Designing and Developing Scenario-based eLearning Content

Bucky Dodd Andrea Stone

Center for Professional and Distance Education at the University of Central Oklahoma Hi I'm Professor Jones. The Science Department has had several students recently injure themselves using the lab equipment in the biology lab.

I would like to have each student complete a lab safety course before working in the lab.

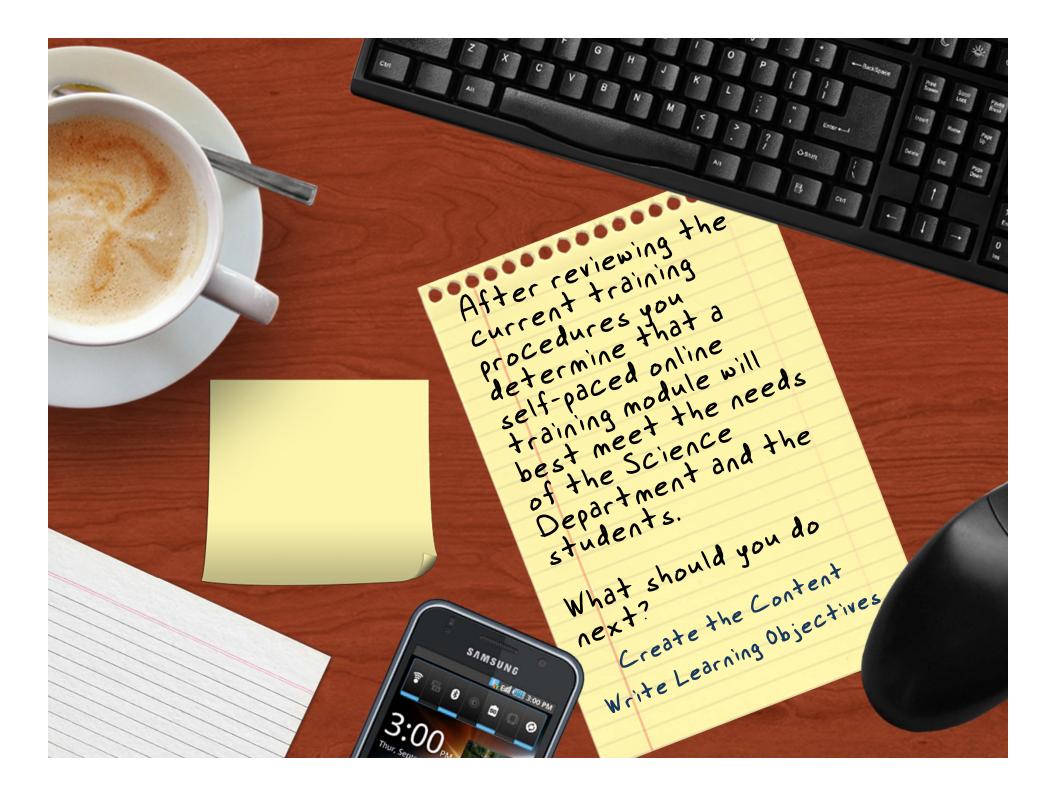
Can you help me with this?

