

eLearning Portfolio

Examples of eLearning work built for Unity,
H5P
and LMS delivery.

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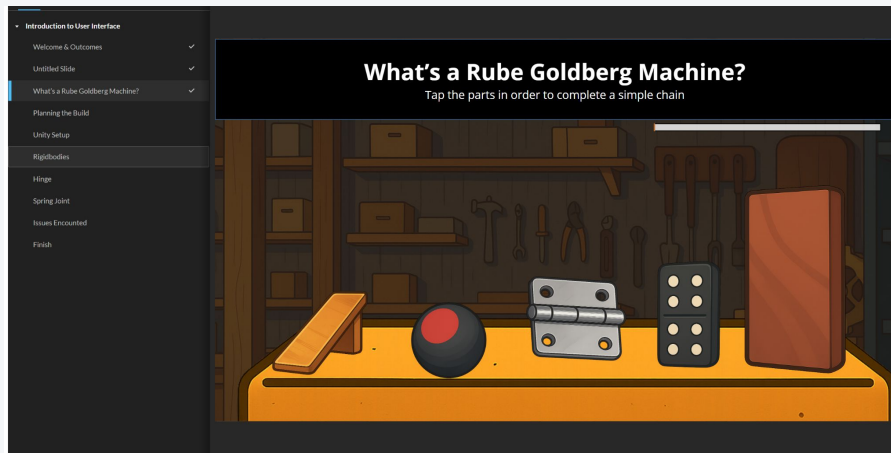
Instructional Designer | Digital Learning Developer | Unity Creative

LEARNING DESIGN | INTERACTION | VISUAL
STORYTELLING



Selected eLearning Work

Two course samples, with screenshots and notes on how each one was built.



Rube Goldberg Machine

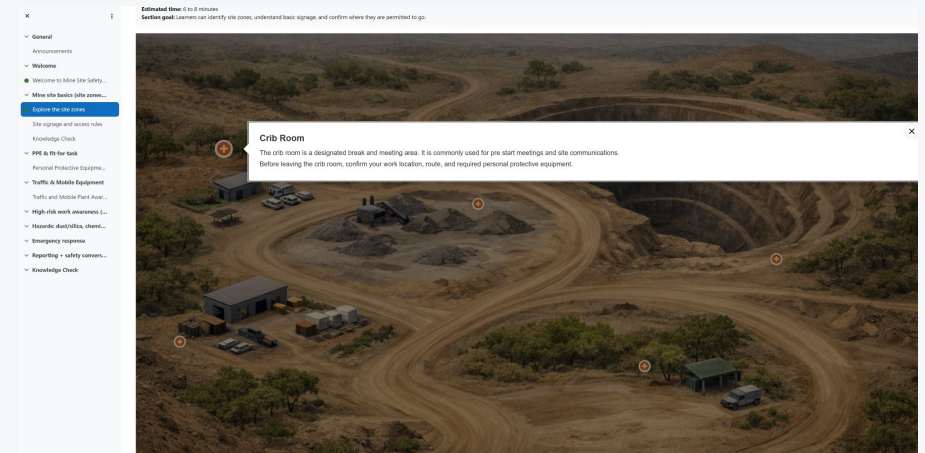
Scenario-led Unity physics learning experience

Interactive

Scenario-led

Visual learning

- Introduces Unity physics through a workshop challenge where learners build a chain-reaction machine.
- Includes a sequencing task and selectable troubleshooting cards with fixes for common setup problems.
- Uses the same workshop artwork, character and menu style throughout the course.



