

**eLearning Presentation** 

# Purpose, Process, Payof

- To make an exposition of ideas and insights around elearning trends, do's and don't's, to generate awareness and involvement.
- How?
  - eLearning trends 2017 and beyond
  - What we are already doing together with the HELP Program from Council of Europe
  - What follows next: How to Evaluate?

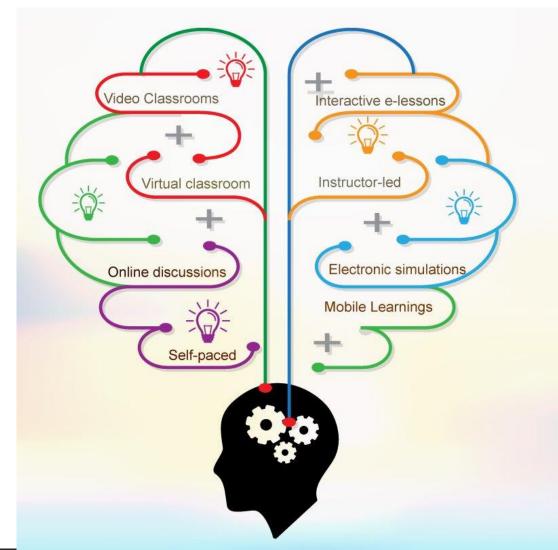
 As a result, we should be more engaged regarding the application of elearning methodologies within our training & development projects



**eLearning Trends 2017 and forward** 

# **eLearning Trends**

- Depending on the maturity of the needs analysis, elearning usages, type of content, targeted audience, etc., there are several methods to select when developing an elearning course.
- Nowadays, these can be segmented into a few categories:
  - Video, video, video
  - Gamification
  - Micro Learning
  - Social Learning
  - Mobile Learning



Based on the study recently published from Docebo (www.docebo.com)

#### eLearning Trends: Video, vídeo, vídeo

Video will be the most shared content on Facebook within in the next five years.

- Video content use is increasing. By 2019, video will be responsible for 80% of internet traffic around the world.
- This opens the door to integrate video platforms, social learning, and video learning in elearning courses.
- Interactive video will flip the passivity of videos to rich, interactive experiences.
- It is expected to see more video sharing activity among employees, and live video streaming via video platforms.





## **eLearning Trends: Gamebased learning**

- Gamification makes learning motivating and engaging in solving problems.
- The main goal of gamification is to motivate learners so that they are capable of performing better.
- Imagine an even more realistic learning experience potential using virtual and augmented reality.
- Gamification is about creating an engaging experience by using badges, points and leaderboards.



## **eLearning Trends: Micro learning**

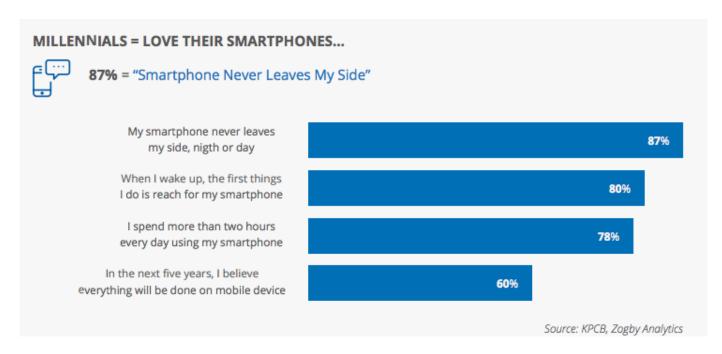
- Micro learning is often referred to as bite-sized learning. It is a short learning nugget (3-5 minutes or shorter) designed to meet a specific learning outcome.
- Also called "micro learning nuggets" that creates learning paths with a focus on performance gain.
- Microlearning nuggets are designed for and delivered in rich media formats. Their brevity and accessibility on multiple devices (including smartphones, tablets, desktops, and laptops) makes them an ideal fit for just-in-time training.
- Microlearning is ideal for distracted or busy corporate learners, as it gives them the opportunity to build their knowledge when it's most convenient for them.



