STATE TA SYSTEMS

TECH-BASED TRAINING SHOWCASE

AUGUST 1, 2010
CRYSTAL CITY, VIRGINIA

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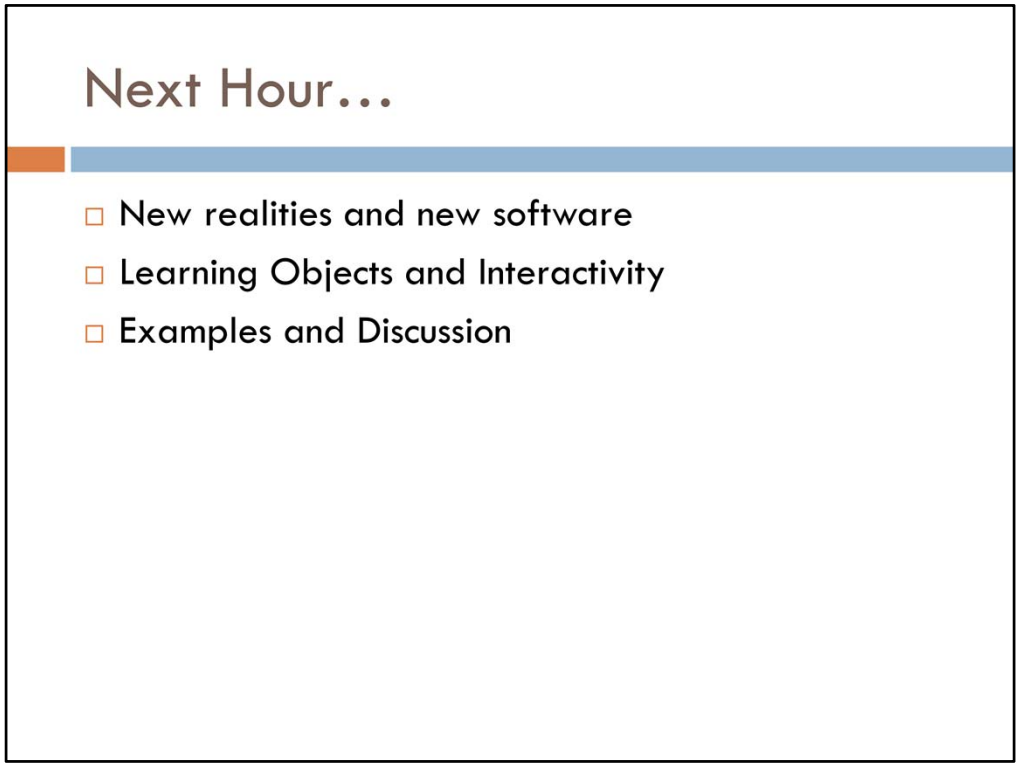
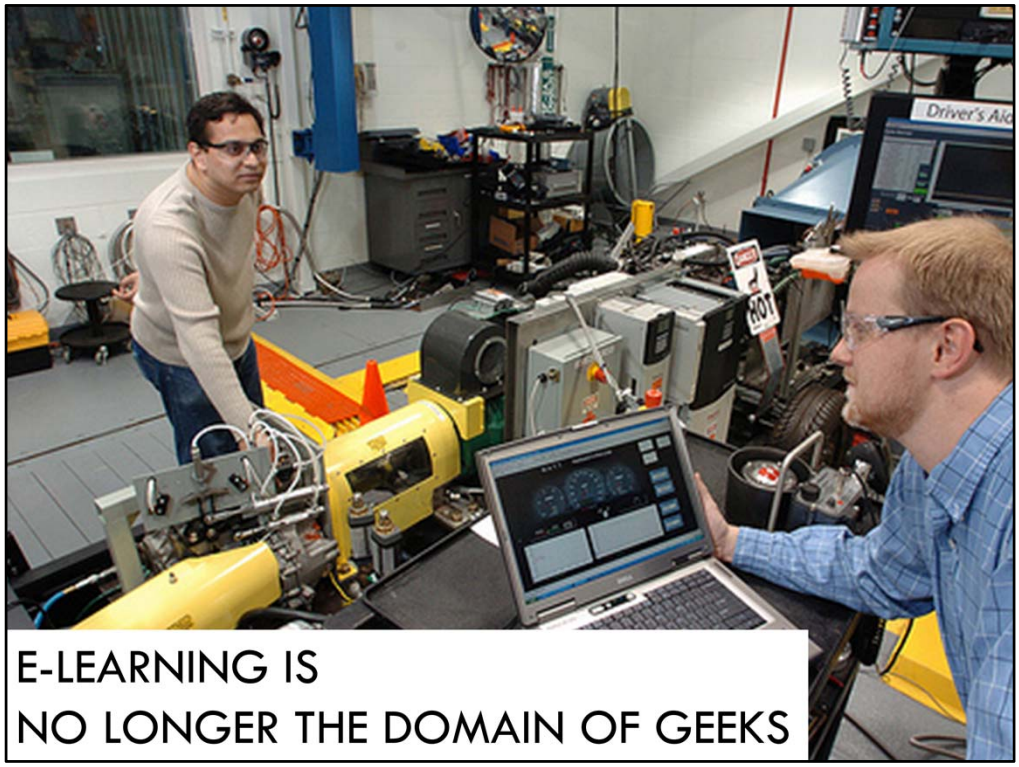
FPG Child Development Institute



•We're going to quickly some insight into how new realities have emerged in e-learning.
•We are going to share some examples courtesy of pre-conference NING discussion.
•And we want to invite everyone here to talk about their experiences and the potential for State TA collaboration.



