The e-learning tool that I selected to critique is the Coursera Gamification course. I selected this e-learning tool because gamification is one of the instructional methods I enjoy using in the classroom. The extraneous principles that were utilized well in this course are the coherence principle, signaling principle, redundancy principle, and spatial contiguity principle. First, the coherence principle was used throughout the course by simplifying the overall layout of the course. The information was presented in a clear and concise matter. There are only headers with brief descriptions or no descriptions. Videos used in this course were bullet points with most information narrated by the instructor. The signaling principle was used to direct the learner’s attention on where to navigate next. This was done through the use of bold text, oversized text, and bright-colored buttons. The redundancy principle was displayed through the use of constant video lectures. There are limited activities in the course, including text articles, infographics, and charts. The layout of each video is redundant by using similar presentations styles and narrations methods in all of them. Lastly, the spatial contiguity principle was shown by categorizing related concepts together. Under each week the videos are placed in sections based on the topic they relate to. Next, the managing essential principles that were utilized well in this course are the segmenting principle and modality principle. The segmenting principle is shown through the time limits on each video. Lecture videos are segmented into smaller video clips to not overwhelm learners. Narration only addresses key concepts in each video. Next, the modality principle is the best principle of this course in my opinion. The instructor used narration as a primary form of instructional delivery. A small frame of the instructor is present at some point throughout all videos. The extraneous principle that is missing is the temporal contiguity principle. This principle was missing because of the nature of the course. Since it is a gamification course actual gaming simulations need to be present for learners. The managing essential principle that is missing is the pre-training principle. This principle is missing because it’s a basic level gamification course. No new concepts are being taught because everyone is familiar with the mechanics of gameplay. I do think multimedia was an effective option for teaching the topic. Gamification is primarily used through online learning and multimedia is the best platform to showcase on-screen games. The only way that I would improve this course is by adding more infographics. Videos are a great instructional tool but shouldn’t be the only tool used in a course. Differentiated instruction is key to reaching all learners. Also, having to replay videos to get missed information becomes cumbersome for learners.