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DIGITAL LEARNING ASSETS REDEFINED

New open framework announced to inspire future learning technologies

PHOENIX - How content is made, managed, and measured is a frequent source of confusion and frustration across the eLearning industry. Matching business values with training outputs is a constant challenge for learning projects, and until now this was a largely unsolvable problem due to the lack of rigorous definition of needs, audiences, or even what “training” itself is – and how this differs from more general forms of information.

The recently announced [Digital Learning Asset Framework](#) describes the smallest indivisible units of media that comprise modern learning experiences, and defines a higher standard. This Framework addresses current issues surrounding the creation and administration of learning, and it is intended to evolve and grow along with collective understandings within the eLearning industry. It is designed to compliment standard models for the development, delivery, and evaluation of training. Because it is open-sourced and extensible, the Framework also allows for new systems and methods of delivering and tracking training that don't yet exist. Thus the *Digital Learning Asset Framework* provides new vision for the use of current tools/standards, and new inspiration for future learning technologies.

“Let us make the things that matter. Let us measure the things that count. Let us take this new *Digital Learning Asset Framework* and run with it towards a brighter future for Learning & Development, and more importantly for the organizations – and the people – that we serve.”

Sam Rogers, President of Snap Synapse and coordinator of *The Digital Learning Asset Framework*

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With its five core principles, extensible framework structure, suggested metadata, and learning-focused definition of assets, the *Digital Learning Asset Framework* brings together a new foundation on which the Learning & Development field can build.

"This Framework provides a great starting point for the larger rethinking of the things that we make, why we make them, for whom, and how we know when they're actually working."

Lisa Minogue-White, Learning Now TV presenter and reporter and signatory to *The Digital Learning Asset Framework*

The *Digital Learning Asset Framework* is the result of an international braintrust of 30 experts in the Learning & Development field from a diverse array of industries, geographies, and interests. Representatives from video to VR, from standards to usability to gamification to microlearning, from cognitive development to artificial intelligence came together to forge this new approach for creating and administering digital learning assets for the benefit of the entire eLearning industry. The initial project concluded with its public release at the recent *Training, Learning, & Development Conference*.

The *Digital Learning Asset Framework* is now freely available to all under Creative Commons license ([Attribution-NonCommercial-ShareAlike 4.0 International](https://creativecommons.org/licenses/by-nc-sa/4.0/)). The single page-reference for version 1.0 can be found at DigitalLearningAssetFramework.com along with new content published every weekday, including explainer videos, blog posts, community comments, printable worksheets, podcast interviews, live-streamed discussions, and [overview webinars](#).

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