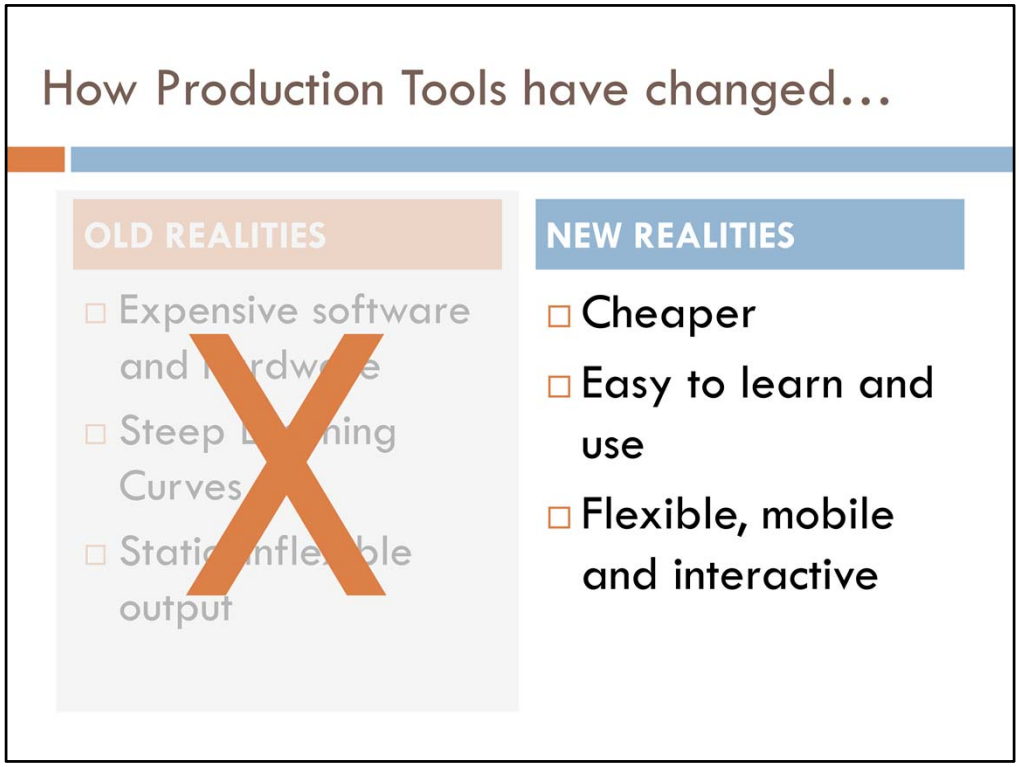
Let's lead with a summary: "E-learning is no longer the domain of geeks".

Over the next hour I hope you'll understand that you as a TA professional have more opportunity than ever to produce engaging electronic learning material than can be distributed in a variety of ways.

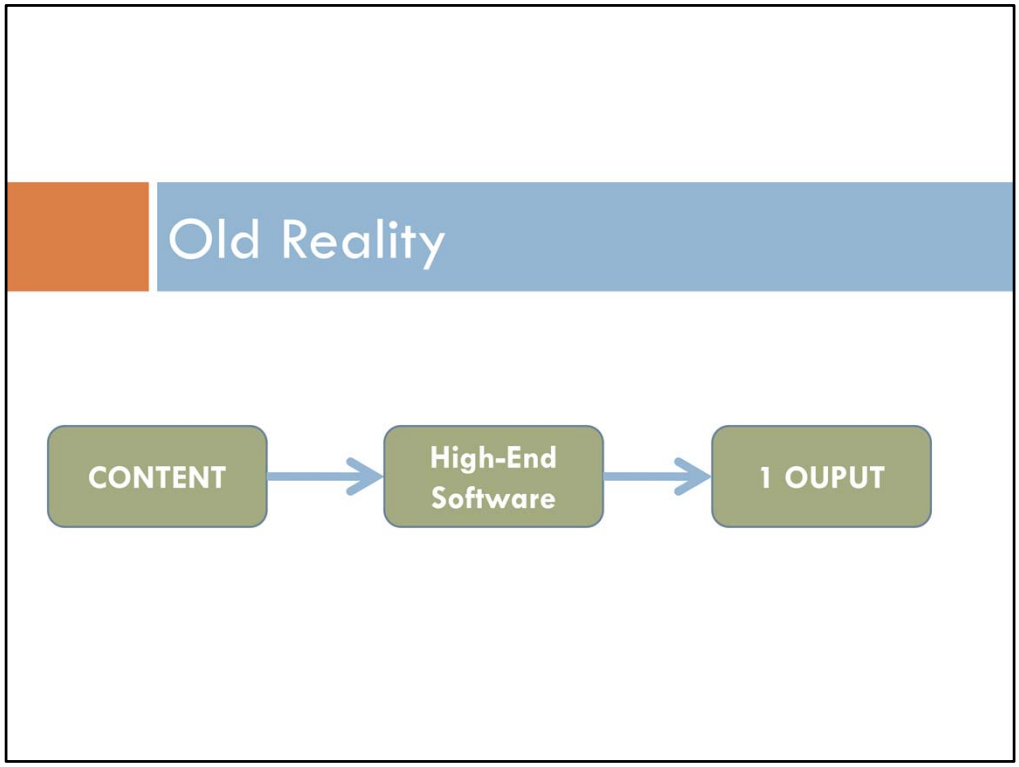
First off. As a field, we need to let go of our perceptions of e-learning.