Mine Site Safety Induction

Modular LMS course with H5P-style interactions

Workplace safety

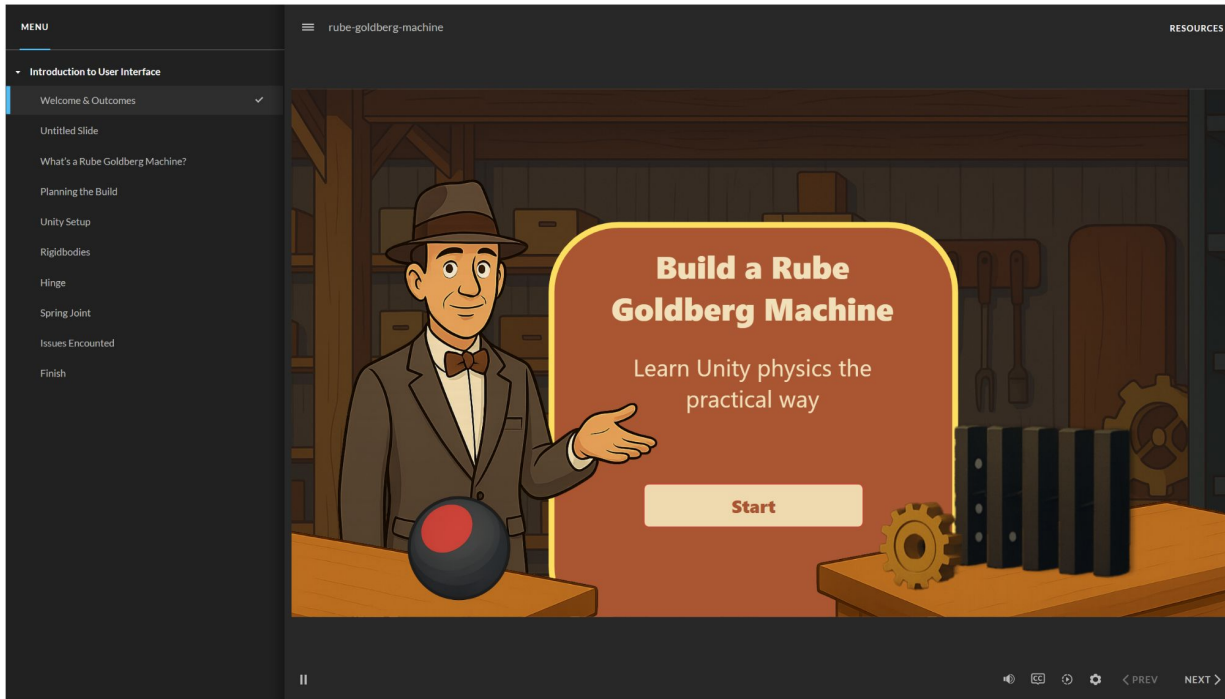
Hotspots

Knowledge checks

- Organises the induction into short sections covering site zones, PPE, traffic, hazards and emergency response.
- Uses mine-site hotspots for location awareness, PPE callouts and sign-recognition cards.
- Shows an estimated time and section goal before each topic.

Project 01 | Rube Goldberg Machine

An introductory Unity physics course built around a chain-reaction project.



Learning approach

Learners build a chain-reaction machine while working through rigidbodies, hinges and spring joints. Each topic connects to a part of the build, so the technical setup has a clear use.

What is included

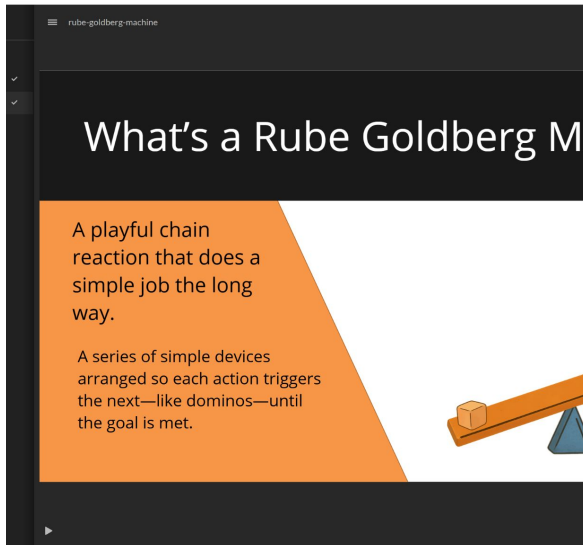
- Custom workshop artwork and a guide character used across the course.
- A build sequence that moves from planning into Unity setup and physics components.
- Short character-led prompts used to introduce tasks and problems.
- The same menu, controls and card behaviour used from screen to screen.

