

Designing Interactive Online Learning Workshop

A 7-hour learning experience for instructional designers



Action Assignment: Preparation for Learning

Participants will get ready for this program by reflecting on their personal experiences with online learning, reading a short article that sets the stage for conversation, and preparing their workspace for the virtual classroom.

Live Session 1: Essentials of Online Learning Design

Experience an engaging virtual class while learning the foundations of how to build one:

- Consider requirements of successful virtual classroom learning experiences
- Recognize the challenges of remote learners, and the designer's role in creating solutions
- Apply a 3-Step design model to create interactive online learning programs
- Analyze virtual classroom activities and sequencing to apply to your own programs

Live Session 2: Designing Engaging Virtual Classes

Discover the 5 common principles of interactive virtual classes while using online tools:

- Recognize the importance of engaging participants through relevant and meaningful activity
- Design live online programs with five rules of engagement in mind
- Incorporate common virtual platform tools into interactive designs

Live Session 3: Creating Virtual Activities for Learning Transfer

Develop design skills needed to ensure learning transfer and on-the-job application:

- Select and sequence activities to achieve desired learning outcomes (including scenarios, role plays, breakouts, whiteboards, and more!)
- Create materials to support facilitators and participants
- Incorporate evaluation into a virtual classroom learning design

Live Session 4: Virtual Activity Learning Lab

Share your own work to receive input from peers and feedback from the expert facilitator:

- Present your designed activity to showcase your learning
- Receive peer input and expert feedback
- Create an action plan to apply lessons learned in your own designs

Delivery Details

The program...

- is facilitated as a 4-part online series with short self-directed assignments in-between each live online event. The four 90-minute sessions could be scheduled as a full day event, or spaced out over time, based upon your scheduling preferences.
- has no more than 16 participants per cohort.
- is not recorded, but instead requires live online participation.
- asks each learner to log on individually from their own computer or device for the hands-on experience.
- uses Cindy's virtual classroom platform (Zoom, WebEx, or Adobe Connect) but the tools and techniques apply to any common virtual classroom platform
- uses an online platform for learner communication and collaboration between sessions, to encourage ongoing learning and community.
- includes an electronic handout and resource links for further independent study.

About the Facilitator:

As a leading industry expert and 20+ year pioneer of virtual training, Cindy Huggett, CPTD, has vast experience delivering engaging learning solutions via the virtual classroom. She's the author of five acclaimed books on the subject, including *The Facilitator's Guide to Immersive, Blended and Hybrid Learning*, *Virtual Training Tools and Templates: An Action Guide to Live Online Learning*, and the brand new *Designing Virtual Learning for Application and Impact*.

Cindy partners with organizations to create virtual training with lasting learning impact. She helps upskill trainers and designers, maximize online learning design, and facilitate actionable virtual training and hybrid learning. A sought-after speaker and consultant, Cindy has taught thousands of people how to leverage live online training through cutting-edge workshops and presentations on topics related to leadership, learning, and technology. Based in Raleigh, NC, Cindy serves clients globally.

To schedule this program for your team, contact Cindy Huggett (cindy@cindyhuggett.com)