There's the old distance ed production model…takes place in a basement somewhere, by a specialist, with machines and knobs we'll never understand.

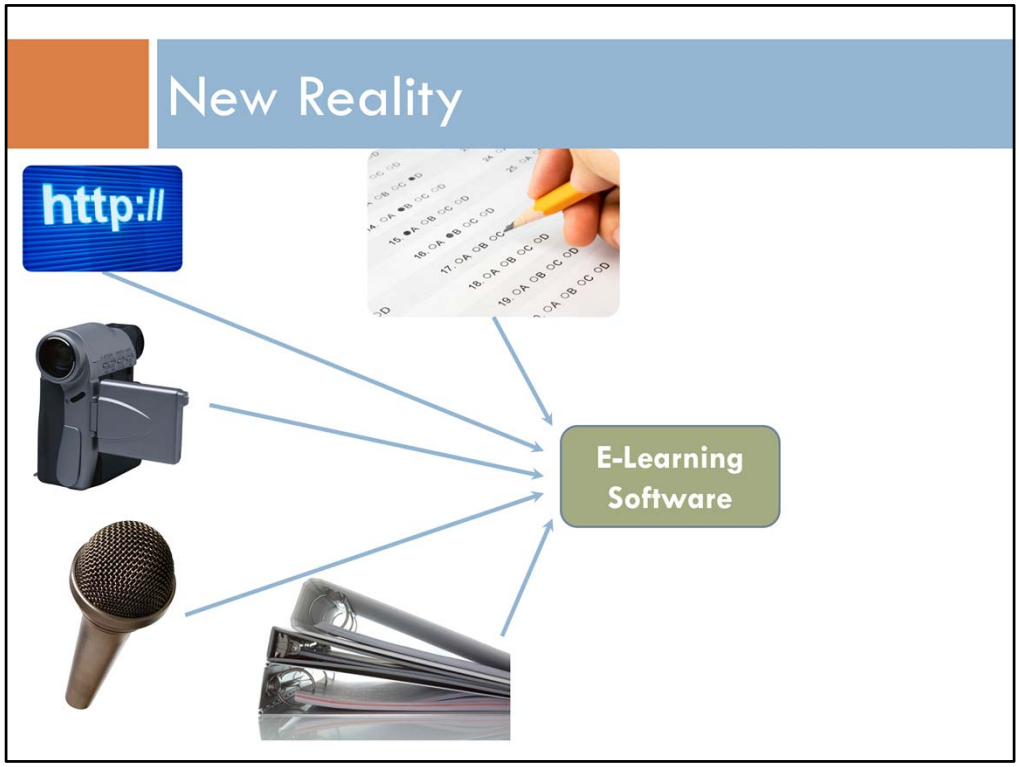
Then there's the new electronic learning model, that actually involves you in real time with tools that are cheap and easy to use.



Here's how the tools have changed.



The old model is, you have some content, like some video, you



The new reality is…With this new class of tools YOU can easily integrate multiple types of content like

•Video
•Web tours
•Quizzes
•Audio
•Documents

…and more to create engaging learning material for your audience.

Then, on the delivery side of production you have the options to publish in a variety of formats. For example:

•A Video
•A Multimedia PDF
•A Screencast/Voiceover Presentation
•As a Web Page (html/flash)
•A Podcast
•As a SCORM compliant Learning Management System object

Let me give you an example.

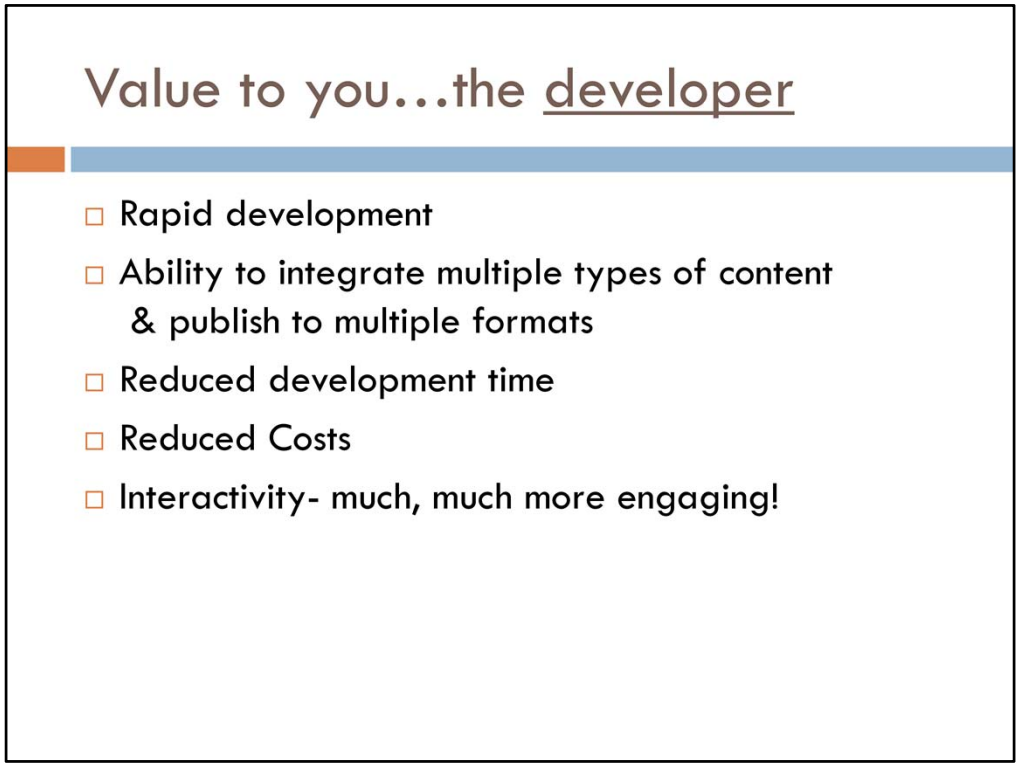
Once produced, you can then publish your material to a variety of formats. Including:

