

Creating Boredom-Busting E-Learning

Break free from boredom-inducing, content-centric e-learning



"I feel like I have been inspired to think outside the box with e-learning and this will have a positive effect on my role designing/developing content."

Really enjoyed it, learned a lot. Particularly feel like the whole team found it inspiring to see other ways of doing things."

Claire
Training Design Support
**A High Street
Supermarket Chain**

Course dates

Live online sessions run approximately every 6 weeks.

Please check our website for upcoming course dates, times, and prices.

What you will cover

Creating Boredom-Busting E-Learning combines key content from two of our popular instructional design classroom modules. Attend a memorable three hours of **live online training**, which will dramatically change your perspective on and approach to e-learning:

Module EID01: Boredom-Busting E-Learning That Works

This module turns the standard, content hierarchy-driven view of e-learning on its head. It introduces a holistic, three-pronged approach to development which always focuses you on:

- using a learner-centred, context-driven approach to your design
- creating relevant tasks and activities for your learners, and
- providing timely help, supporting knowledge and feedback..

Module EID02: Creating Effective Learner Interfaces

This module covers:

- the key conceptual elements you should always apply when designing an e-learning, learner interface
- how and when to use learning agents and virtual coaches, and
- how to best apply research-based guidelines on screen placement and using combinations of visuals, text and audio.

How you will benefit

This course will show you how to:

- **Avoid** page-turning e-learning which bores your learners to death and fails to transfer skills and knowledge.
- **Apply** a dramatically different, success-driven approach to your e-learning.
- **Improve** uptake and completion of e-learning, and (most importantly) improve learner performance.

Who should attend?

Creating Boredom-Busting E-Learning live online, is ideal for:

- anyone new to e-learning design.
- experienced instructional designers, developing e-learning for the first time.
- existing e-learning designers, ready to think differently about the purpose of e-learning and how they go about creating it.

What is a live online class?

A live online class is similar to a classroom course in lots of ways. There's an instructor and other participants. You are learning together at the same time on the same day. The main difference? You are in a *web-based virtual classroom*.

In this virtual classroom, you can talk to each other, see the instructor's computer screen and share documents and content with each other. If your computer has a camera you can also (optionally) see each other via video. A great way to learn.

Creating Boredom-Busting E-Learning



“Great mix of know-how and examples.”

Kate Noakes
Head of
Organisational
Development
Pizza Hut

Practical Details

Length: 3 hours - comprising three 55 minute sessions with a short break between each session.

Maximum number of delegates: 4

Location:
Online

Please see our website for the most up-to-date-information on dates, times and prices.

Course outline

These are the main sessions covered during the two modules:

Module 1: Boredom-Busting E-Learning That Works [EID01]

- **Establishing a framework for success** – the three key principles that should underpin any piece of successful e-learning.
- **STAF for successful e-learning** – how to create **context**-centric e-learning and why it achieves such dramatically different outcomes from a content-centric approach.
- **Getting inside your learners’ world** – how to create meaningful tasks and activities that reflect your learners’ reality.
- **Telling them like it is** – how to build, powerful performance-improving feedback into your e-learning courses.

Module 2: Creating Effective Learner Interfaces [EID02]

- **User interface versus learner interface** – why e-learning needs learner interface design, not user interface design.
- **Resonate with learners** – the importance and impact of relevance, authenticity and personalisation in learner interface design; how to successfully use stories, dramatic impact and conflict to drive learning.
- **Give learners control** – how to achieve visual clarity and clearly differentiate content from controls; making controls intuitive, meaningful and familiar.

Exercises and examples will help you see how to implement your skills back on the job.

How to book

You can book your course place on our website, by phone or by email. Our website uses a secure, online booking and payment system powered by Eventbrite.

This system currently accepts Visa, Mastercard and American Express.

If you need to raise a purchase order and have us invoice you, please let us know on **0845 122 7102** or email us at: enquiry@pacificblue.co.uk - and we'll be happy to arrange this for you.

How does the technology work?

The technology is very simple. The main thing you need is a computer and a good broadband connection. This will give you access to the virtual classroom. Plug in a headset (with microphone) to your computer - this will provide the audio. Otherwise, dial in using your phone (we'll provide a normal landline number).

If you have a camera for your computer you can use it (this is optional). Everyone will see you and you will see anyone else who has their camera switched on.

Finally, no need to install any special software. Just log in and start learning.