

Designing Webbased Training How To Teach Anyone Anything Anywhere Anytime

Instructional Design for WBTWeb-Based TrainingLearning Web DesignTraining Design and DeliveryInstructional Systems DevelopmentHandbook of Research on Virtual Workplaces and the New Nature of Business PracticesSerious Game Design and Development: Technologies for Training and LearningThe Training Professionals Web Design ToolkitHandbook of Distance Learning for Real-Time and Asynchronous Information Technology EducationDesigning and Producing Media-Based TrainingEncyclopedia of Distributed LearningLeading E-LearningAdvanced Web-Based Training StrategiesPlanning and Design for High-tech Web-based TrainingWeb-based TrainingInformation Systems DevelopmentTechnology-Based TrainingDesigning E-learningEducation for a Digital WorldDesigning Your LifeAdvances in Web-Based Learning - ICWL 2004Essentials of Online Course DesignE-learning History. Evaluating European ExperiencesABC of Learning and Teaching in MedicineLearning DesignE-learning MethodologiesWeb-based LearningComputer-Supported Collaborative Learning: Best Practices and Principles for InstructorsTeaching in a Digital AgeDesigning Web NavigationInstructional Design for Web-based TrainingThe ASTD Handbook of Training Design and DeliveryThe Virtual Training GuidebookInstructional Design for Web-based TrainingDesigning Web-Based TrainingWeb-Based TrainingManaging Web-based TrainingE-Learning by DesignMultimedia-based Instructional DesignDesigning Training and Instructional Programs for Older Adults

Instructional Design for WBT

Web-Based Training

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web

pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Learning Web Design

Take charge of the e-learning initiative in your organization. Team leaders, HR executives, or anyone wishing to understand the e-learning revolution in learning, will find this book to be a valuable tool.

Training Design and Delivery

Training and informational programming has always been an important application of video and is one of the most important applications for multimedia. The use of technology in training for industry, government, health care and education has increased dramatically in recent years. Video, text, graphics, animation and sound are combined in various ways to convey concept, attitude and technical skill. Designing and Producing Media-Based Training examines why, how and when you can use technology for training, and describes successful approaches to creating effective technology-based training. It describes the instructional design process, scriptwriting, multimedia authoring, media production and new, technology-based training delivery systems. Among the many topics covered are: training delivery trends; the training design process; defining the audience; reproduction, program design and production design; scripting and storyboarding; uses of light and color; Written by a highly-experienced training consultant, Designing and Producing Media-Based Training will provide training professionals, corporate managers, multimedia designers and producers, and videomakers with tools for designing effective technology-based training programs.

Instructional Systems Development

Handbook of Research on Virtual Workplaces and the New Nature of Business Practices

This collection of 17 Infolines on instructional systems development walks you throughneeds assessmenttask analysisbehavioral objectiveseffective job aidsevaluation methodsclassroom training techniquesThis revised set provides a better aligned overview of the ADDIE model of ISD, encompassing analysis, design, development, implementation, and evaluation to target training to your learners' needs. Infoline's ISD Collection is the ideal place to start learning and applying OR take what you know one step further using the included job aids and tools.

Serious Game Design and Development: Technologies for Training and Learning

Annotation This comprehensive web-based training book is essential reading for both training executives and managers alike. The authors show how to apply the proven framework of traditional design to the unique demands of designing global Web-based training.

The Training Professionals Web Design Toolkit

From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book's predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media Review, by Jon Aleckson, www.tmreview.com, 2007

Handbook of Distance Learning for Real-Time and Asynchronous Information Technology Education

Designing and Producing Media-Based Training

"This book compiles authoritative research from scholars worldwide, covering the issues surrounding the influx of information technology to the office environment, from choice and effective use of technologies to necessary participants in the virtual workplace"--Provided by publisher.