A Movie file
A Multimedia PDF
•A Screencast/Voiceover Presentation
•As a Web Page (html/flash)
•A Podcast
•As a SCORM compliant Learning Management System object

•And, if you want go back in time, even a Word document as a handout.

•This notion of create once is a huge leap forward and enables folks to easily share content. We are no longer bound by the type of process hardware or electronic system we have to create, share and deliver e-learning content.

Let me give you an example.



Rapid development – if you can use powerpoint, you can use these tools

Integrate Content - Cheaply bring together many types of content

Reduced Time - No need to wait on someone else; these tools are just as easy to use as PowerPoint

Reduced Cost – not only in the price of the software and hardware, but in personnel.

Interactivity – in very little time, you can take your turn your curricula into responsive media - new content that is engaging, interactive for you and learners!

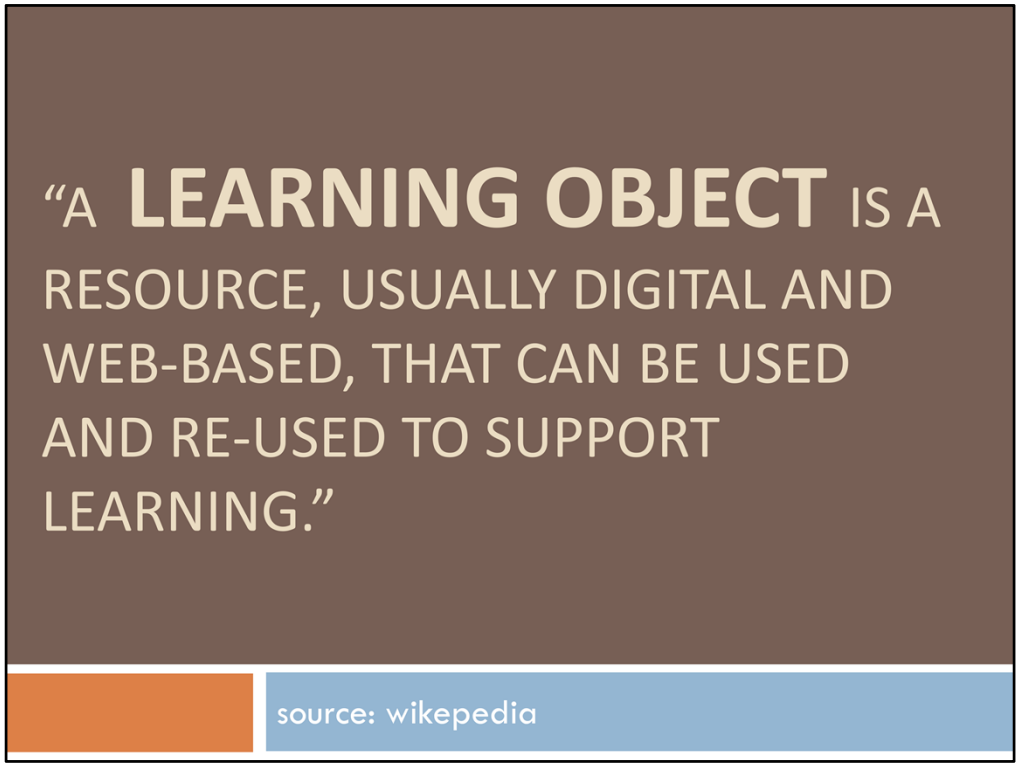
There are two big players in the market right now. These are affordable packages that are just as easy to use as PowerPoint.

