Raptivity eBook on
100 Resources for Interactive Training Designers

Contents

15 Useful Blog Articles on Interactive Learning Design

1. **Social Media for Knowledge Workers: eLearning Technology**
   Tony Karrer
   This is the discussion to find the answers to "How do I find more information to help me get started?"
   http://elearningtech.blogspot.com/2010/03/social-media-for-knowledge-workers.html

2. **Serious questions about serious games**
   Bill Mackenty
   The writer has successfully used games in the classroom, and wants to share his success and failures about games and learning.
   http://www.mackenty.org/index.php/dev/comments/answering_serious_questions_about_serious_games/

3. **Lecture Capture 101**
   Vikas Joshi
   Everything you wanted to know about lecture capture but were afraid to ask.
   http://scherlund.blogspot.com/2010/10/oct-26-webinar-lecture-capture-101.html

4. **Twilight Zone Music Please**
   David Grebow
   You're in a conference room filled with your team…
   Suddenly they start to disappear, one by one and then, are all gone … gone to the four corners of the world … in different places and time zones … they've been zapped by the Virtual Vortex and it's now you're job to manage them …
   http://knowledgestarblog.wordpress.com/2010/07/21/twilight-zone-music-please/

5. **Blackboard vs. Moodle: a comparison**
   David Hopkins
   As a user of Blackboard, the writer has been involved in various discussion about its merit (or lack of it). This is a comparison between Moodle and Blackboard Vista, with a view about which system will they implement across the Institution.
   http://www.dontwasteyourtime.co.uk/blackboard/blackboard-vs-moodle-a-comparison/

6. **Using Punctuation and Mark-up Language to Increase Text-to-Speech Quality : eLearning Technology**

   Dr.Tony Karrer

   How authors can use punctuation and mark-up language with TTS voices to bring out the meaning of the text more accurately and to make them more interesting. Using these techniques a voice can be made similar enough to human narration to hold a learner's interest during an entire eLearning course - with a retention rate equivalent to that of a human voice.

   http://elearningtech.blogspot.com/2010/10/using-punctuation-and-mark-up-language.html

7. **With digital, all things converge**

   As we go digital, all things converge. Today, a level of convergence is developing that is both exciting and disconcerting for end users. Let's read more to find out more about media converge.

   http://www.elearnspace.org/blog/2010/10/17/with-digital-all-things-converge/

8. **Updating Learning Development Times**

   Bryan Chapman

   Bryan Chapman has tried to do a short survey to find "How long it takes and how much it costs to create content in different learning formats?" Everyone who participates will receive a **full summary** of the information for your own benchmarking purposes.

   http://brandon-hall.com/bryanchapman/?p=227

9. **Bloom's Taxonomy**

   Derek Bruff

   Nailing down categories isn't the ultimate point of using Bloom's Taxonomy when writing clicker questions, however, the point is to take advantage of some framework to help us think about the questions we ask our students and thus be more intentional about aligning our questions with our learning objectives.

   http://derekbruff.com/teachingwithcrs/?p=275

10. **Explore Bloom's Taxonomy using this Interactive Resource**

    Vikas Joshi

    This article presents a useful interactive resource for course designers to review key ideas in Bloom's Taxonomy.

    http://learningharbinger.blogspot.com/2010/04/explore-blooms-taxonomy-using-this.html

11. **First thoughts on the TM benchmark**

    Clive Shepherd

    'Towards Maturity' recently published the preliminary findings from their 2010 benchmark, which received a contribution from 400 UK organizations. Overall, the message is about solid progress in the use of learning technologies for workplace learning in the face of major economic obstacles.

    http://clive-shepherd.blogspot.com/search?q=First+thoughts+on+the+TM+benchmark

12. **iPad for Learning**
Neil Stephenson
Like many out there in the education/technology landscape the writer is quite interested in the upcoming release of Apple's iPad.
http://www.thinkinginmind.com/2010/03/ipad-for-learning/

