



Quality Assurance Checklist

Question	Yes	No	N/A
Do all buttons work correctly and take learners where they should?			
Are all feedback statements programmed correctly?			
What happens if the learner answers correctly/incorrectly?			
Do all games and simulations work correctly?			
Are the directions clear?			
Do all videos play correctly?			
Are all videos placed correctly in the course?			
Is the audio level similar across the entire course?			
Are visuals relevant to the topic of the course?			
Is there a good balance of text, images, and			

multimedia?			
Is navigation simple and intuitive?			
Is design clean and there is a lot of white space on the screen?			
Is the content relevant to learners' needs?			
Is the content presented in an interactive way?			
Do interactions, games, and simulations support learning objectives?			
Are interactions, games, and simulations practical and realistic?			
Do all interactions display properly?			
Are the titles of all lessons clear and accurate?			
Does the course launch properly?			
Are all screens present?			
Are examples clear and easy to understand?			
Does each screen contain enough information?			