EXAMPLES

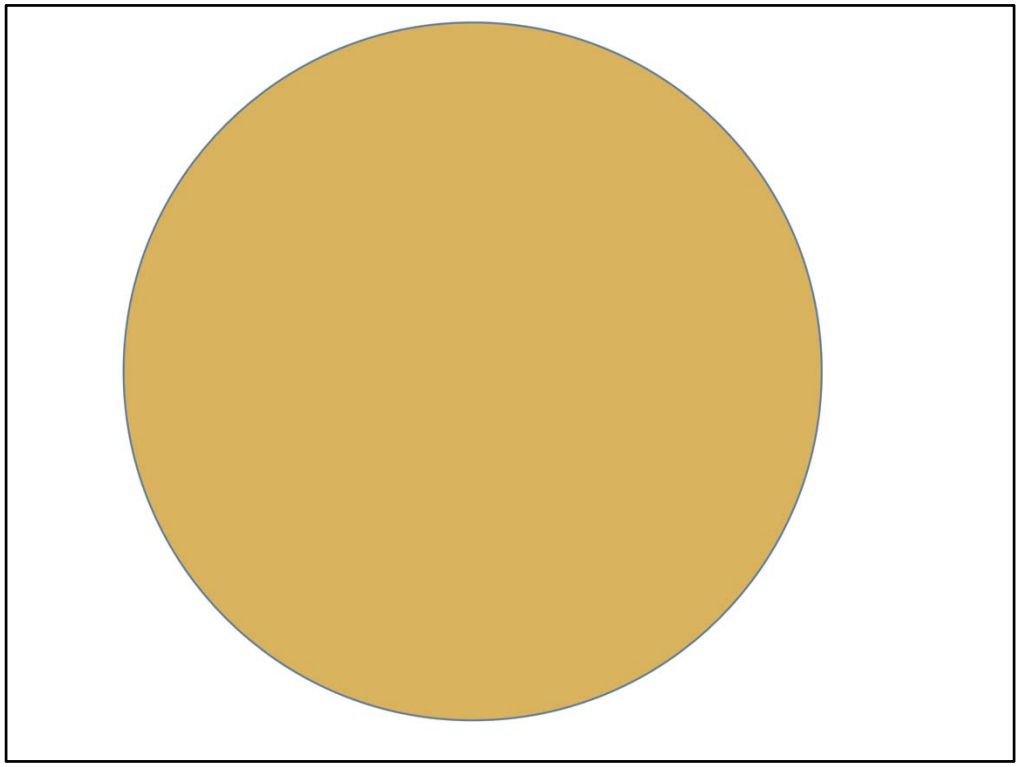
Screencast \ Web Presentation
Website Embedded Video
YouTube Streaming Video
Multimedia PDF
Downloadable Video File

DISCUSSION

learning objects



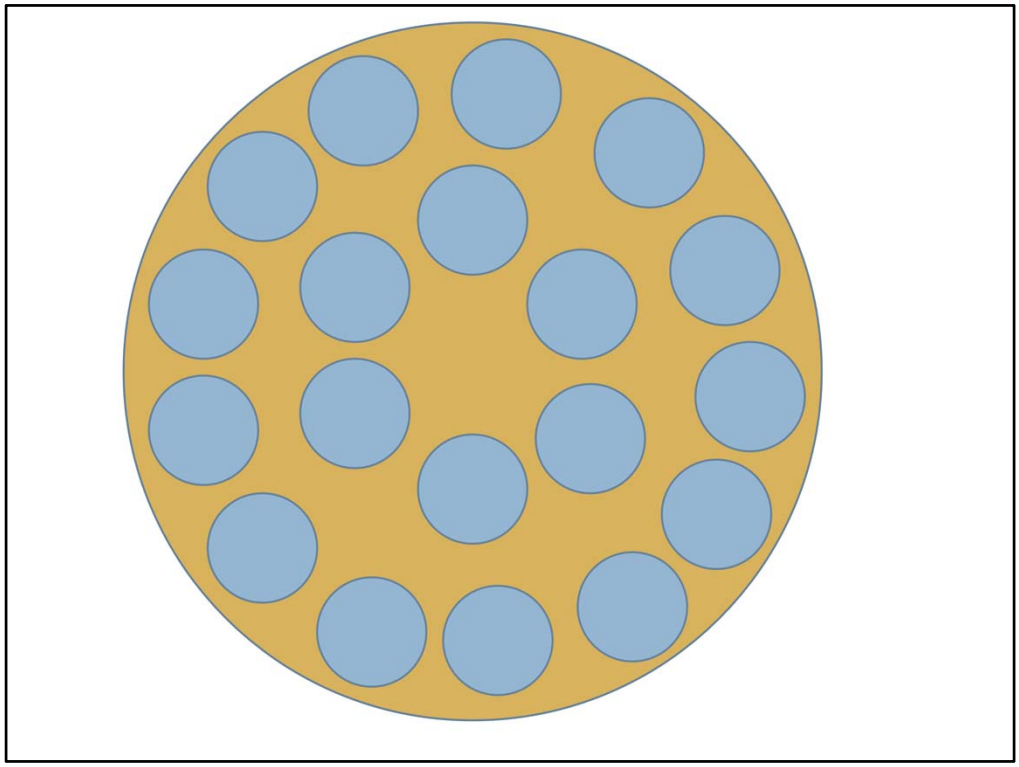
"Object-based" orientation extends from Engineering and Computer Design fields. Open courseware initiatives leverage learning objects.



Traditional way of looking at curricula.

As a whole. Contiguous. Sequential. Well-integrated.