13. **How Will the iPad Change Interactive Learning?**
Vikas Joshi
The key idea of e-learning is engagement, and the more you can immerse the learner in an online experience the better. The optimal balance of screen size and handling convenience has long been elusive. Now the iPad shows a ray of hope. This article discusses some of the features of iPad useful for mLearning.
http://learningharbinger.blogspot.com/2010/01/how-will-ipad-change-interactive.html

14. **If Technology Motivates Students, Let's Use It!**
Milton Chen
Technology in its many forms is showing how teaching and learning can paint with a much broader palette of colors, from images and music to games, simulations, wikis, and many others, any time, any place, on laptops, desktops, and smartphones.
http://www.edutopia.org/blog/motivating-students-technology

15. **The Flash vs. HTML5 Endgame**
Guilhem Ensuque
In the debate of Flash vs HTML5, has the death of Flash been over exaggerated?
http://www.visionmobile.com/blog/2010/09/the-flash-vs-html5-endgame/

15 Popular eLearning Conferences Worldwide

1. **DevLearn by eLearning Guild**
DevLearn 2009 Conference & Expo is for e-Learning professionals who are involved in the DESIGN, DEVELOPMENT, or MANAGEMENT of e-Learning in every way.
http://www.elearningguild.com

2. **Learning Solutions Conference by eLearning Guild**
Learning Solutions Conference & Expo is for someone who is directly involved in the organization's learning efforts – especially for those who are focused on the

management, design, development, production, acquisition, and/or distribution of e-Learning.
http://www.elearningguild.com

3. **ASTD TechKnowledge**
   ASTD TechKnowledge is the training industry's leading event dedicated to the latest in learning technologies. The conference features close to 100 informative sessions and countless opportunities to network with like-minded colleagues.
   http://www.astd.org/

4. **Learning Technologies Conference, UK**
   Learning Technologies is Europe's leading organizational learning and learning technology conference. It is for learning and development professionals involved with any aspect of organizational learning and performance improvement; from learning strategy, development and management through to learning delivery and implementation of learning systems.
   http://www.learningtechnologies.co.uk/conference/

5. **Online Educa, Berlin**
   ONLINE EDUCA BERLIN, the largest global e-learning conference for the corporate, education and public service sectors, is the key annual networking event for the international e-learning and technology-supported learning and training industry, attracting and bringing together experts in the vanguard of technology-enhanced learning from around the world. Participants forge essential cross-industry contacts and partnerships, thereby enhancing their knowledge and expertise.
   http://www.online-educa.com/the-conference

6. **LearnX, Australia**
   LearnX is one of the largest eLearning conferences in Australia for learning professionals who manage, implement, plan and purchase e-learning and training solutions.
   http://www.learnx.net

7. **BbWorld, USA**
   BbWorld is largest annual Blackboard user conference attended by over 1400-1600 higher education decision-makers.
   http://www.blackboard.com

8. **Educause, USA**

   EDUCAUSE Annual Conference the most respected community gathering of its kind. The size and scope of the annual conference ensure that attendees have a wealth of choices and will return to their campus with fresh ideas and useful information, as well as a stronger network of colleagues in the field. As the premier information technology gathering for higher education, this event draws attendees from all professional levels, from all sizes and types of institutions, and from across the United States and around the world.

   http://net.educause.edu/EDUCAUSEAnnualConference/1352

9. **ICTLT, Singapore**

   The International Conference for Teaching and Learning with Technology provides practitioners, academics, researchers, thought-leaders, policy-makers and industry partners across the Asia Pacific Region an exceptional opportunity to network, collaborate, share, and learn about cutting-edge research and effective classroom practices using technology to enhance teaching and learning.

   http://www.ictlt.com/

10. **Global Forum on Technology 2010, UAE**

    The Global Forum on Technology & Innovation in Teaching and Leading is one of the most significant education events in UAE. It gives a platform for educators, school leaders, and policy makers to discuss and learn from education researchers, thought leaders and expert practitioners from the Gulf region and around the world. The Global Forum on Technology & Innovation in Teaching and Leading is crucial to gain invaluable insights into education practice and policy for world-class education in an increasingly digital and global learning landscape.