Design focus

The main job was to turn separate Unity physics topics into one practical build. The screenshots show the course menu, planning screen, sequencing task and troubleshooting cards.

Interaction Design

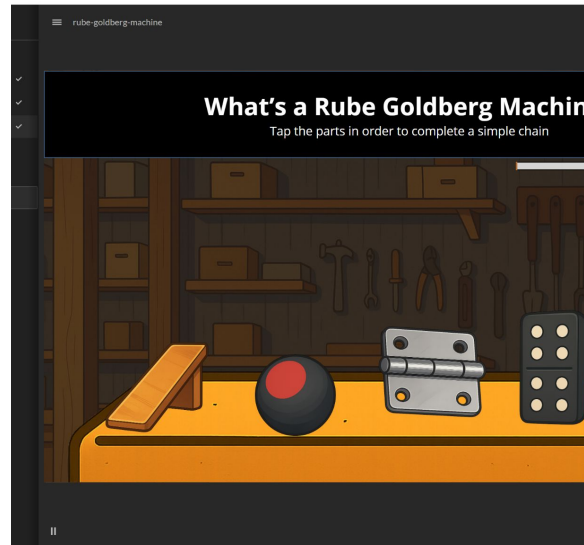
The course uses a small number of interactions, each tied to a specific part of the lesson.



Concept introduction

A short explanation introduces the chain-reaction idea before the learner starts the task.

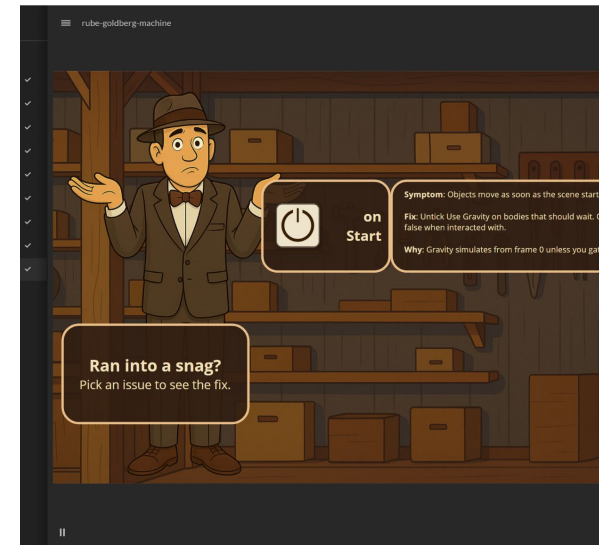
EXPLAIN



Sequencing activity

Learners tap the machine parts in the order needed to complete the chain.

