Chapter 10 Cultural Adaptation of E-Learning Courseware: An Ethics & Compliance Example

Randall Stieghorst

Language & Culture Worldwide, LLC, USA

Andrea Edmundson

eWorld Learning, Inc., USA

EXECUTIVE SUMMARY

Web-based and self-paced learning modules have become a common-and sometimes primary-tool used by the Ethics & Compliance departments of global organizations to educate employees worldwide. These e-learning modules provide guidance around such topics as the company's Code of Conduct, specific policies or laws, globally applicable corporate standards, and how best to manage ethical dilemmas in a corporate environment. In this case, the authors describe the instructional design process that were used on various ethics and compliance courses to achieve a more global, regional, or country-specific applicability, including an overview of changes made to content and methodology that was originally perceived as "very American."

DOI: 10.4018/978-1-4666-1885-5.ch010

ORGANIZATION OR SITUATION BACKGROUND

Language and Culture Worldwide

Language and Culture Worldwide (LCW) offers training, translation, and consulting services for global organizations. LCW's training contextualization services evaluate and adapt learning tools and strategies so that they are more successful with multicultural and multilingual audiences (Language and Culture Worldwide, 2010).

eWorld Learning, Inc.

eWorld Learning, Inc. analyzes and revises training courses, particularly self-paced elearning courses, to align the content, instructional methods, and media/technology to the preferences of learners in other countries and cultures. eWorld Learning recommends critical modifications (those that could interfere with learning or learner acceptance) and tests those modifications with the targeted learners. Subsequently, we revise courses *before* they are translated, localized (from a technical and language perspective), or reproduced (eWorld Learning Inc., 2010).

Background

Web-based and self-paced learning modules have become a common -- and sometimes primary -- tool used by the Ethics & Compliance departments of global organizations to educate employees worldwide. However, as these courses are used more frequently outside of the United States, non-American learners protest that the courses are not acceptable or relevant to them, recognizing that many aspects reflect American culture, not theirs. Thus, e-learning designers must understand, anticipate, and adapt to cultural differences *before* courses are 'exported' to different cultures. In addition, ethics and compliance content must be accurate for the non-US regions or countries and placed in a context that is meaningful to them.

Typically, software being marketed to other countries is translated and localized before it is reproduced for international markets. Translation addresses specific dialects. Localization addresses obvious cultural differences, such as; spelling changes (localize to 'localise,' for example); replacing images and icons for local versions (replacing an American stop sign for a European one); and technical aspects (ensuring that the software supports expanded text, other alphabets, and so forth). However, elearning courseware, while it is technically software, is also a cultural artifact, imbedded with the cultural values, preferences, and nuances of the designing culture. Thus, for elearning courseware to be most effective for multinational and multicultural audiences, *cultural adaptation* beyond translation and localization becomes critical.

16 more pages are available in the full version of this document, which may be purchased using the "Add to Cart"

button on the publisher's webpage: www.igi-

global.com/chapter/cultural-adaptation-learningcourseware/68065

Related Content

The Role of Institutional Factors in the Formation of E-Learning Practices

Ruth Halperin (2008). Advances in E-Learning: Experiences and Methodologies (pp. 96-111).

www.irma-international.org/chapter/role-institutional-factors-formation-learning/4734

Player-Driven Video Analysis to Enhance Reflective Soccer Practice in Talent Development

Anders Hjort, Kristoffer Henriksenand Lars Elbæk (2018). *International Journal of Game-Based Learning (pp. 29-43).*

 $\frac{www.irma-international.org/article/player-driven-video-analysis-to-enhance-reflective-soccer-practice-in-talent-development/201870$

Designing and Testing Affective Supports in an Educational Game

Katie Bainbridge, Ginny L. Smith, Valerie J. Shuteand Sidney D'Mello (2022). *International Journal of Game-Based Learning (pp. 1-32).*

www.irma-international.org/article/designing-and-testing-affective-supports-in-an-educational-game/304434

Balancing Fun and Learning in a Serious Game Design

Christopher Franzwa, Ying Tang, Aaron Johnsonand Talbot Bielefeldt (2014). *International Journal of Game-Based Learning (pp. 37-57).*

www.irma-international.org/article/balancing-fun-and-learning-in-a-serious-game-design/121793

Theorizing a Multiple Cultures Instructional Design Model for E-Learning and E-Teaching

Lyn Henderson (2007). *Globalized E-Learning Cultural Challenges (pp. 130-154).* www.irma-international.org/chapter/theorizing-multiple-cultures-instructional-design/19298