    http://www.tradechakra.com/events/dubai-united-arab-emirates/the-global-forum-on-technology-and-4391.php

11. **eLearning Africa**

    eLearning Africa is the largest gathering of eLearning and distance education professionals in Africa, enabling participants to develop multinational and cross-industry contacts and partnerships, as well as to enhance their knowledge, expertise and abilities.

    http://www.elearning-africa.com/conference.php

12. **BETT Learning Conference, UK**

    BETT is the world's largest educational technology event. Use this site to find products and suppliers, and discover the latest ways to use technology for teaching and learning.

    http://www.bettshow.com/

13. Society of Pharmaceutical and Biotech Trainers Conference (SPBT)

The SPBT Annual Conference is for learning and training executives from pharmaceutical, biotech, medical device, and medical diagnostic companies. This conference helps attendees identify best training practices, cultivate new ideas and contacts from colleagues, set informal benchmarks and broaden their knowledge, find actionable solutions to industry-wide challenges and stimulate innovation.

http://www.spbt.org

14. eLearning Guild Online Forum

Online Forums offer focused content on a wide array of relevant and current e-Learning topics, presented by professionally coached and engaging speakers. Every event is offered both live virtually and in a recorded format.

http://www.elearningguild.com/online-forums/content/1593/online-forums-home

15. ELearning! Summit

This virtual summit is attended by over 1,500+ government, corporate and learning executives to hear the experts share their case studies, technology implementations and best practices at this live virtual event. The attendees are those who are responsible for business or agency performance, employee development and learning strategy.

http://www.2elearning.com/events/elearning-summit.html

15 Well-known Communities and Forums for eLearning Resources

1. Raptivity community for interactivity designers

The Raptivity Community epitomizes a meeting place for members to associate, interact, share, and learn from the pooled knowledge and synergies of the community. Raptivity Community is your ingenious canvas. Sprinkle it with shades of queries, splash it with colors of clarifications, touch it with the paints of ideas, thoughts, inspirations, initiatives, and suggestions to sketch an image that will enlighten and service the needs of the entire community.

http://www.raptivity.com/RaptivityCommunity/Welcome.asp

2. eLearning Guild

The eLearning Guild is the oldest and most trusted source of information, networking, and community for e-Learning Professionals. As a member-driven organization, the Guild produces conferences, online events, e-books, research reports, and Learning Solutions Magazine—all

devoted to the idea that the people who know the most about making e-Learning successful, are the people who produce e-Learning every day in corporate, government, and academic settings.
http://www.elearningguild.com/

3. **ASTD Learning Circuits**

   ASTD (American Society for Training & Development) is the world's largest association dedicated to workplace learning and performance professionals. ASTD's members come from more than 100 countries and connect locally in almost 140 U.S. chapters and 25 Global Networks. Members work in thousands of organizations of all sizes, in government, as independent consultants, and suppliers. ASTD Learning Circuits delivers a fully interactive Website with discussions, demos and resources, and articles on a weekly basis.
   http://www.astd.org/

4. **SALT**

   Founded in 1972, membership in the Society for Applied Learning Technology® is oriented to professionals whose work requires knowledge and communication in the field of instructional technology. It is a professional society, designed for individual membership participation with classes of membership keyed to the interest and experience of the individual.
   http://salt.org/salt.asp?ss=l

5. **eLearn Magazine**

   eLearn Magazine is where e-learning professionals turn to produce more innovative and effective online education and training. We strive to be the leading source of high-quality information on technology for corporate training and higher education.
   http://www.elearnmag.org/

6. **Learning Technologies Learning Community of Training Industry**

   The mission of the Learning Technologies Learning Community is to be the most credible, timely, and trusted knowledge community focused entirely on strategies, best practices, and emerging trends for technologies used in learning. Our community is targeted specifically to executive decision makers.
   http://www.trainingindustry.com/learning-technologies.aspx