PRACTISE



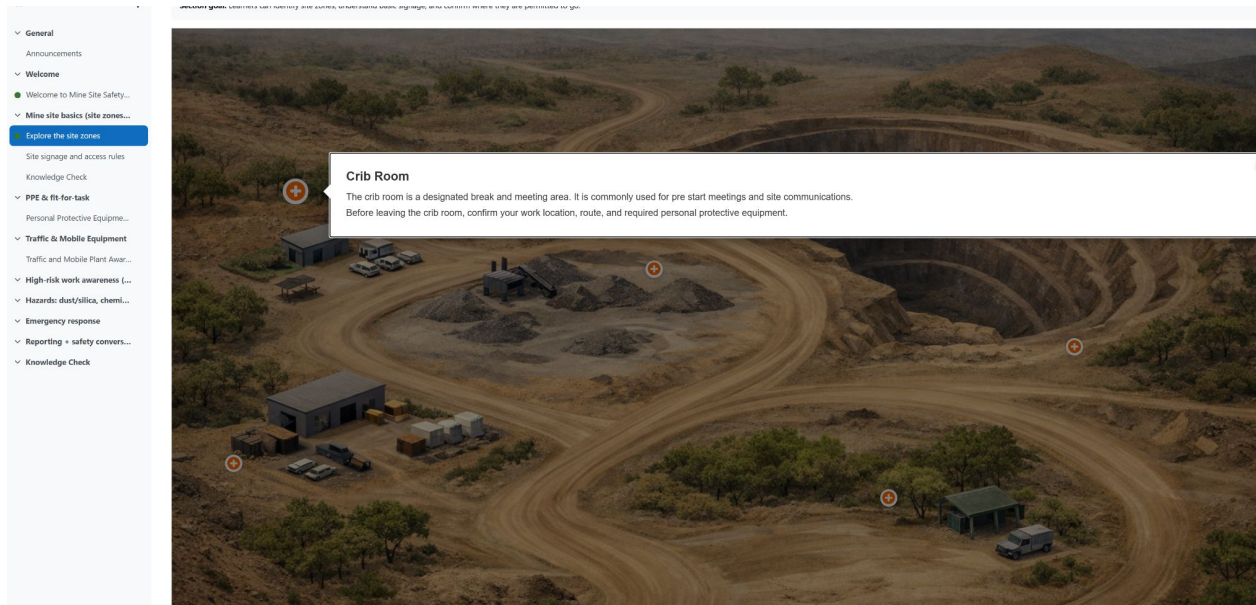
Troubleshooting choices

Each issue card shows the symptom, a fix and the cause of the problem.

APPLY

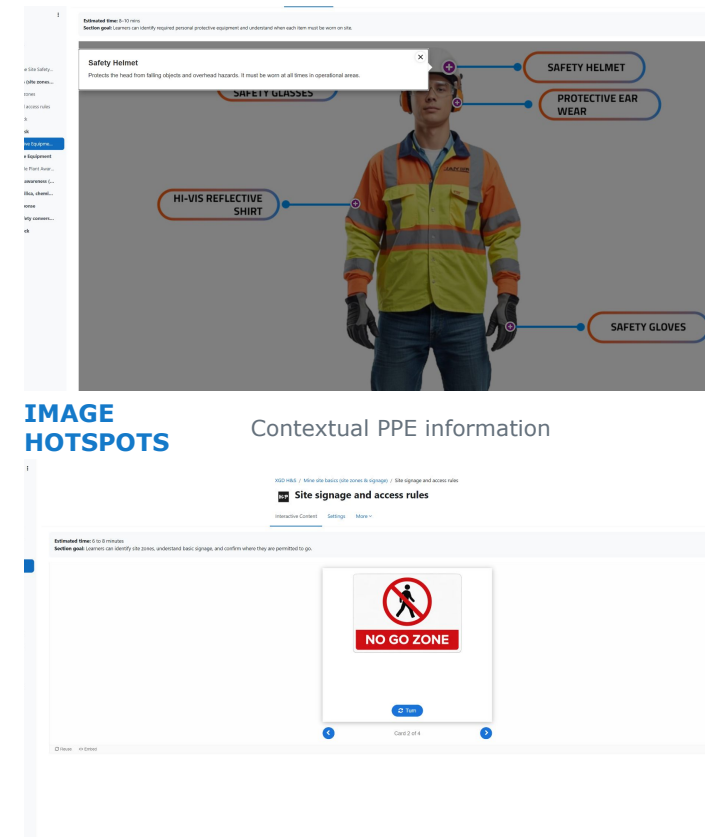
Project 02 | Mine Site Safety Induction

A mine-site induction course organised into short LMS modules.



Course structure

The left menu shows the full course structure and completed topics. Each section starts with an estimated time and a sentence explaining what the learner needs to know.



FLIP CARDS Sign recognition and recall

Course elements shown

Module menu • estimated times • section goals • mine-site hotspots • PPE callouts • sign cards • knowledge checks

Tools and Work Shown Here

The portfolio examples cover course planning, production and implementation.

Course development

- Learning needs analysis
- Storyboards and screen flow
- Plain-language content
- Questions and learner feedback

Authoring tools

- Articulate Rise and Storyline
- H5P and Moodle content
- Camtasia and Vyond
- SCORM package setup

Unity and visual work

- Unity interactions
- UI setup in Unity
- 3D asset work
- Photoshop graphics