GLOBAL VIRTUAL LEARNING MODEL

(DESIGN PROCESS)

INPUTS
- Stakeholders’ needs
- Local partner input
- Best practices in instructional design

MODES
- Action-based
- Learner-centered
- Blended
- Expert-supported

(PROGRAM IMPLEMENTATION)

(LEARNER OUTCOMES)

SKILLS
- Digital literacy
- Digital citizenship
- Teamwork
- Cultural competency

RESULTS
- Connections
- Global network
- Personal development
- Employment

© William Davidson Institute