit lessons	No lesson over 12 minutes
5	Scripting	Script the edges, speak the middle	Hook and close written verbatim
6	Production	Audio outranks video; consistency outranks both	Settings written down and reproducible
7	Editing	Remove dead air; skip the polish	One lesson edited in under an hour
8	Workbooks	A workbook cannot be completed without the lesson	Blank template + 3 prompts built
9	Platform	Choose on drip, cohorts, tracking, data export	Completion tracking live from day one
10	Pricing	Price the outcome and support, not your effort	One-sentence price defence written
11	Launch	Beta first — validation, testimonials, drop-off data	3 beta learners in module 1
12	Iteration	Completion rate is the honest metric	Weakest lesson identified from data

If you only do five things

- Write the transformation statement before anything else.
- Design the assessment before writing a lesson.
- Keep every lesson under 12 minutes with practice at the end.
- Fix your audio before touching your camera.
- Run a beta before you spend a penny on traffic.