Encyclopedia of Distributed Learning

ABC of Learning and Teaching in Medicine is an invaluable resource for both novice and experienced medical teachers. It emphasises the teacher's role as a facilitator of learning rather than a transmitter of knowledge, and is designed to be practical and accessible not only to those new to the profession, but also to those who wish to keep abreast of developments in medical education. Fully updated and revised, this new edition continues to provide an accessible account

of the most important domains of medical education including educational design, assessment, feedback and evaluation. The succinct chapters contained in this ABC are designed to help new teachers learn to teach and for experienced teachers to become even better than they are. Four new chapters have been added covering topics such as social media; quality assurance of assessments; mindfulness and learner supervision. Written by an expert editorial team with an international selection of authoritative contributors, this edition of ABC of Learning and Teaching in Medicine is an excellent introductory text for doctors and other health professionals starting out in their careers, as well as being an important reference for experienced educators.

Leading E-Learning

In response to budgetary constraints, satellite offices, and advances in computers and software, training and education is evolving. For all organizations, technology-based training has become a viable option to traditional instructor-led training. This book allows professionals to survey the available options and make reasoned decisions about when technology-based training is or is not useful. The CD-ROM is packed with useful tools, ask-the-author sessions, and links to Web-based resources.

Advanced Web-Based Training Strategies

The surge in the number of online training sites has created an unprecedented demand for experts who know all aspects of Web-based training (WBT) site design. Written by bestselling author William Horton, this book provides the hands-on and practical guidance that trainers demand. Packed with over 100 examples, this well-illustrated guide walks you through every phase of designing WBT, from analyzing your course requirements and assessing the needs of potential students to designing a course for a global audience. You'll find out how to combine elements into effective and interesting learning sequences, discover how to overcome any technical hurdle that may arise, how to offer materials that motivate learning, and how to use Web technologies to create 21st-century alternatives to traditional courses. Praise for Designing Web-Based Training "Horton has done it again! He's addressed the cutting-edge problem of Web-based training design with his pragmatic, research-based approach. His work is task-oriented and down-to-earth. He doesn't waste our time with excessive educational philosophy. In short-comprehensive overview, practical advice, engaging presentation."-Robert E. Horn, Author, Visual Language: Global Communication for the 21st Century "As each new media wave is adopted for instructional purposes, there is a lag in effective exploitation of the unique features the medium brings for supporting learning. Designing Web-Based Training bridges the gap by providing a rich and detailed reference."-Ruth Clark, EdD, President, Clark Training & Consulting "Designers have been seeking guidance on how to exploit the Web's distribution potential while combining it with powerful instructional programs. Horton provides structure, stimulation, and substance in

this important book. Web-based training is definitely what is happening now. Designing Web-Based Training will be a de facto classic in the field." -Gloria Gery, Principal, Gery Associates, Author, Making CBT Happen The companion Web site at www.wiley.com/compbooks/horton/ features: * Design guidelines * Live versions of many examples from the book * A course shell and sample lessons * Links to helpful references

Planning and Design for High-tech Web-based Training

Using an instructional-design framework and a practical approach, Web-Based Learning: Design, Implementation, and Evaluation helps you design effective Web courses, create a community of Web-based learners, and implement and evaluate Web-based instruction.

Web-based Training

This important book explores key areas of educational technology research and development within an education system infused by technology. The book explores the opportunities and challenges associated with planning and implementing educational technology within higher education. It is unique in that it is a multi-perspective view of key contemporary work on education and technology and draws on the common struggles and best practices from experts. Readers will gain a balanced understanding of educational technology and how it is used across a broad educational spectrum as well as ways to stimulate an ongoing dialog and sharing among those dedicated to optimizing the use of technology in educational settings. The book covers topics including The development and application of e-learning technology standards Distance learning approaches to online instruction Multimedia classroom practices Perspectives on online learning design Web-based training strategies Research on students and student experiences with technology within and beyond the classroom learning experience