7. **CLO Media**

   Chief Learning Officer is the foremost resource in the rapidly growing industry of workforce learning and development. The flagship magazine and related network of publications, electronic media and international events have made CLO the pre-eminent source of thought leadership for senior-level executives. CLO provides them with constant access to reliable, relevant information, as well as forums for connecting with other global learning leaders.

http://www.clomedia.com/

8. **Training Zone, UK**
TrainingZone.co.uk aims to deliver topical, practical content to corporate training professionals and providers of training services.
http://www.trainingzone.co.uk

9. **Training Australia Magazine, Australia**
Training Australia Magazine is an independent wide ranging training resource for individuals and enterprises - those responsible for organizational and people development. It serves numerous industries across the corporate and public service sectors.
http://www.trainingaustraliamagazine.com.au/home.htm

10. **Brandon Hall**
Brandon Hall is a member driven research center. It conducts and publishes **evidence-based**, **independent research** about **learning and development** and **talent management**.
http://www.brandon-hall.com/

11. **Centre for Learning and Performance Technologies**
At this site, you'll find lots of resources and services about trends, technologies and tools for both, formal education and training as well as next generation enterprise working.
http://www.c4lpt.co.uk/index.html

12. **Tech and Learning**
For 30 years, Tech & Learning has served the K-12 education community with practical resources and expert strategies for transforming education through integration of digital technologies.
http://www.techlearning.com/

13. **eSchool News**
eSchool News is a marketing solutions company serving the education technology industry. Throughout our 25-year history, eSchool News has created the most comprehensive portfolio of products and services in the industry. It offers access to the broadest reach and deepest range of education technology professionals worldwide across the entire technology spectrum: the creators, sellers, and buyers of technology around the world.
http://www.eschoolnews.com/

14. Distance-Educator.com

The technological revolution has brought networked computing to training and education. This revolution has the potential to democratize learning and training. Distance-Educator.com has been involved in this revolution from the beginning and this is the place to start the search for any and everything related to distance education and elearning.

http://distance-educator.com/

15. eLearning! Magazine

Elearning! Magazine is the exclusive publication serving this fast moving marketplace. Whether you manage an enterprise, government agency or educational institution, you will find *Elearning!* a must read resource to improve knowledge, performance and revenues.

http://www.b2bmediaco.com/elearning/magazine.php

15 Tips on Effective Use of Raptivity, Award-winning Rapid Interactivity Builder

This section provides 15 useful tips for effective use of Raptivity, the award-winning rapid interactivity building tool. This section is useful for the users of Raptivity.

1. Save your frequently used and favorite interactions in 'My Favorites' folder. You will spend less time looking for those when you want to use them next time.
2. Refer to 'information and checklist' before you start creating your interaction. This will help you prepare the media assets in advance.
3. Don't do the same customisations over and over - save your interactions to 'My Examples'
4. Ensure that the file size of interactions is not very large by:
    i.   Using right size PNG, JPG or GIF images
    ii.   Using mp3 sound of short duration
    iii. Avoiding long videos
5. Choose right interactions for a specific instructional goal by searching for interactions through learning theories.
6. 6 ways to Find the right interaction quickly
    i.   Category Search: Click all Categories and directly go to the category to which your interaction belongs
    ii.   Pack Search: Go to all Packs and go to appropriate pack
    iii. Explorer View
    iv.   Thumbnail View
    v.   Search word: Search with interaction name (pyramid, survey, classification etc.) or search using your learning objective (attention, knowledge, retention etc)

vi. My Favourites: Save your favourite interactions as My Favourites and access them in one click.

