





Robin Petterd

Founder of Sprout Labs, host of
the 'Learning While Working'
podcast



Sprout Labs builds digital learning platforms that enable you and your team to author, deliver and measure high impact digital learning ecosystems.





Content from Sprout Labs

- The Learning While Working podcast
- The blog
- eBooks
- Recordings of past webinars
- Virtual conferences



What we are thinking about today

Agenda - today

- What an eLearning superhuman is
- The importance of planning and carefully analysing the performance problem
- Why visual design is an important part of the learning experience
- How to choose the right media for your course



12 week project based program



Streams

project work



Paths

scaffolded learning

virtual classrooms



Foundations

podcasts

blog posts

links



Hothouses

virtual classrooms

on-the-job challenges

rapid feedback



Gardeners

individual coaching sessions

peer collaboration

Using the interface

Open the
participant list



Open chat

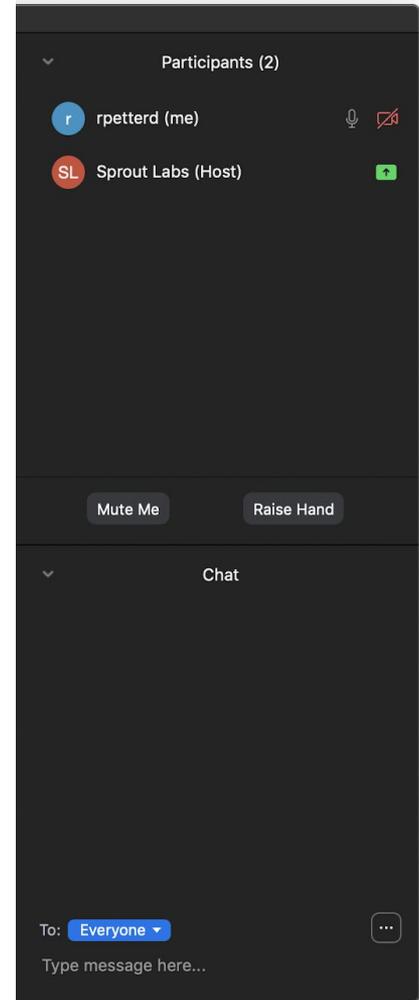


Using the interface

Names of participants, host
and presenter



Send your chat messages to
“Everyone”

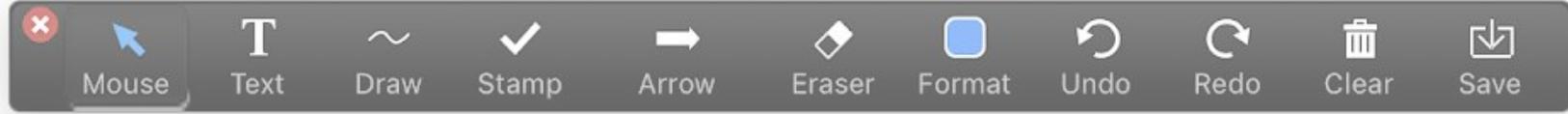




What do you want to gain from this session?

Please add your thoughts in chat

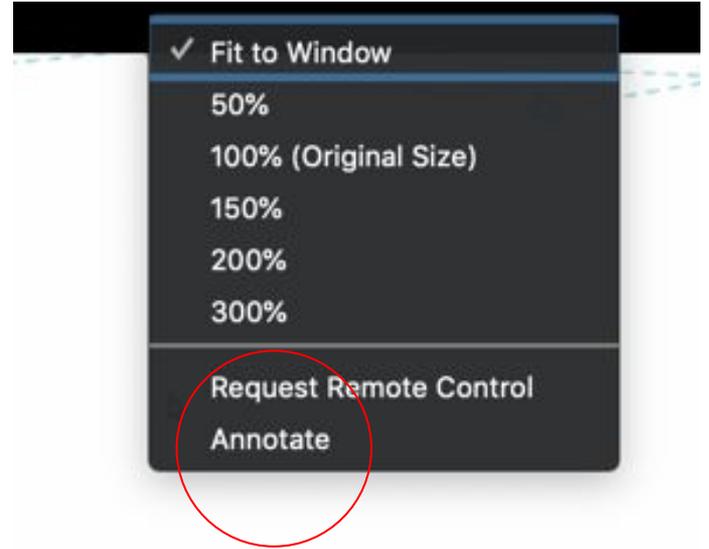
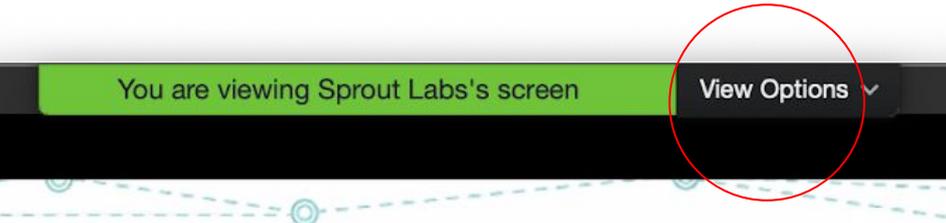
Annotation Tools



Text tool

Annotation Tools

1. Choose the view options



2. Choose the Annotate menu item



What is your background?