Information Systems Development

Current and emerging trends in the domains of health management and the work sector, the abundance of new consumer products pervading the marketplace, and the desires of many older adults to undertake new learning experiences means that older adults, like their younger counterparts, will need to continually engage in new learning and training. Thus, understanding the challenges that older people face when confronted with new learning and training programs and developing potential strategies to overcome them is imperative. A comprehensive state-of-the-science review, Designing Training and Instructional Programs for Older Adults explores a broad range of issues, from the implications of theories of learning for designing instruction for older adults to adapting current perspectives on methods of instructional design to

accommodate the capabilities and limitations of older learners. The authors provide an understanding of today's older adults—their demographics, their needs, the challenges facing them, and a realistic appraisal of their abilities and limitations—as a basis for how current knowledge about training and instructional design should be shaped and applied to best accommodate this population of learners. They discuss topics such as retention and transfer of training, sequencing the order of instruction, e-learning, multimedia training formats, and the assessment and evaluation of training programs from the perspective of issues relevant to older learners. They also highlight the challenges presented by this very heterogeneous group that varies tremendously in backgrounds, skills, knowledge, and abilities. Focusing on how learning occurs, the authors' balanced coverage makes the book readable and enlightening across a wide spectrum of professionals and academics, including human factors/ergonomics specialists, gerontologists, managers, educators, undergraduate and graduate students, and the design community. The book supplies concise recommendations that will have direct impact on the design of instructional programs and for those individuals who are responsible for the training and performance of older people.

Technology-Based Training

With the rapid development of Web-based learning and new concepts like virtual classrooms, virtual laboratories and virtual universities, many issues need to be addressed. On the technical side, there is a need for effective technology for deployment of Web-based education. On the learning side, the cyber mode of learning is very different from classroom-based learning. How can instructional development cope with this new style of learning? On the management side, the establishment of the cyber university - poses very different requirements for the set-up. Does industry-university partnership provide a solution to addressing the technological and management issues? Why do we need to standardize e-learning and what can we do already? As with many other new developments, more research is needed to establish the concepts and best practice for Web-based learning. ICWL 2004, the 3rd International Conference on Web-Based Learning, was held at the Tsinghua University (Beijing, China) from August 8th to 11th, 2004, as a continued attempt to address many of the above-mentioned issues. Following the great successes of ICWL 2002 (Hong Kong) and ICWL 2003 (Australia), ICWL 2004 aimed at presenting new progress in the technical, pedagogical, as well as management issues of Web-based learning. The conference featured a comprehensive program, including a tutorial session, a keynote talk, a main track for regular paper presentations, and an industrial track. We received 120 papers and accepted only 58 of them in the main track for both oral and poster presentations.

Designing E-learning

This is the web-based training book you've been waiting for! Technical guides come and go. What is cutting-edge today

could be obsolete tomorrow. Web-Based Training takes a step back from the technical whirlwind. This extensively researched handbook shows readers how to create web-based training that adheres to the tried-and-true principles of great instructional design. With Web-Based Training, you'll learn how to: Survey the available training options Prepare organizations for web-based training delivery Design web-based training Maximize your training dollars . . . and much more! This guide offers scores of case studies from both large and small organizations. It also includes practical charts, tables, and checklists, as well as a free disk containing even more resources: worksheets, document and presentation templates, job aids, and links to the WWW.

Education for a Digital World

"This book looks at solutions that provide the best fits of distance learning technologies for the teacher and learner presented by sharing teacher experiences in information technology education"--Provided by publisher.

Designing Your Life

"With an increasing use of video games in various disciplines within the scientific community, this book seeks to understand the nature of effective games and to provide guidance for how best to harness the power of gaming technology to successfully accomplish a more serious goal"--Provided by publisher.

Advances in Web-Based Learning - ICWL 2004

Designing training for the Web shares many similarities with designing for the classroom environment, yet there are some significant differences as well. This issue shows you how to adapt your current preparation methods for e-learning. It translates the familiar ADDIE model of instructional design to Web-based training, so you can make the transition quickly and easily.

