

Designing Immersive Learning Scenarios

A progressive exploration of new thinking for practitioners

John O'Connor at The Learning Sanctuary

Why?

Learning is no longer about turning pages and taking tests. Nor is it about latest technologies, 'interactive' screens, and 'serious' games. In recent years trainers and designers of instruction have made great strides in shifting focus from content and knowledge to outcomes and performance.

This change challenges all of us to create great learning experiences where every solution has its own context, audience and outcomes.

- So how do we achieve that?
- How do we fashion highly engaging instructional opportunities where learning experiences mirror reality and where learners make the choices that reflect desired performance?

It is widely believed that learning starts with real life situations, not with information. Our approach, via the route of scenarios, is built around learners' needs, interests and context.

Designing immersive learning scenarios will provide you with the capability to meet these demands in a timely and cost effective manner.

About scenarios

A scenario at its simplest is a brief description of an event. At a more sophisticated level scenarios immerse participants in meaningful, goal-directed activities. Learning scenarios depict work events that engage learners in planning, acting, evaluating and interpreting their actions and behaviours.

This Master Class teaches you to build effective scenarios including case studies, role plays and simulations, both for online and face-to-face settings. Scenario-based learning is the one *truly interactive and engaging* experience and a necessary competence for every training designer.

Objectives

In this Master Class you will learn to:

- Identify the different types of scenarios
- Match the correct scenario(s) to specific learning goals
- Apply a structured methodology to create different scenario types
- Design engaging, contextual scenarios for diverse job types

Benefits

- Highly relevant and credible training design
- Rapid application of learning to job situations
- Energising learning environments
- Focused and organisation-focused training
- High impact training
- Sustain performance improvement
- Rapid design and delivery

About the workshop

Key workshop elements include:

- Content and exercises relating directly to on-the-job activities
- Materials developed in line with sound instructional design principles and *ibstpi* standards (RiM)
- Content that can be adapted to different audiences and organisation needs
- One-day workshops are delivered face-to-face
- Feedback and follow up can be provided on request
- Available in English, French and Spanish

John O'Connor Ph.D (Instructional Systems, Florida State University)

John has over 20 years strategic education and training experience serving diverse and multi-cultural communities in Africa, the United States and Europe. He has delivered learning solutions to government, academia and corporate clients. John previously worked for Motorola and Hutchison 3G. He is also an elected Director of the International Board of Standards for Training, Performance and Instruction (*ibstpi*). For the last three years he has led the *ibstpi* research project to identify the competencies related to successful online learning.

Who Do I Contact?

Email: info@thelearningsanctuary.co.uk to book your place on this exciting and enlightening event.

To discuss further, please telephone The Learning Sanctuary on: 0845 833 1178