

# Just Make it Interactive?!

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# Technology-Enhanced Learning Spectrum



## Traditional F2F

All instruction and activities occur in person in a face-to-face setting.



## Blended

All instruction occurs face-to-face and technology is used to facilitate activities or deliver content.



## Hybrid

Online and face-to-face activities and instruction are integrated.



## Fully Online Self-Paced

All instruction and activities occur online, asynchronously.

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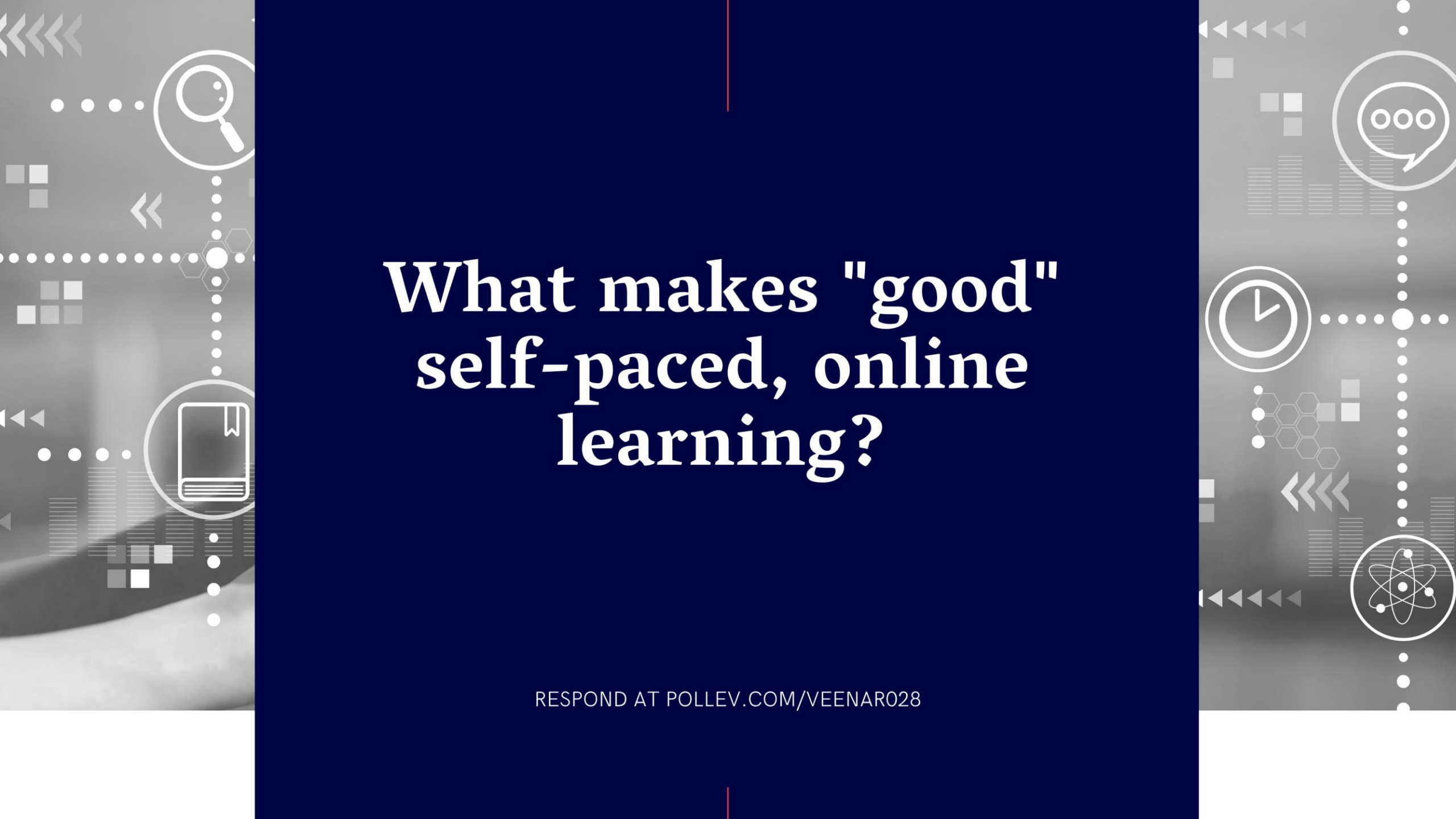


