Harnessing the Power of E-learning Software to Enhance Training Programs

International Field Directors & Technologies Conference 2015



Common Language **Our Training Approach E-Learning Software Demonstration** Challenges & Limitations



E-learning: the use of electronic educational technology in teaching and learning (Wikipedia.org)

Web-based or online learning: instruction delivered via the internet

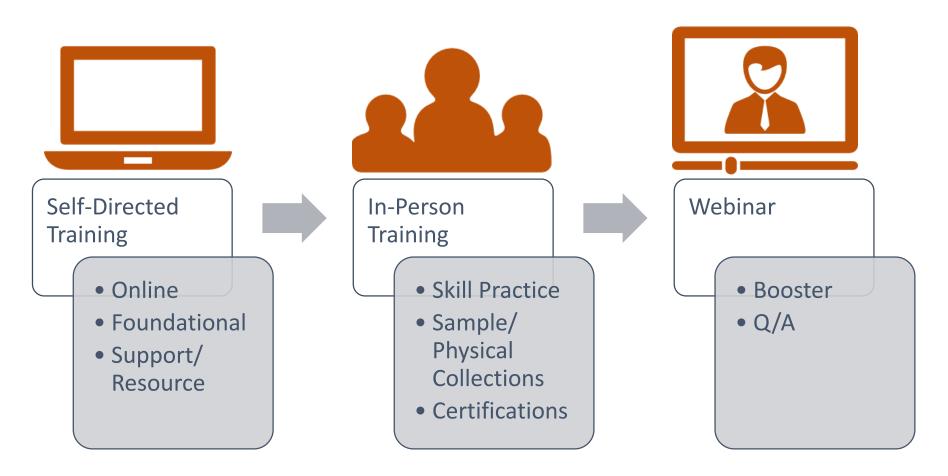
Learning management system (LMS): a platform for the organization, delivery, tracking, and reporting of e-learning courses or training programs





E-learning authoring software or E-learning software: software for authoring and developing content specifically for e-learning purposes