Essentials of Online Course Design

Decades of research have shown that student collaboration in groups doesn't just happen; rather it needs to be a deliberate process facilitated by the instructor. Promoting collaboration in virtual learning environments presents a variety of challenges. Computer-Supported Collaborative Learning: Best Practices & Principles for Instructors answers the demand for a thorough resource on techniques to facilitate effective collaborative learning in virtual environments. This book provides must-have information on the role of the instructor in computer-supported collaborative learning, real-world perspectives on

virtual learning group collaboration, and supporting learning group motivation.

E-learning History. Evaluating European Experiences

Packed with checklists, advice, and how-to features, The Virtual Training Guidebook teaches you how to design, deliver, and implement live online learning. This book will help learning professionals transition to the online classroom by taking a holistic look at successful implementation, including gaining organizational support, selecting a platform, designing classes, selecting facilitators, preparing participants, global considerations, and the logistics required for success. Learn how to prepare for a virtual training rollout. Create live online classes using a three-step design process. Select the technology that is right for the organization. Select and prepare facilitators who can effectively engage participants.

ABC of Learning and Teaching in Medicine

Information Systems Development (ISD) progresses rapidly, continually creating new challenges for the professionals involved. New concepts, approaches and techniques of systems development emerge constantly in this field. Progress in ISD comes from research as well as from practice. This conference will discuss issues pertaining to information systems development (ISD) in the inter-networked digital economy. Participants will include researchers, both experienced and novice, from industry and academia, as well as students and practitioners. Themes will include methods and approaches for ISD; ISD education; philosophical, ethical, and sociological aspects of ISD; as well as specialized tracks such as: distributed software development, ISD and knowledge management, ISD and electronic business / electronic government, ISD in public sector organizations, IOS.

Learning Design

This book blends instructional design and development tasks with Web design issues to outline a methodology for creating effective Web-based training (WBT). Each chapter addresses key implications relating to: the WBT project team, target learners, training goals, and technical possibilities from planning through implementation. This book is a detailed how-to primer that integrates fundamental principles with the nuts and bolts of WBT development.

E-learning Methodologies

Discussing Web-based training from design, development, delivery, management, implementation, and evaluation perspectives, this book includes 63 chapters by experts from around the world. They offer instruction on the uses of the

Web for corporate, government, and academic training purposes. Particular chapters address topics like the advantages and limitations of Web-based training, the technological resources available, the theory behind Web-based learning, the use of simulations, online testing, copyright, and cost. c. Book News Inc.

Web-based Learning

In spite of the proliferation of online learning, creating online courses can still evoke a good deal of frustration, negativity, and wariness in those who need to create them. The second edition of Essentials of Online Course Design takes a fresh, thoughtfully designed, step-by-step approach to online course development. At its core is a set of standards that are based on best practices in the field of online learning and teaching. Pedagogical, organizational, and visual design principles are presented and modeled throughout the book, and users will quickly learn from the guide's hands-on approach. The course design process begins with the elements of a classroom syllabus which, after a series of guided steps, easily evolve into an online course outline. The guide's key features include: a practical approach informed by theory clean interior design that offers straightforward guidance from page one clear and jargon-free language examples, screenshots, and illustrations to clarify and support the text a checklist of online course design standards that readers can use to self-evaluate. a Companion Website with examples, adaptable templates, interactive learning features, and online resources: <http://essentialsofonlinecoursedesign.com> Essentials of Online Course Design serves as a best practice model for designing online courses. After reading this book, readers will find that preparing for online teaching is a satisfying and engaging experience. The core issue is simply good design: pedagogical, organizational, and visual. For more of Marjorie Vai in her own words, listen to this 2011 interview from the On Teaching Online podcast: <http://onteachingonline.com/oto-16-essentials-of-online-course-design-with-marjorie-vai/>

Computer-Supported Collaborative Learning: Best Practices and Principles for Instructors

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology-it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for

navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

Teaching in a Digital Age

Instead of designing e-learning programs from scratch, use this book to learn how to adapt your instructional design expertise to the demands of this new environment. Get step-by-step guidelines, discover solutions to key challenges, and learn how to balance the educational needs of your learners with the practical constraints of e-learning. Plus, a valuable ""big picture"" view of e-learning helps you design programs that fit your organization's goals.