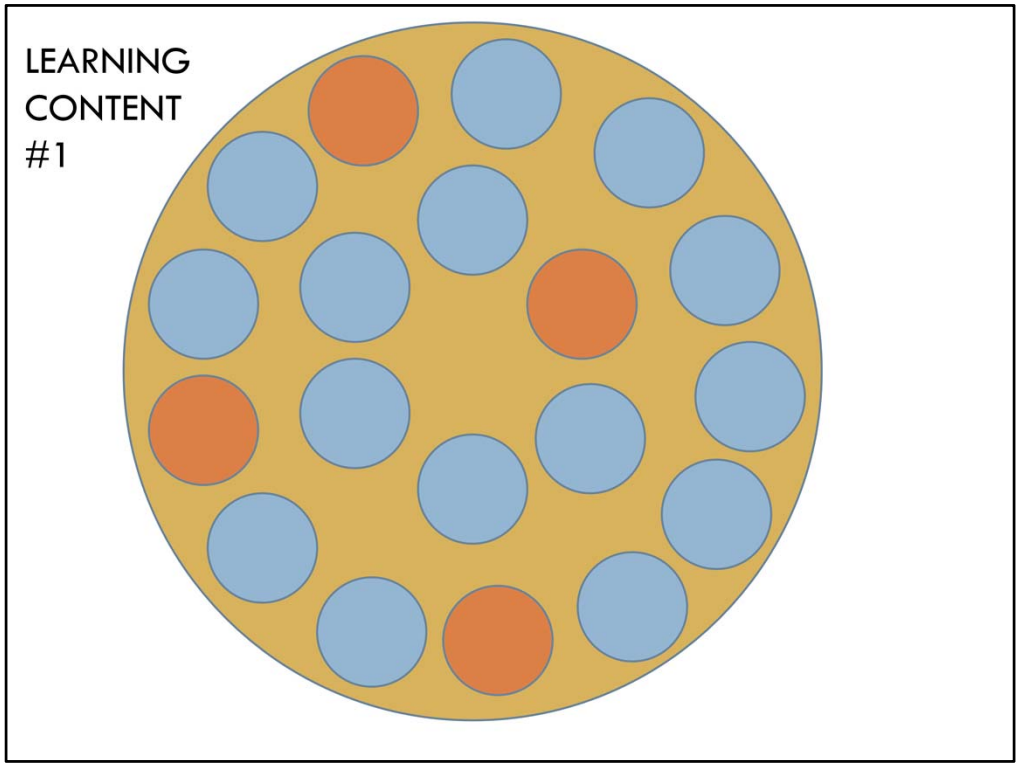
Many year ago, folks (in the IT and Engineering world) started saying to themselves. “You know what, we don’t have to do EVERYTHING over EVERYTIME”



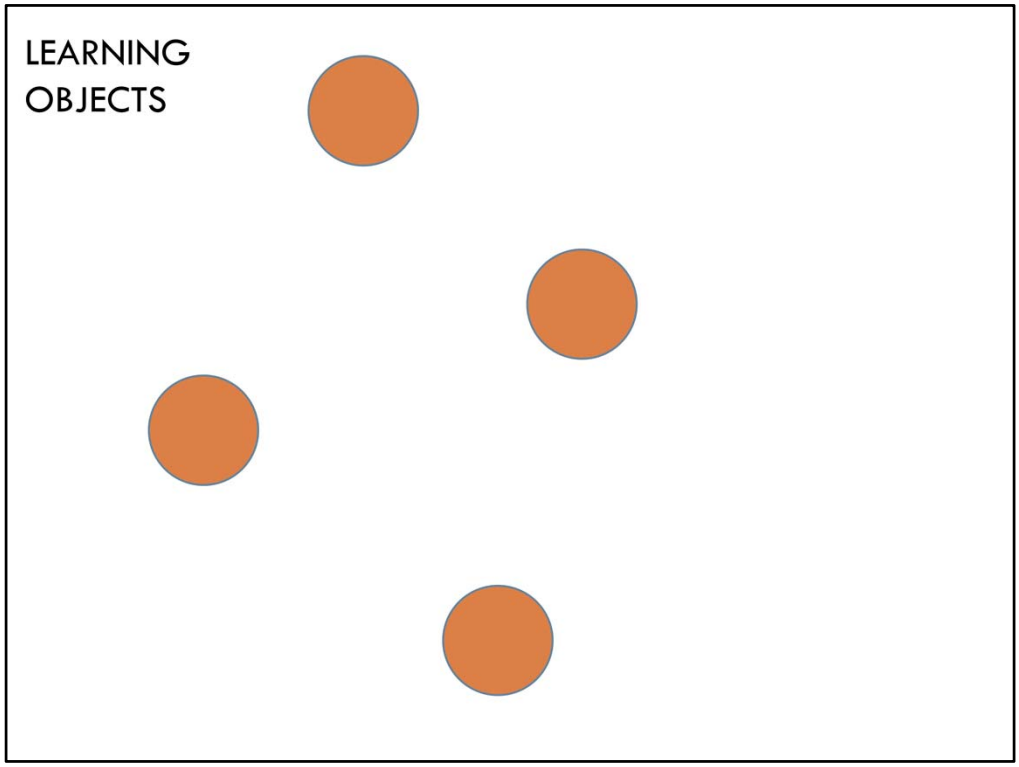
Many year ago, folks (in the IT and Engineering world) started saying to themselves. “You know what, we don’t have to do EVERYTHING over EVERYTIME”

If we broke things into objects, we could think about reusing those objects. “Object-based” development.