**Example: Google University** 

## **eLearning Trends: Mobile learning**

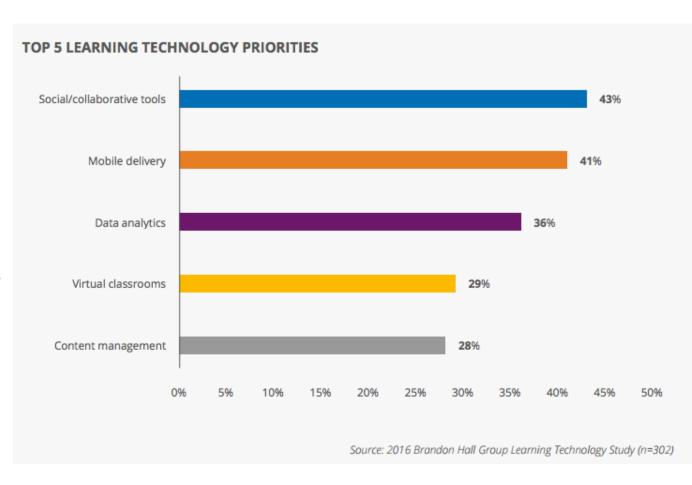
- It is expected that the Mobile Learning market grows up to \$38B until 2020.
- Europe is expected to experience an increase during the forecast period.
- Mobile Learning produces a huge change in the methods of elearning production, when "responsiveness " becomes a necessity.
- More that 60% of all video produced on the web is consumed using a smartphone or tablet



More and more, the future Learning Systems will look like websites like YoutTube and BuzzFeed

## **eLearning Trends: Social learning**

- Maturity of technology now allows tracking, recognition and security -> new focus on Social Learning
- Social learning is already present in processes such as recruiting, onboarding, talent development...
- Social and Informal learning are what drives Learning Transfer.
- Learners gain knowledge and develop skills by participating in online discussions and presentations centered on their personal interests and activities.
- The future of social technology can be summed up in one word: "engage."

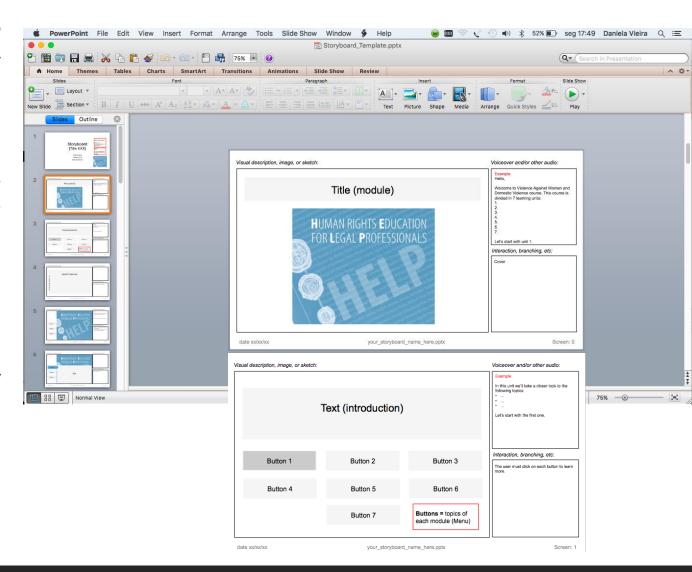




Our work with the HELP Program

#### **Child Friendly Justice Course**

- We have started to work with the HELP Program October 2016 with the Child Friendly Justice elearning course.
- Our role is to consult with the team of experts and project coordinators in order to produce an elearning storyboard that translates the course content and learning strategy
- Aiming to develope a multimedia (SCORM compliant) elearning that is engaging, highly interactive, distinctive, but yet, focused on the learning goals.



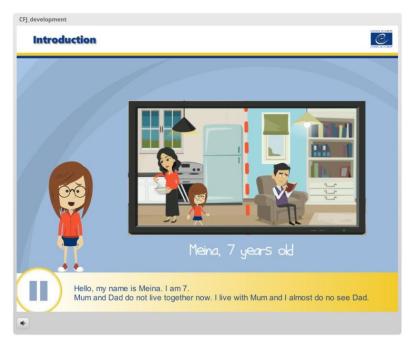
#### And here's how we are doing so far

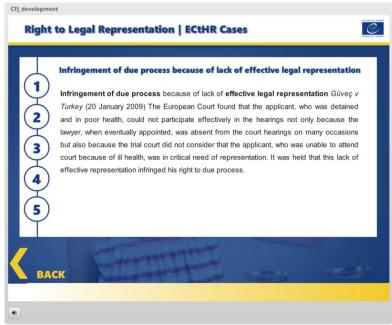






#### And here's how we are doing so far







## **Violence Against Women Course**

- Our great 2nd challenge was presented to us at the end of 2016.
- 1st meeting took place recently, here in Strasbourg.
- The course is now being structured around the listed topics in order to produce storyboards, layouts, etc.

#### The questions discussed during the 1<sup>st</sup> meeting:

- 1. What is the **structure** of the course?
- 2. How many **modules** does the course have?
- 3. Who is responsible for each module?
- 4. What is the **duration** of each module?
- 5. What is the **main objective** of the course? And what are the specific objectives of each module?
- 6. Who is the **target audience**?
- 7. What will be the **strategy** of the course? It will be based on comic books, video, activities?

