Project Goals

1. Develop a set of reusable learning objects in the area of digital forensics for use in foundational courses and law enforcement training.

2. Use a flexible architecture for the assembly and delivery of the learning objects.

Instructional Goals

1. Learners will apply appropriate legal principles to the gathering of digital evidence.

2. Learners will describe the basic processes of evidence identification, gathering, and examination.

3. Learners will describe pertinent issues and challenges regarding the practice of computer forensics.

Process

- SME interviews
- Analysis
- Design
- Development
- Revision
- Evaluation
- Implementation & Dissemination