Training Approach



Identify our priorities

Download the demo & explore



Weigh our options

Training
Needs &
Goals

Software Capabilities

Developer Skill

LMS Capabilities

Adult Learning Principles



Relevant



Build on knowledge and experience



Create connections



Practical, hands-on

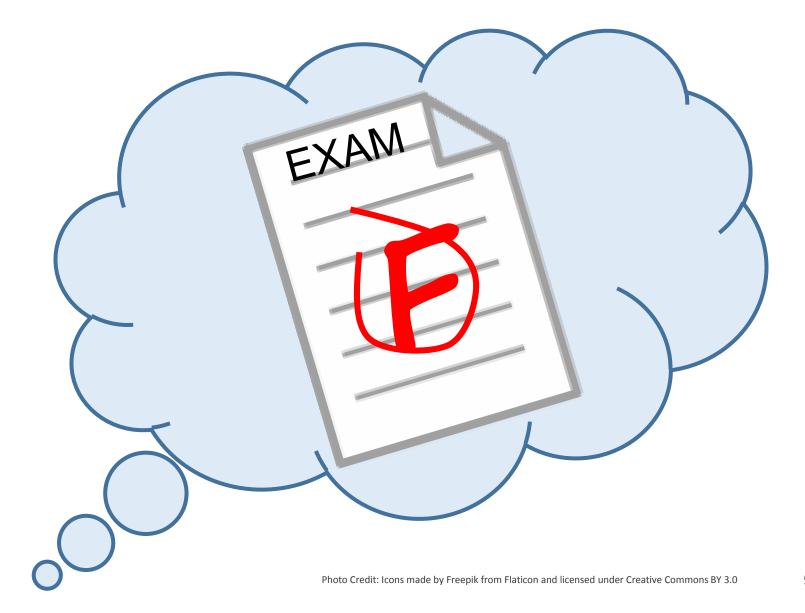


Allow for self-direction

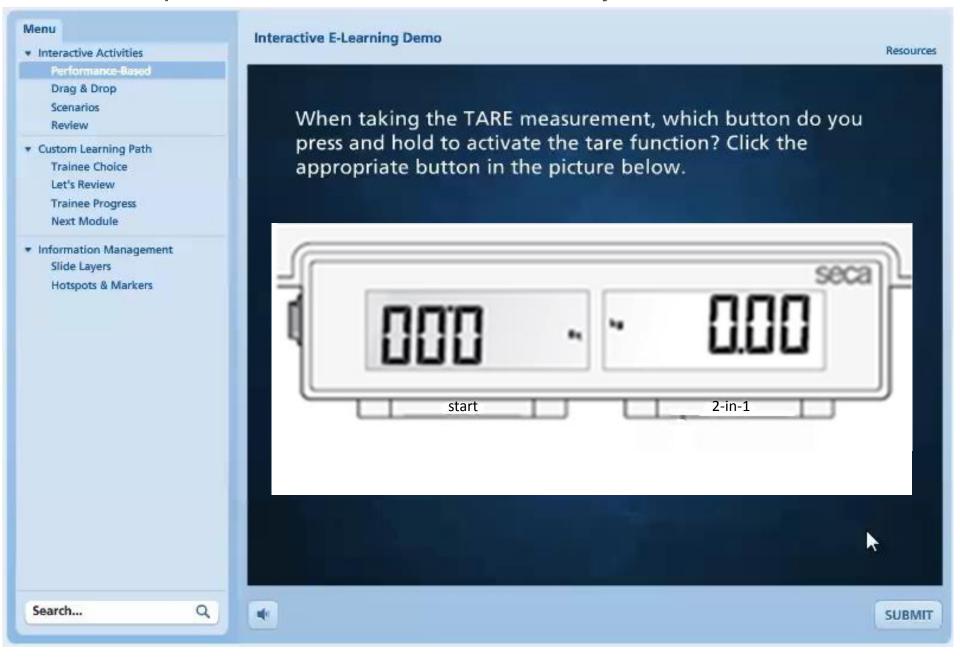


Infused with respect

Quizzes vs. Learning Activities



Example: Performance-Based Activity



Example: Realistic Scenario Activity

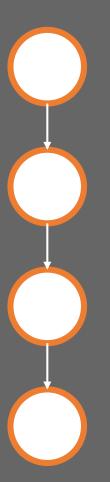


Example: Drag-and-Drop Activity

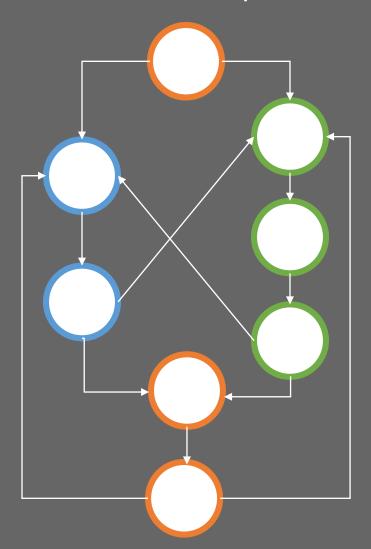


Skipping and Branching