7. Map Raptivity interactions to your style of teaching with 'My Learning Theory": My Learning Theories

8. Use Explorer View of Raptivity instead of Thumbnail View if you want to see a list of multiple interactions at once

9. Select the right pack for the right job

If you want to...	Then select...
Include games, soft-skill simulations and learning aid	Booster Pack and Games TurboPack
Show real life experiences	Simulations TurboPack
Convert passive learning to active learning	Videos TurboPack
Create metaphors and objects in 3D and virtual world	3D TurboPack

10. If you need more working area for parameter settings in Detailed Customization View, drag the parameter values panel and increase its height.

11. Refer to Notes section to know more details about parameter settings such as recommended dimensions of the image files, types of video files which you can use for a particular parameter or how the parameter works.

12. Target View Size: target view size does not change the size of the interaction. It simply shows you how the interaction will look if it is viewed in that size. For more information on target view size, visit http://raptivitywebexpert.blogspot.com/2009/11/mistaken-identity.html

13. Use Global Font Setting option for applying pre-set fonts to commonly used parameters such as interaction title, instruction, text in the interaction etc.

14. To access Raptivity Learning Interaction Guide, open Raptivity application and click on Help → Raptivity Learning Interaction Guide menu in Raptivity.

15. To enable Accessibility Settings such as accessibility text, select the option "Allow me to specify accessibility text" option in Input Parameters section.

10 ways to bring classroom sessions alive

1. Conduct a quick poll, get learners to open up, understand their knowledge level at the beginning of class and elicit feedback.
2. Invite ideas on a topic, understand learner thinking, make an inventory of ideas before moving further.
3. Provide information in pieces that the class must order collaboratively in response to the sequencing criteria you have set for them.
4. Have the class participate in a game show style quiz challenge, rotate turns between groups, pose questions, use the in-built scoreboard to create a sense of competition among learner groups.
5. Introduce Bingo game to generate excitement as participants answer questions to win a house
6. Get the learners to summarize your lecture and note its key takeaways interactively.
7. Use rapid fire questions to energize the audience, increase participation and concentration among attendees.
8. Encourage group participation among your class with a Family Feud game show
9. Introduce a Spin the Wheel game and let your audience answer questions for various categories to win the points associated with it.
10. Introduce Jeopardy game to make your class learn, practice, and review concepts.

10 Simple Game Ideas for Making eLearning Engaging and Fun

1. A game on the lines of "Who Wants to be a Millionaire" - Questions appear one after the other and the learner has to choose from the 4 options and win score.
2. Spin the Wheel - Learners have to answer questions associated with various categories.
3. Jeopardy – The learner can move through the game randomly, tackling questions of varying complexity on different topics. Learners select questions that can be based on different subjects. Higher points are awarded for more complex questions.
4. Hangman – Very useful in learning situations where you need to make the learner recall complex terms. Present a question to the learner and let him structure the response letter by letter.
5. Snakes and Ladders – Ask question to the learner and allow him to roll the dice only if the answer is correct. Move the coin on the snakes and ladder board based on the number on the dice.
6. Family Feud – Use this game when you have questions that have multiple answers and each answer has varying relevance. You want the learner not only to provide the answers but also to get credit in proportion to his/her ability to name the big ones. Family Game is a good game to accomplish this by assigning points to each of these answers reflecting their relevance.

7. Crossword - It is a great way to test learners, without resorting to standard question types, such as multiple choice or fill-in questions. Present crossword clues to the learners and depending on the words correctly filled in, calculate the score.
8. Maze – Create an engaging and interactive tool for coupling learning with a fun activity. Interspersed in the maze are nodes that display content or ask questions for the topic under discussion. The twin experiences of playing a game and learning enhance the retention level for the content.
9. Tic-tac-toe – Associate cell on the matrix with a question. To get a correct sequence, the learner has to answer the questions correctly and this motivates the learner to pay close attention to the questions being asked.
10. Memorize and Recall - Design a combination game to test the learner's short-term memory for images and words. Enhance learners' attention and concentration levels by asking them to retain images in the memory and then select them from a list.