Creative - design
and media

Learning



What is an elearning
superhuman?



Let's do a “**Chatfall**” - Write up your response to this question but don't press return until I say so. This means we get to see everyone's answers all at once.

Why is creating great digital learning challenging?



Learning
designer -
often a writer

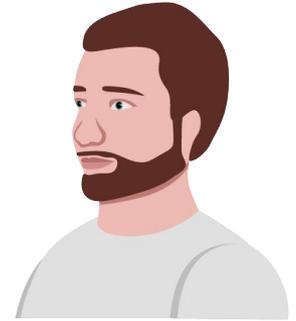
Performance
consultant



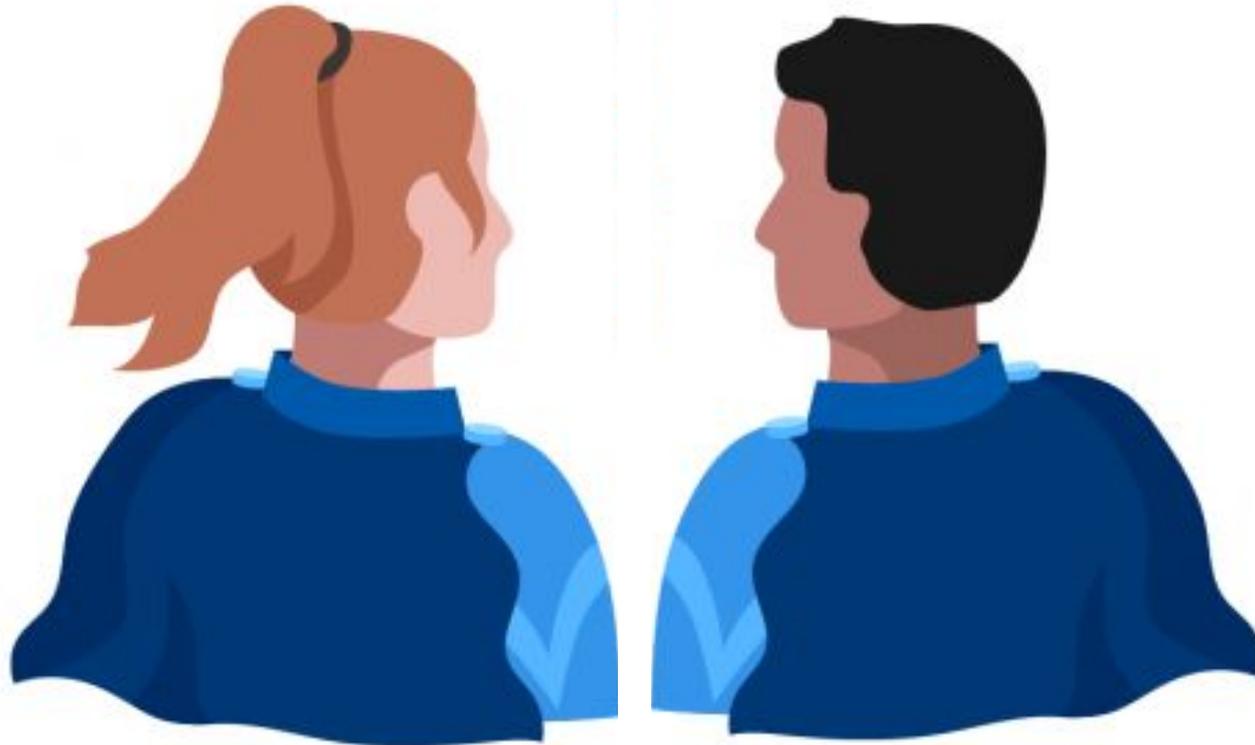
Visual
designer



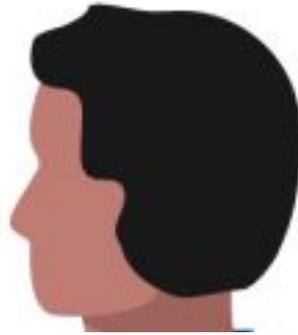
Coder/Developer



Media - video
and sound
production and
post production



An eLearning superhuman has all these skills



The advantage is less communication and it's faster to get some types of projects done





The importance of planning and carefully analysing the performance problem



Experts plan more

Process

Analysis

Diagnostic projects

Blueprints

Learning maps

Design

Storyboards

Prototypes

Build

Working with the software to make the experience

Test

Gaining feedback



In chat: say what you think is wrong with most elearning

Continuum of interactivity in digital experiences

Most eLearning is about here



Reading or watching video

Quiz

Games

Sharing

Discussing

Collaborating online with others

Multi-user games



We don't have good
models of what
great eLearning
looks like



What is performance consulting?



