

## Day - 1

- Set up the necessary development environment to start developing
- Understand the Open edX architecture, tools, and development process.
- Build, test and deploy new applications and services to extend the richness of an Open edX course.
- Integrate existing web, desktop, and mobile applications and content into an Open edX course.
- Track, monitor and analyze the activity and performance of an Open edX service or application
- Set up the necessary development environment to start developing

## Day - 2

- Understand how Open edX's different components work together to enable instructors to design world-class online learning
- Use Open edX's course-authoring tool to build an edX course.
- Create interactive, hands-on lessons and activities
- Blend the right kind of course content and multimedia to enrichen a course

## Day - 3

- Assess student performance and provide timely feedback using Open edX instructor tools
- Collaborate with others to deploy and manage an entire series of online course work