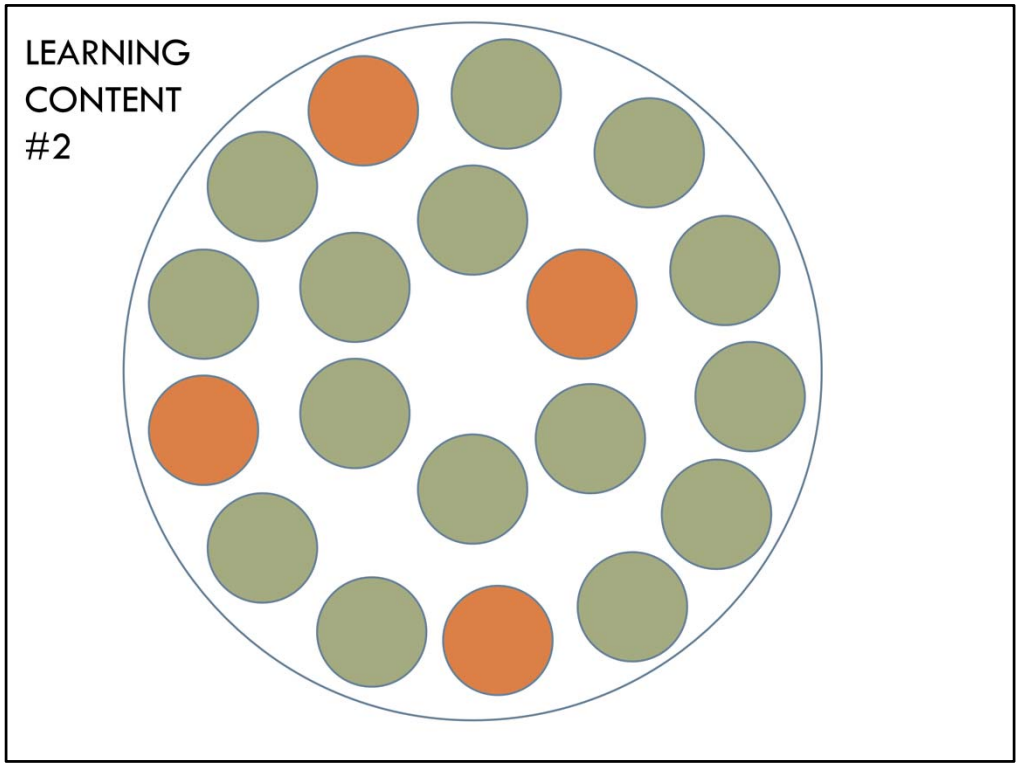
Soon instructional design folks borrow the term and started calling these objects “Learning Objects”



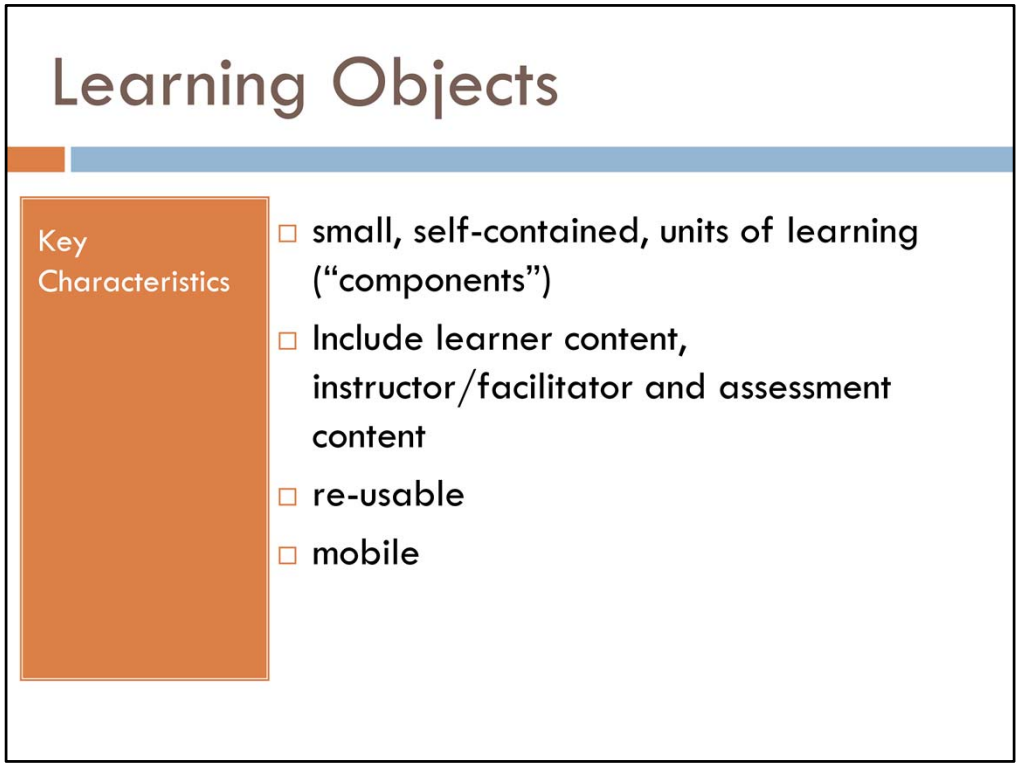
The premise of learning objects is, many times certain objects are repeated across different curricula.



So we should define these elements, break them out, and design them to be shared and reused in other curricula.
(Open courseware folks have taken this one step further; making everything they do freely available as pieces…learning objects.