# What challenges do you face in designing interactive, self-paced learning?

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# Challenges in Designing Interactive, Self-Paced Learning

- The lack of interaction between instructor and learners or among learners
- A single-path, lockstep method can make learning monotonous
- Designing effective e-learning course takes a great amount time and effort
- Requires collaboration among faculty and instructional designers



# What makes "good" self-paced, online learning?

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# Designing ~~Your~~ Course



*THEIR*

# CORE ELEMENTS

## CLEAN // CLEAR // CONSISTENT

- Easily identify what is expected, when
- Clear instructions
- Simple course navigation
- Consistent layout within and across courses
- Clearly stated learning objectives
- Variety of instructional materials
- Technology that is easy to learn and use
- Opportunities to test understanding
- Meaningful feedback
- Easily accessible tech support



# How do you make it interactive?



Review and  
Recall  
Elements



Interactive  
Scenarios and  
Simulations



Triggered  
Animations and  
Interactions



Interactive  
Elements in  
Graphics &  
Videos



Assessments  
and  
Knowledge  
Checks

# Technology & Resources

Your LMS

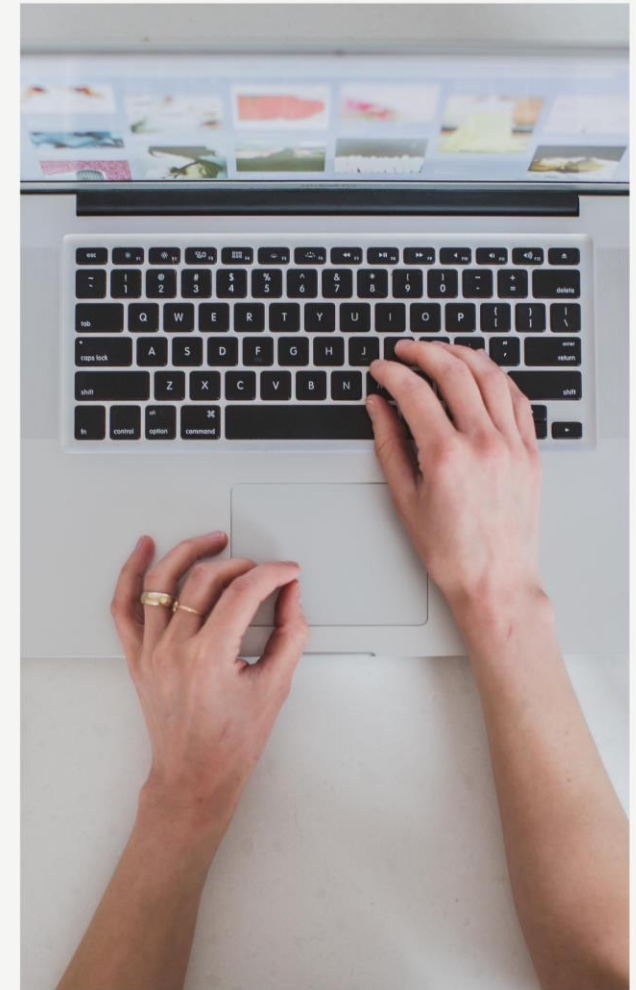
Articulate 360 Products

Articulate Community

Animation Platform (Vyond, Powtoon)

Stock Photos, Videos, Illustrations

Icons (Noun Project, Iconfinder)



Driven by learning objectives  
Easy to use and easily learned  
Relevant to learners' needs  
Available on any device and accessible