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.
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.