Designing Web Navigation

Trainers are always on the lookout for a quick, easy-to-use guide to help them through the process of designing, producing, implementing, delivering, and evaluating training programs. Training Design & Delivery is intended to be that simple, single-source guide for every trainer, training manager, and even the occasional trainer. Author Geri McArdle provides an easy-to-understand 20-step training system model, along with dozens of useful standard forms and client memorandums, step-by-step methodology checklists, and other job aids. It features a comprehensive trainer's toolkit that provides tips and techniques on subjects ranging from internal consulting to course construction, to games and retention exercises. After reading this book you will be able to answer the three most critical questions facing any training professional: What content should be included? How should the material be taught and delivered? How can you ensure that the training is working?

Instructional Design for Web-based Training

Whether you're expected to design and manage Web-based training on your own or oversee a team to do it, here's a guide that explains the skills and knowledge you need and provides real-life examples, strategies for dealing with the cultural challenges, and keys to developing and evaluating your program.

The ASTD Handbook of Training Design and Delivery

In today's fast-paced world, with multiple demands on time and resources as well as pressures for career advancement and productivity, self-directed learning is an increasingly popular and practical alternative in continuing education. The Encyclopedia of Distributed Learning defines and applies the best practices of contemporary continuing education designed for adults in corporate settings, Open University settings, graduate coursework, and in similar learning environments. Written for a wide audience in the distance and continuing education field, the Encyclopedia is a valuable resource for deans and administrators at universities and colleges, reference librarians in academic and public institutions, HR officials involved with continuing education/training programs in corporate settings, and those involved in the academic disciplines of Education, Psychology, Information Technology, and Library Science. Sponsored by The Fielding Graduate Institute, this extensive reference work is edited by long-time institute members, bringing with them the philosophy and authoritative background of this premier institution. The Fielding Graduate Institute is well known for offering mid-career professionals opportunities for self-directed, mentored study with the flexibility of time and location that enables students to maintain commitments to family, work, and community. The Encyclopedia of Distributed Learning includes over 275 entries, each written by a specialist in that area, giving the reader comprehensive coverage of all aspects of distributed learning, including use of group processes, self-assessment, the life line experience, and developing a learning contract. Topics Covered Administrative Processes Policy, Finance and Governance Social and Cultural Perspectives Student and Faculty Issues Teaching and Learning Processes and Technologies Technical Tools and Supports Key Features A-to-Z organization plus Reader's Guide groups entries by broad topic areas Over 275 entries, each written by a specialist in that area Comprehensive index and cross-references between entries add to the encyclopedia's ease of use Annotated listings for additional resources, including distance learning programs, print and non-print resources, and conferences

The Virtual Training Guidebook

Advanced Web-Based Training Strategies fills the gap in the literature available on this topic by offering a volume that includes meaningful, applicable, and proven strategies that can take the experienced instructional designer to the next level of web-based training. Written by Margaret Driscoll and Saul Carliner -- internationally acclaimed experts on e-learning and information design- -- Advanced Web-Based Training Strategies provides instructional designers, e-learning developers, technical communicators, students, and others with strategies for addressing common challenges that arise when designing e-learning. Balancing educational theory with the practical realities of implementation, Driscoll and Carliner outline the benefits and limitations of each strategy, discuss the issues surrounding the implementation of these strategies, and illustrate each strategy with short scenarios drawn from real-world online learning programs representing a wide variety of fields including technology, financial services, health care, and government.

