



eLearning Interactivity Checklist

8 Must-Have Ingredients

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|--|---|---|
| <input checked="" type="checkbox"/> Immediate Response | <input checked="" type="checkbox"/> Feedback | <input checked="" type="checkbox"/> Web Resources |
| <input checked="" type="checkbox"/> Adapatability | <input checked="" type="checkbox"/> Scenarios and Simulations | <input checked="" type="checkbox"/> Games |
| <input checked="" type="checkbox"/> Learner Control | <input checked="" type="checkbox"/> Pulled Content | |

Action items to start implementing today:

#1 Create an immediate response: Learners need to be able to access information (graph, text, or videos) with just a click.

#2 Make sure content is adaptable: Course need to respond to the level of knowledge of each learner. The ability to customize the response to the user's level of knowledge is very important.

#3 Learner Must be in Control: Course involves handing some degree of responsibility to the learner. If the user can control aspects as the pace and sequence, then motivation and learning increases.

#4 Provide Feedback: There is no interactivity without feedback. The user needs to know how to improve and what his progress along the course is.

#5 Create Scenarios and Simulations: Learners need to be situated in real-life scenarios where they can try on their skills, solve problems and practice what they know.

#6 DesignContent that can be pulled by learners: Get the learners pull the content they need. This means they search for content and find it when they need it. Every learner has access to equal information but the learning experience becomes personalized.

#7 Include Web resources: Recharge your courses with interactive web elements like: Youtube Videos, PDF's or other documents, audio clips, podcasts, and/ or external links.

#8 Add Games: Incorporate games to evaluate the students knowledge. Games are highly interactive, everything the learner does has a consequence, therefore they become a very experiential resource to use.