Performance
analysis and
improvement



Performance
focussed learning



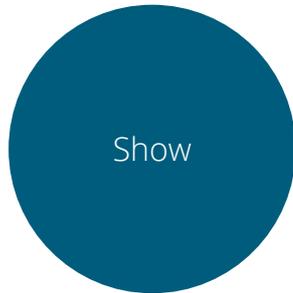
Focusing on what people need to **do**

What people need to **do** leads to the **interactions** in your learning experience

Allow people to practice what they need to **do**



Worked examples and sequencing



Show the 'thinking process'



Useful verbs – to move beyond knowledge

	Ideas
Apply	
Follow	
Participate	
Find	
Examine	
Choose	
Build	



We are designing an eLearning module that is **part** of an ecosystem to uplift a health organisation employee's skills in working with diverse clients.

Who would some of the people you need to talk with be?

Please add your thoughts in chat



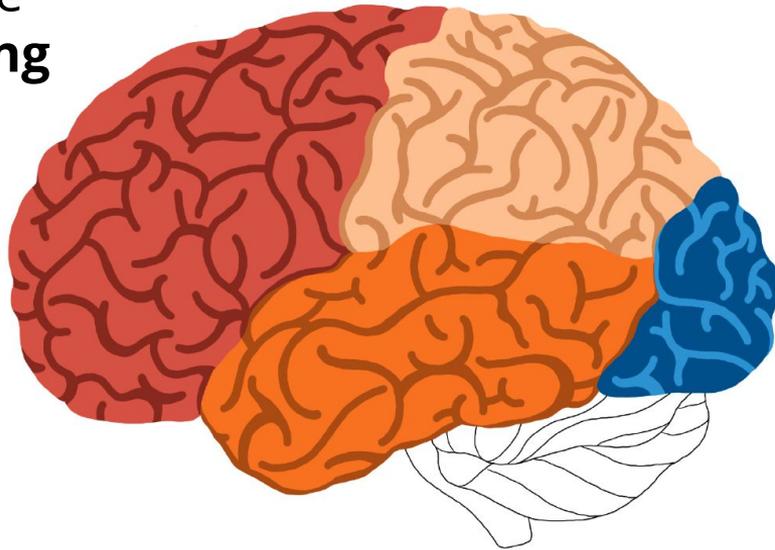
What could be some useful questions and activities to do?

Please add your thoughts in chat



Visual design

What is visually attractive is seen as being easier to use and more **engaging**



90% of the information processed by the brain is visual

Reference [*In the blink of an eye*](#)

Working visually means you are **showing** what's happening, not telling



Consistency

Need to be
factored in
early

Use
metaphors

What is the
concept



Wattle Hill is a fictional town where you are going to explore some health literacy issues.



These are some of the people you are going to meet.



Health literacy is about how we understand information about health and health care and how we then apply and use it to make decisions about our health.



Please choose a place to visit by clicking on one of the numbers.



Community Health Centre

[x Return to main map](#)

[Guide](#)

[Challenge](#)

[My Plan](#)



Please



Robin, trauma, pain and times of emotional distress can affect health literacy. It's important to provide the right support and information at the right time in the right way. See what is happening for one of the local residents and how it could be different in the challenge.

Community Health Centre

[x Return to main map](#)

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Please choose a slide to visit by clicking on one of the numbers.

Liz has chronic pain and has been given a number of appointments to see different people. She has come to the Community Health Centre reception area because she is confused by all the appointments.



Community Health Centre

[x Return to main map](#)

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Please choose a place to visit by clicking on one of the numbers.

How could you (as the receptionist) make this easier for her?

Put a note against her appointments to ring to remind

Post the appointments out in a letter.

Make appointments with her, write them down, check understanding (especially directions/instructions) and follow up with reminder.

Write appointments on a card.



Back to our case study 'We are designing an eLearning module that is part of the ecosystem to uplift a health organisation employee's skills in working with diverse clients.'

What metaphors could be used for the navigation and visual design?

Please add your thoughts in chat



Choosing the right media



Doing that same thing
over and over is boring



MOOCs have led to
an increase in
video based
courses

It's personable - the presenter acts as **guide**

MOOCs have led to an increase in video based courses

The **expert** is doing the voice-over

You **see** their face



No one ever says ‘I loved that voice-over’ Lori Niles-Hofmann

Key questions to ask when you are storyboarding

When to use media

- Can this be shown visually?
- Does it have a time aspect?
- Could an expert talk about this topic?
- Could an expert be interviewed?

When not to use media

- Could this content change in the near future?
- Does the budget/timeframe allow for use of video?



Back to our case study 'We are designing an eLearning module that is part of an ecosystem to uplift a health organisation employee's skills in working with diverse clients.'

How could media be used in this project?

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If you want to be part of the program now or in the future, please get in contact.

Dr Robin Petterd

M: +61 419 101 928

E: robin@sproutlabs.com.au