And other... it was the role of each SME to work on these answers and of the consultant to provide with guidance, practical hints and tools for the SME to prepare their work



**Learning Transfer & Evaluation** 

## **Learning Transfer: The Challenge**

What percentage of learners actually apply what they learn back at their work places?

## **Predictable Distribution of Learning Impact**

HAVEN'T TRIED

TRIED AT SOME DEGREE BUT THEN GAVE UP

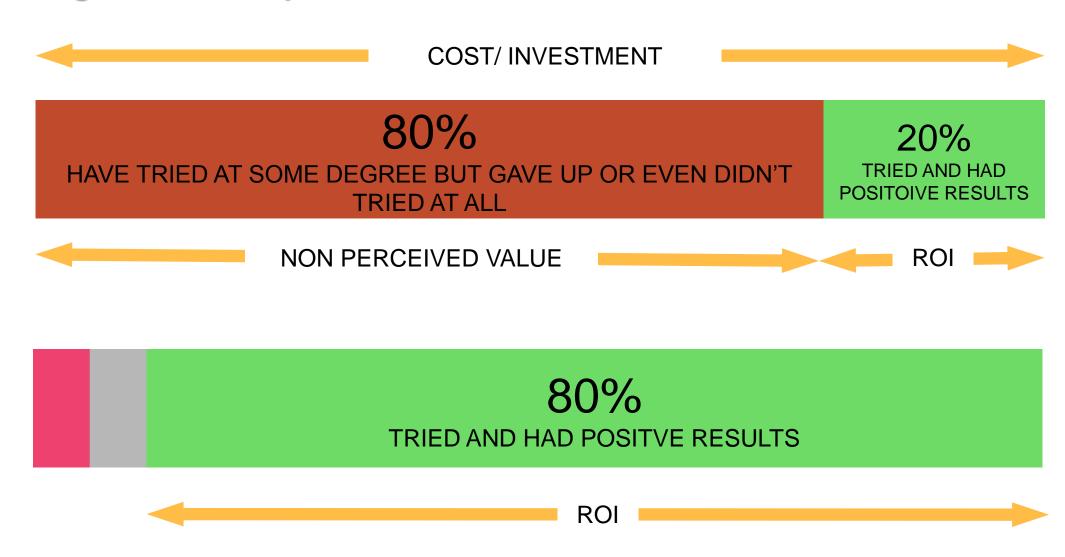
TRIED AND HAD POSITIVE RESULTS

< 20%

60%

< 20%

# **Learning Transfer: Impact Distribution**

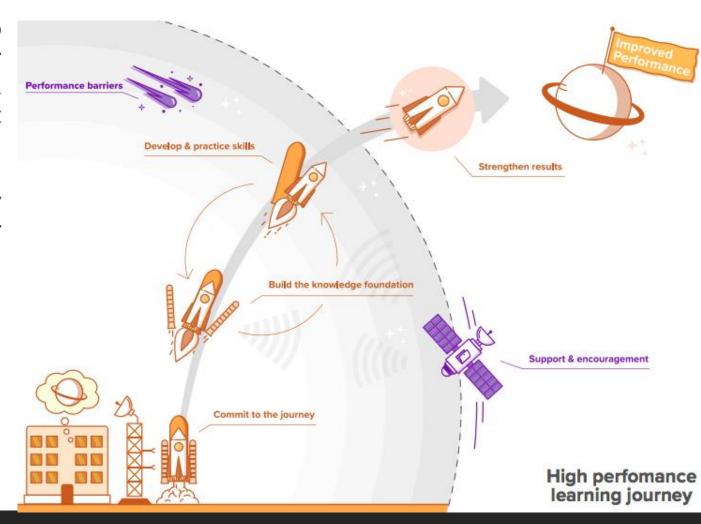


Source: Professor Robert Brinkerhoff

# **Learning Transfer: Design a Learning Journey**

What is a learning journey?

- A structured learning experience that aims to provide knowledge and skills that a learner will need to use in their daily work in a sustained manner in order to bring about improved performance.
- A high performance learning journey addresses and incorporates a balance of four core elements:
  - Committing to the journey,
  - Building the knowledge foundation,
  - Developing & practicing skills and
  - Strengthening results



## **Developing a Program Performance Map**

#### LEARNING GOALS

What knowledge or skills will the trainee need to acquire in order to be able to successfully demonstrate new / improved behaviors on the job?

#### APPLICATIONS

What different /
improved behaviors
should the trainee
demonstrate onthe-job as a result of
training?

#### OUTCOMES

What trainee job results should the training help to achieve?

#### ORGANIZATIONAL GOALS

To what organizational, divisional or business unit goals should the training contribute?

# **Kirkpatrick Instructional Design Model**