10 Useful Articles on Social Learning

1. How to use Twitter in social learning:
   http://c4lpt.co.uk/socialmedia/twitterrl.html
2. Ad-hoc Social Learning Environment - How a Blog Drives Learning:
   http://learningharbinger.blogspot.com/2010/02/ad-hoc-social-learning-enviroment-how.html
3. Google Buzz and Social Learning: Connect the Dots:
   http://learningharbinger.blogspot.com/2010/02/google-buzz-and-social-learning-connect.html
4. Maximize Student Enrollment, Get Immediate Student Feedback, Help Students In University And College Selection Using Social Interaction Pods:
   http://webtools.harbingergroup.com/websolution_landing_page.html
5. How online collaboration in learning can help learners at each stage of learning:
   http://learningharbinger.blogspot.com/2010/05/blooms-digital-taxonomy.html
6. Social Media in eLearning, Business Branding, and Interpersonal Communication:
   http://ezinearticles.com/?Social-Media-in-eLearning,-Business-Branding,-and-Interpersonal-Communication&id=4073784
7. Why Your Social Media Strategy Isn't Working:
   http://www.jonbishop.com/2009/02/why-your-social-media-strategy-isnt-working/
8. E-Learning with Social Media:
   http://www.jonbishop.com/2008/10/e-learning-with-social-media/
9. Social Media for Knowledge Workers:
   http://elearningtech.blogspot.com/2010/03/social-media-for-knowledge-workers.html
10. 10 Social Media Tools For Learning:
    http://theelearningcoach.com/elearning2-0/10-social-media-tools-for-learning/

5 Useful Resources for choosing a right Learning Management System

1. Brandon Hall's Comprehensive LMS Knowledgebase of LMS:
   http://www.brandon-hall.com/publications/lmskb/lmskb.shtml
2. Learning Management Systems 2009: Facts, Practical Analysis, Trends, and Vendor Profiles by Bersin and Associates:
   http://store.bersinassociates.com/lms.html
3. How To Select A Learning Management System - Forrester Research:
   http://www.forrester.com/rb/Research/select_learning_management_system/q/id/43408/t/2?src=53282pdf
4. The Evolution of the LMS: From Management to Learning:
   http://www.elearningguild.com/research/archives/index.cfm?id=137&action=viewonly
5. Learning Management Systems Report by Global Industry Analysts:
   http://www.marketresearch.com/map/prod/1344792.html

5 Articles on Application of Mobile for eLearning

1. The Future and Trends in Mobile Learning – By Jason Gaya:
   http://www.articlesbase.com/online-education-articles/the-future-and-trends-in-mobile-learning-3495200.html

2. Education departments go wild for the iPad:
   http://mlearnopedia.com/content/view/984/65/

3. Mobile Learning:
   http://www.elearning.ubc.ca/toolkit/mobile-learning/

4. Mainstream Mobile Learning – By Ellen Wagner:
   http://www.learningsolutionsmag.com/articles/92/mainstreaming-mobile-learning

5. Mobile Learning 101:
   http://www.aaronsilvers.com/2007/10/mobile-learning-101/

10 Useful eLearning blogs

1. Jane Hart's blog: http://janeknight.typepad.com
2. Vikas Joshi on Interactive Learning: http://learningharbinger.blogspot.com/
3. Bryan Chapman's blog: http://brandon-hall.com/bryanchapman/
4. Clive on Learning: http://clive-shepherd.blogspot.com/
5. The Learning Circuits Blog: http://learningcircuits.blogspot.com/
6. Tech4Learning by Tim Drewitt: http://timdrewitt.typepad.com/tech4learning/
7. eLearning Technology by Tony Karrer: http://elearningtech.blogspot.com
8. Corporate eLearning Strategies and Development blog by Brent Schlenker: http://elearndev.blogspot.com/index.html
9. Stephen's Web ~ OLDaily: http://www.downes.ca/news/OLDaily.htm
10. eLearnspace George Siemens - learning, networks, knowledge, technology, community: http://www.elearnspace.org/blog/