Instructional Design for Web-based Training

This comprehensive companion volume to the bestselling ASTD Training and Development Handbook (Craig, ed.) helps trainers design classroom, self-study, or technology-based training programs. Delivering the latest information on how adults learn best and human performance technology, it shows trainers how to prepare lesson plans, create visual aids, and deliver highly memorable presentations.

Designing Web-Based Training

#1 New York Times Bestseller At last, a book that shows you how to build—design—a life you can thrive in, at any age or stage Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. And every design starts with a problem that a designer or team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to design and build your career and your life, a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise. "Designing Your Life walks readers through the process of building a satisfying, meaningful life by approaching the challenge the way a designer would. Experimentation. Wayfinding. Prototyping. Constant iteration. You should read the book. Everyone else will." —Daniel Pink, bestselling author of Drive "This [is] the career book of the next decade and . . . the go-to book that is read as a rite of passage whenever someone is ready to create a life they love." —David Kelley, Founder of IDEO "An empowering book based on their popular class of the same name at Stanford University . . . Perhaps the book's most important lesson is that the only failure is settling for a life that makes one unhappy. With useful fact-finding exercises, an empathetic tone, and sensible advice, this book will easily earn a place among career-finding classics." —Publishers Weekly From the Hardcover edition.

Web-Based Training

Instructional Design for Web-based Training blends instructional design and development tasks with Web design issues to outline a methodology for creating effective Web-based training (WBT). This book is based on the perspective that effective WBT does not derive solely from the use of Internet technology, but must be founded on proven instructional design techniques as well. Each chapter addresses key implications such interplay can have for a WBT project team, target learners, training goals, and technical possibilities from planning through implementation. This book is intended as a

detail.

Managing Web-based Training

Multimedia-Based Instructional Design is a thoroughly revised and updated second edition of the best-selling book that provided a complete guide to designing and developing interactive multimedia training. While most training companies develop their training programs in many different technological delivery media—computer-based, web-based, and distance learning technologies—this unique book demonstrates that the same instructional design process can be used for all media. Using just one process reduces cycle time for course development—and also reduces costs.

e-Learning by Design

This all-new edition of Web-Based Training is filled with practical charts, tables, and checklists that shows you how to design winning training programs for delivering instruction on the Web. Well grounded in the time-tested principles of great instructional design and adult education, Web-Based Training takes a step back from the whirlwind of technical guides and offers an extensively-researched handbook. For everyone seeking to learn more about the subject, Driscoll gives you illustrative examples from a wide range of organizations large and small. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Multimedia-based Instructional Design

E-learning is still in its infancy. This can be seen both in the limited pedagogical quality and lack of portability of e-learning content, and in the lack of user-friendly tools to exploit the opportunities offered by current technologies. To be successful, e-learning must offer effective and attractive courses and programmes to learners, while at the same time providing a pleasant and effective work environment for staff members who have the task to develop course materials, plan the learning processes, provide tutoring, and assess performance. To overcome these deficiencies, the IMS Global Learning Consortium Inc. released the Learning Design Specification in 2003. With Learning Design it is possible to develop and present advanced, interoperable e-learning courses embracing educational role and game playing methods, problem-based learning, learning community approaches, adaptivity and peer coaching and assessment methods. In this handbook Koper and Tattersall have put together contributions from members of the "Valkenburg Group", consisting of 33 experts deeply involved in e-learning and more specifically learning design. The result is a rich and lasting source of information for both e-learning course and tool developers, providing information about the specification itself, how to implement it in practice, what tools to use, and what pitfalls to avoid. The book not only reports first experiences, but also goes beyond the current

state of the art by looking at future prospects and emerging applications.

Designing Training and Instructional Programs for Older Adults

The "E-Learning Methodologies" guide will support professionals involved in the design and development of e-learning projects and products. The guide reviews the basic concepts of e-learning with a focus on adult learning, and introduces the various activities and roles involved in an e-learning project. The guide covers methodologies and tips for creating interactive content and for facilitating online learning, as well as some of the technologies used to create and deliver e-learning.

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