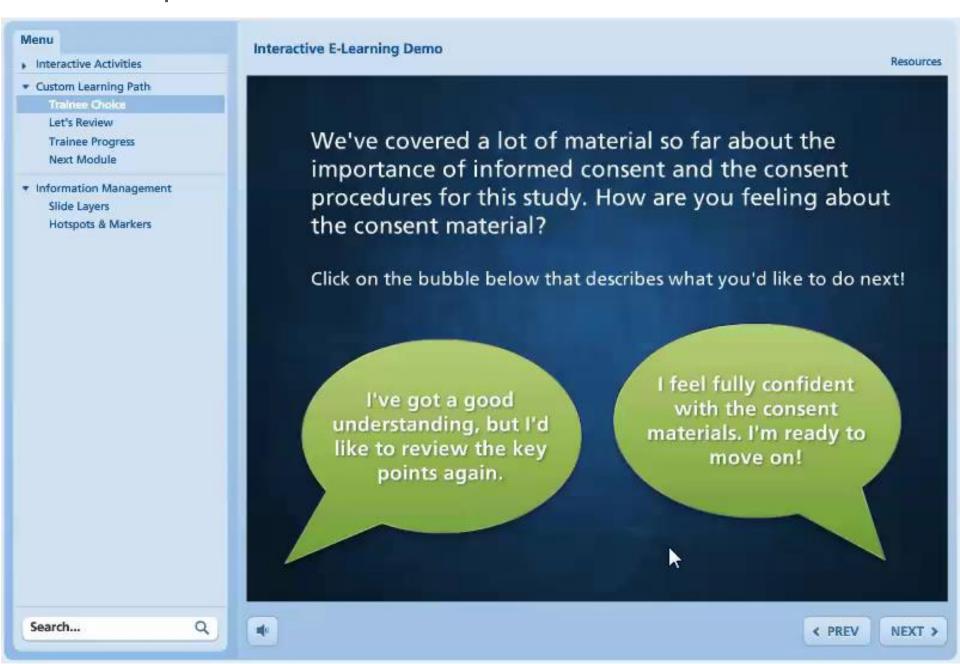
Forced path



Self-directed path



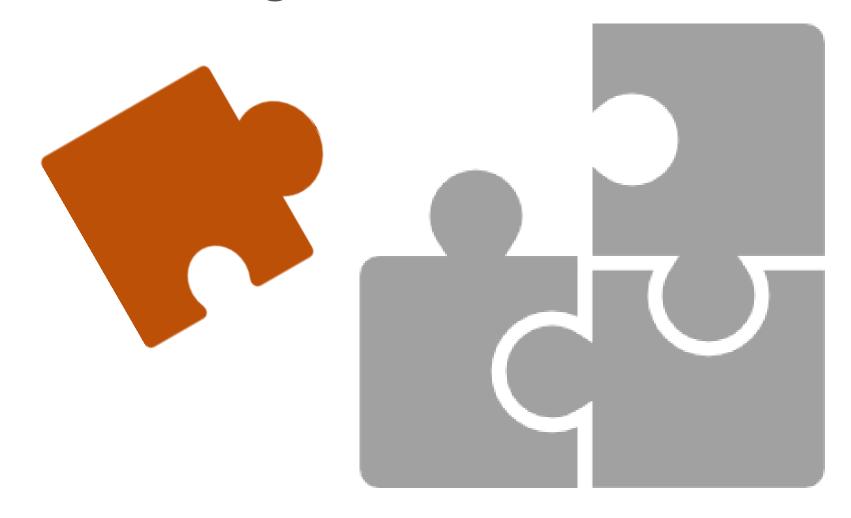
Example: Path based on Trainee Choice



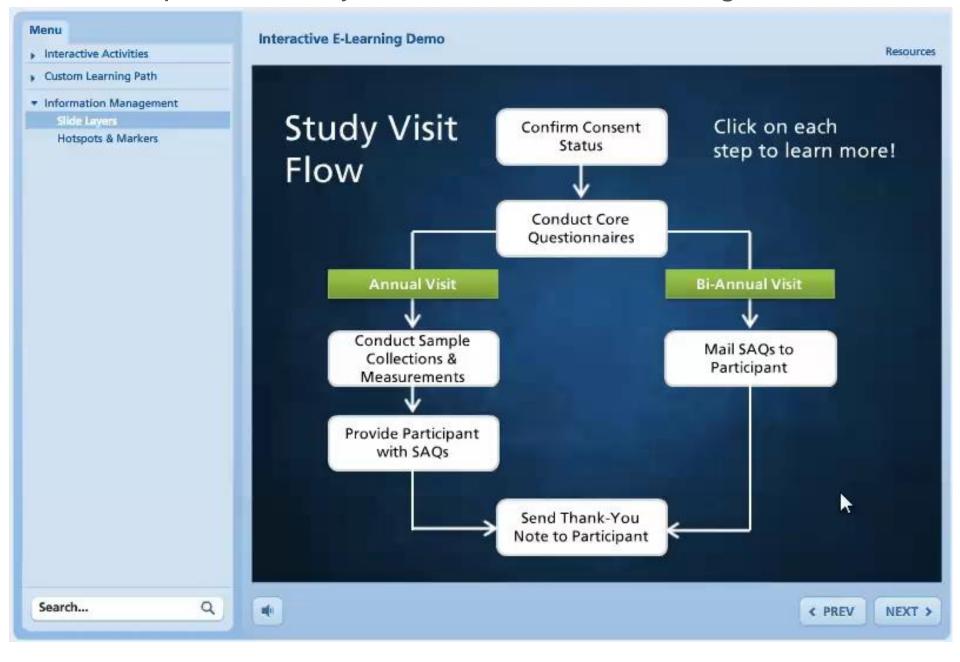
Example: Path based on Trainee Progress



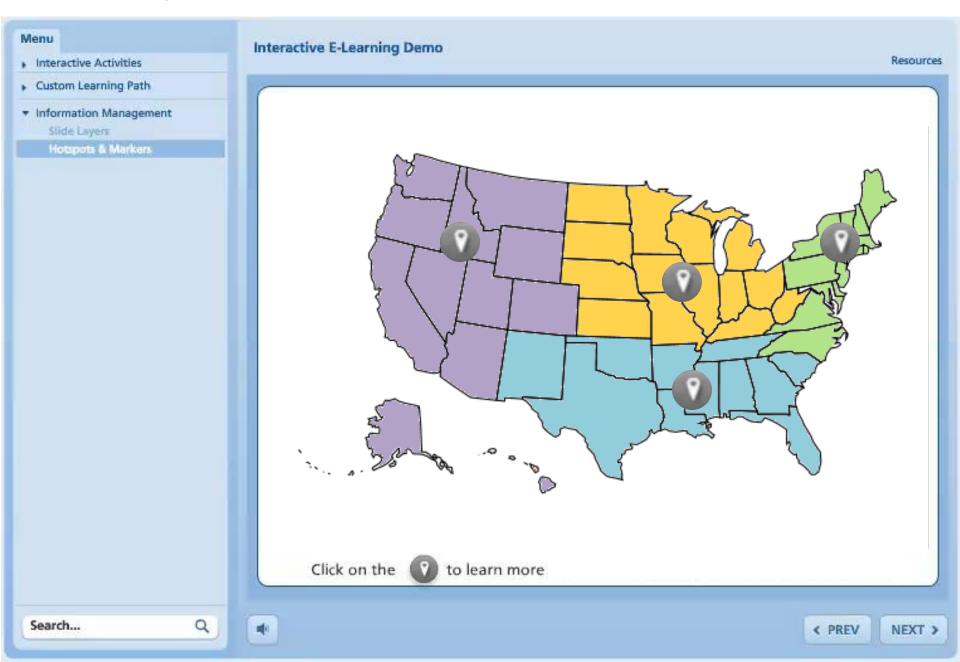
Content Organization



Example: Slide Layers for Non-linear Learning



Example: Mouse-overs and Markers



In-Person Trainings

- Multi-media component
- Break-out activity

Job Aid

- Tutorials
- Decision trees

Presentations



Challenges & Limitations



Learning curve



Technological issues



Quick turnaround



Unable to evaluate

Thank You!



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