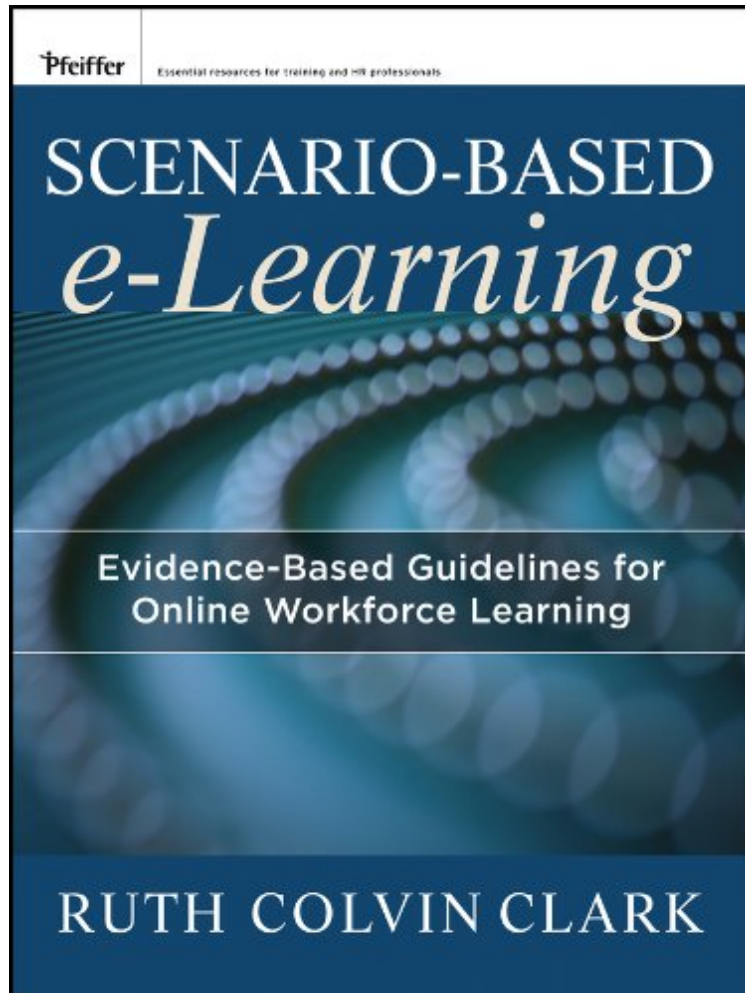


# Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning

Ruth C. Clark, Richard E. Mayer

*\*Download PDF | ePub | DOC | audiobook | ebooks*



DOWNLOAD



READ ONLINE

#730872 in eBooks 2012-12-05 2012-12-05 File Name: B00AM1WE74 | File size: 43.Mb

**Ruth C. Clark, Richard E. Mayer : Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning** before purchasing it in order to gage whether or not it would be worth my time, and all praised Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning:

7 of 8 people found the following review helpful. Great BookBy Fun CookingI love most of Ruth Colvin Clark's books, and this book was no exception. Unlike some of her previous books, this one focuses on a very specific type of training: scenario-based elearning. The strategies and suggestions are useful for this type of elearning, but if you're looking for strategies that apply to a broader swath of training types, I'd suggest E-Learning and the Science of Instruction or Evidence-Based Training Methods instead.0 of 0 people found the following review helpful. Scenario design for e-learning coursesBy Kindle CustomerThe book has been a very real practical help in crafting scenarios for various e-learning courses. The scenario designs have been much appreciated by clients.0 of 0 people found the

following review helpful. Five StarsBy CustomerVery professional book.

Scenario-Based e-Learning Scenario-Based e-Learning offers a new instructional design approach that can accelerate expertise, build critical thinking skills, and promote transfer of learning. This book focuses on the what, when, and how of scenario-based e-learning for workforce learning. Throughout the book, Clark defines and demystifies scenario-based e-learning by offering a practical design model illustrated with examples from veterinary science, automotive troubleshooting, sales and loan analysis among other industries. Filled with helpful guidelines and a wealth of illustrative screen shots, this book offers you the information needed to: Identify the benefits of a SBeL design for learners and learning outcomes Determine when SBeL might be appropriate for your needs Identify specific outcomes of SBeL relevant to common organizational goals Classify specific instructional goals into one or more learning domains Apply a design model to present content in a task-centered context Evaluate outcomes from SBeL lessons Identify tacit expert knowledge using cognitive task analysis techniques Make a business case for SBeL in your organization Praise for Scenario-Based e-Learning "Clark has done it again--with her uncanny ability to make complex ideas accessible to practitioners, the guidelines in this book provide an important resource for you to build your own online, problem-centered instructional strategies." --M. David Merrill, professor emeritus at Utah State University; author, *First Principles of Instruction* "Clark's wonderful book provides a solid explanation of the how, what, and why of scenario-based e-learning. The tools, techniques, and resources in this book provide a roadmap for creating engaging, informative scenarios that lead to tangible, measurable learning outcomes. If you want to design more engaging e-learning, you need to read this book." --Karl M. Kapp, Professor of Instructional Technology, Bloomsburg University; author, *The Gamification of Learning and Instruction*

From the Back CoverScenario-Based "e"-Learning""Scenario-Based e-Learning "offers a new instructional design approach that can accelerate expertise, build critical thinking skills, and promote transfer of learning. This book focuses on the what, when, and "how" of scenario-based e-learning for workforce learning. Throughout the book, Clark defines and demystifies scenario-based e-learning by offering a practical design model illustrated with examples from veterinary science, automotive troubleshooting, sales and loan analysis among other industries. Filled with helpful guidelines and a wealth of illustrative screen shots, this book offers you the information needed to: Identify the benefits of a SBeL design for learners and learning outcomesDetermine when SBeL might be appropriate for your needsIdentify specific outcomes of SBeL relevant to common organizational goalsClassify specific instructional goals into one or more learning domainsApply a design model to present content in a task-centered contextEvaluate outcomes from SBeL lessonsIdentify tacit expert knowledge using cognitive task analysis techniquesMake a business case for SBeL in your organization"Praise for" Scenario-Based "e"-Learning""Clark has done it again--with her uncanny ability to make complex ideas accessible to practitioners, the guidelines in this book provide an important resource for you to build your own online, problem-centered instructional strategies."--M. David Merrill, professor emeritus at Utah State University; author, "First Principles of Instruction""Clark's wonderful book provides a solid explanation of the how, what, and why of scenario-based e-learning. The tools, techniques, and resources in this book provide a roadmap for creating engaging, informative scenarios that lead to tangible, measurable learning outcomes. If you want to design more engaging e-learning, you need to read this book."--Karl M. Kapp, Professor of Instructional Technology, Bloomsburg University; author, "The Gamification of Learning and Instruction"About the AuthorDr. Ruth Colvin Clark has worked for over 20 years with training professionals assigned to design, develop, and select effective training for classroom or computer delivery. She is widely published in training and performance improvement periodicals and was recently bestowed a Distinguished Professional Service Award from ISPI. She is the co-author of the best-selling e-Learning and the Science of Instruction.