# Creating the 24/7 Classroom

# What are my options?



DOCUMENTS: Downloadable, printable articles, books, white papers, handouts, self-assessments.



### SELF-RUNNING PRESENTATIONS:

Automated slide shows that have no control features and plays on a perpetual loop.



### INFINITE SCROLL ONLINE LEARNING

MODULES: Self-study eLearning courses that read primarily in a downward-scrolling direction.



### INTERACTIVE SLIDE PRESENTATIONS:

Self-study eLearning courses embedded in a viewer that presents slides.

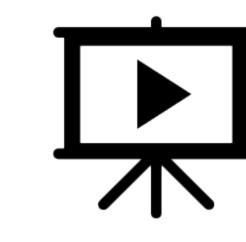


INTERACTIVE ELEARNING MODULES:
Self-study online learning modules that enable the greatest variety of interactivity options.



WEBINAR RECORDINGS:

Video recordings of webinars or live online learning sessions that occurred in the past.



SCREENCAST VIDEOS: Recordings of the actions on a computer screen with narration.



WHITEBOARD ANIMATION VIDEOS: Also called motion graphics videos, these use intentionally low-quality pictorial and text elements with limited movement and colors, accompanied by sound, to explain abstract concepts.



CARTOON-STYLE ANIMATED VIDEOS: Videos that tell stories or depict human emotions using rich multi-media images and sound.



LIVE ACTION VIDEOS: Videos that show real people (not drawings) talking or doing things.

### How do I decide?

FREQUENCY OF CONTENT CHANGES: The fancier and more complex the method, the harder to change.

PURPOSE OF TRAINING: The more you want to build skills, the more interactivity the learner needs.

ASSESSMENT REQUIREMENTS: The more you want to test skills, the more interactivity the learner needs.

LEARNERS' AVAILABILITY: The shorter the time for training, the less interactivity is possible and the more the learner gains knowledge rather than builds skills.

### LEARNERS' ACCESS TO AND COMFORT USING

TECHNOLOGY: The less interactivity, the easier it is to appeal to learners who are not comfortable with or do not have easy access to internet or digital devices.

SCHEDULE: The fancier and more interactive you want the training to look, the more time it takes to develop.

BUDGET: The fancier and more interactive you want the training to look, the more expensive it is to develop.



## What else do I need to do?



- 1. Confirm the organization's technical requirements.
- 2. Confirm learner's digital skills and capabilities.
- 3. Narrow the learning goals.
- 4. Break a multi-hour face-to-face course into a shorter asynchronous learning experiences.
- 5. Keep the learning experiences short.
- 6. Put one lesson per learning experience.
- 7. Create a detailed outline.
- 8. Create a script and storyboard for all types of videos.
- 9. Match interactions with the learning objective.
- 10. Be available to answer questions.
- 11. Embed one-page summary or tip sheets.
- 12. Embed downloadable tools or templates.
- 13. Encourage social learning.
- 14. Embed Reaction (Level 1) evaluations at the end of the learning experience.
- 15. Embed Learning (Level 2) evaluations at the end of the learning experience.
- 16. Use built-in online analytics to gauge reaction.
- 17. Get approvals before developing content.