Not traditional course; but parts that can be disassembled and reassembled with other parts to create other learning content



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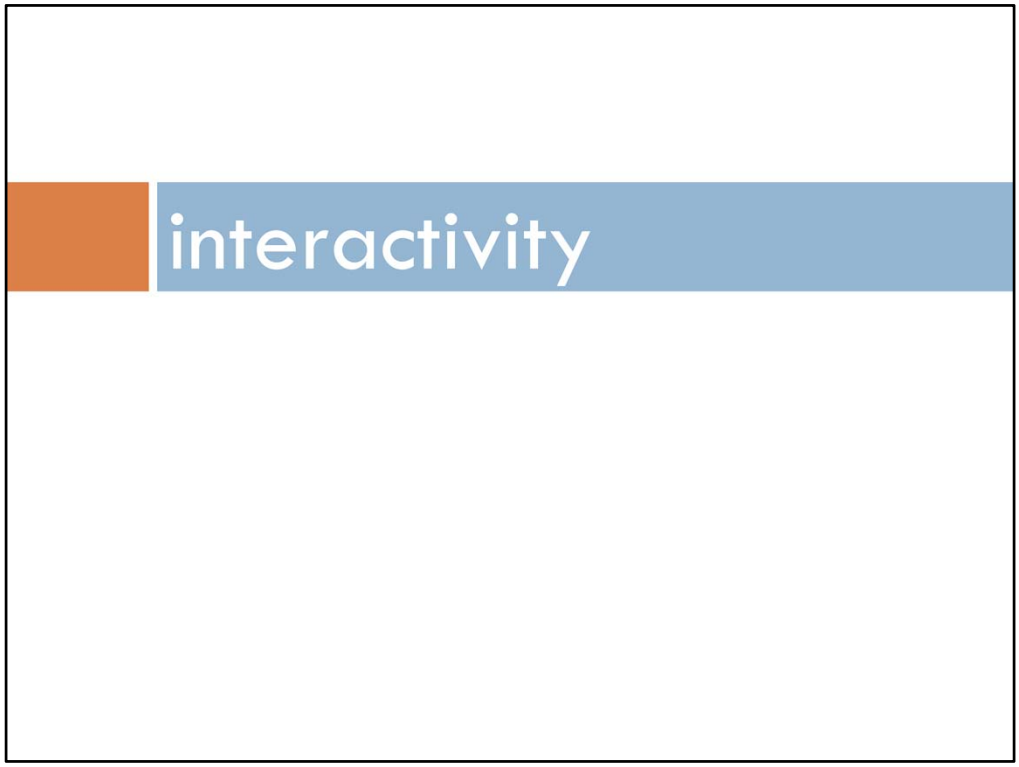
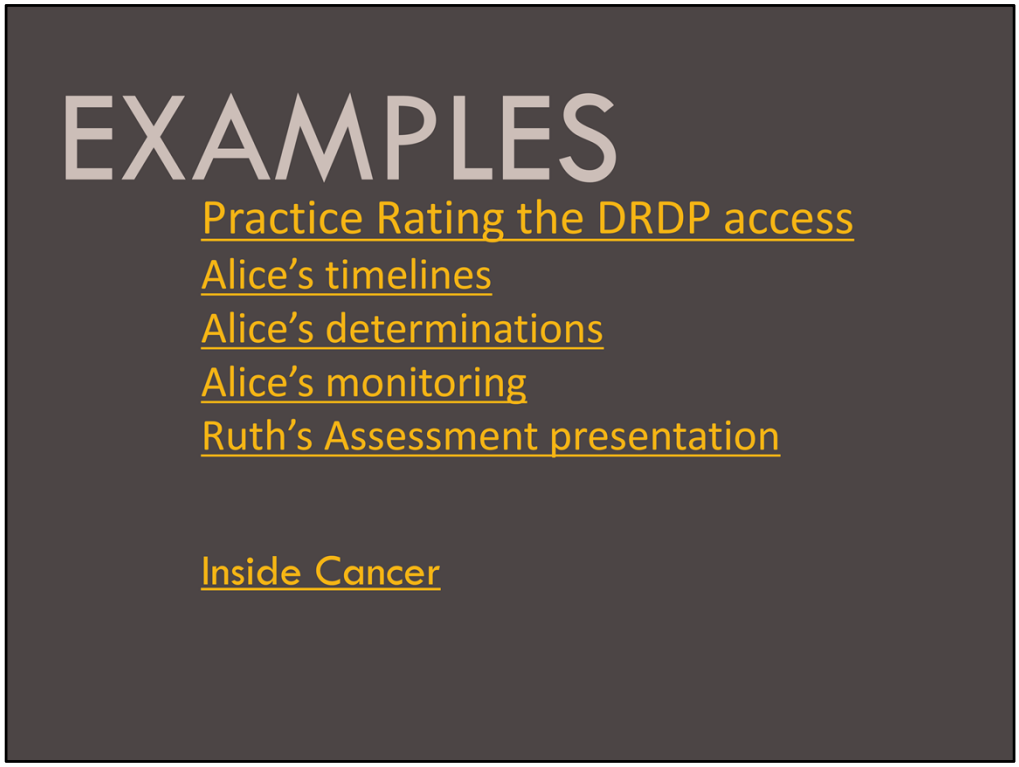
DISCUSSION



One value of these new e-learning design packages is the different types of interactivity they afford you and your learner.



Practice Rating the DRDP access
(Step 4 rate item)
Alice's timelines
Alice's determinations (second slide)
Alice's monitoring
Ruth's Assessment presentation (can choice which slide to hear)

What would it take?

Design- Are there ways to segment curricula into pieces that others might interested in

For example: most persons need background orientation on Federal IFSP requirements

DEVELOPMENT – Are their tools we can use that would enable others to reuse?

For example: Captivate and Articulate **tools** allow create once, publish anywhere (HTML, Word, LMS, Video, disk, etc.)