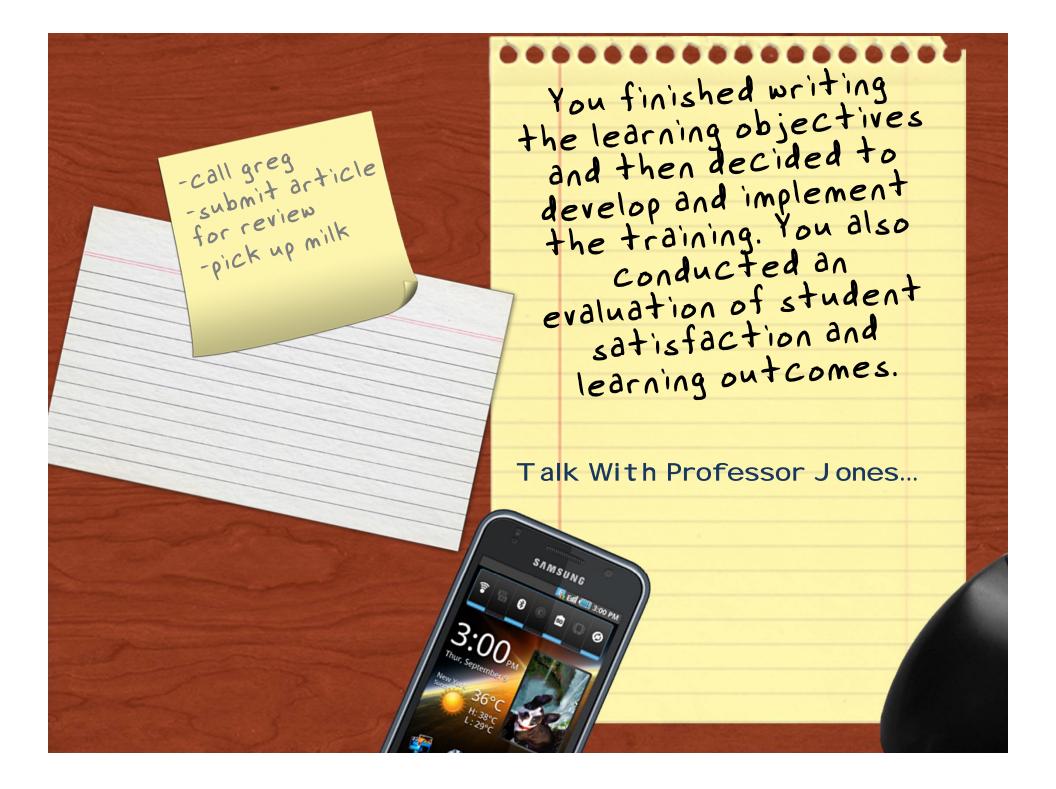
Where should you begin?

Review current training procedures

Develop the lesson content



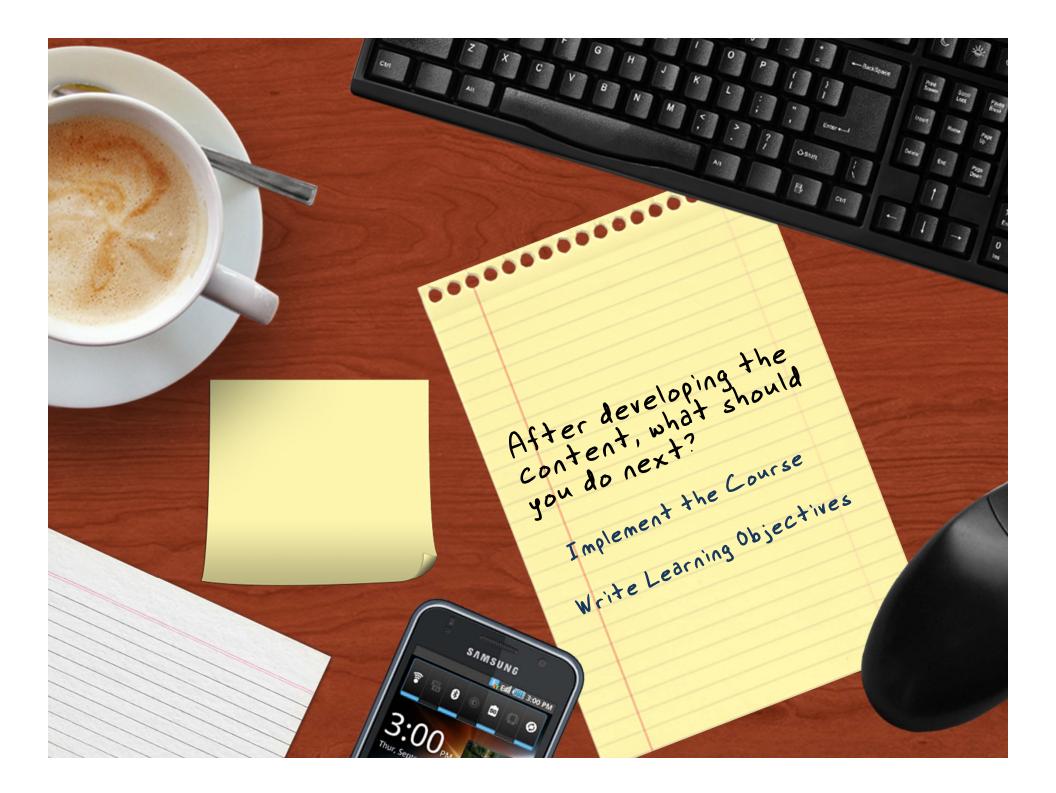




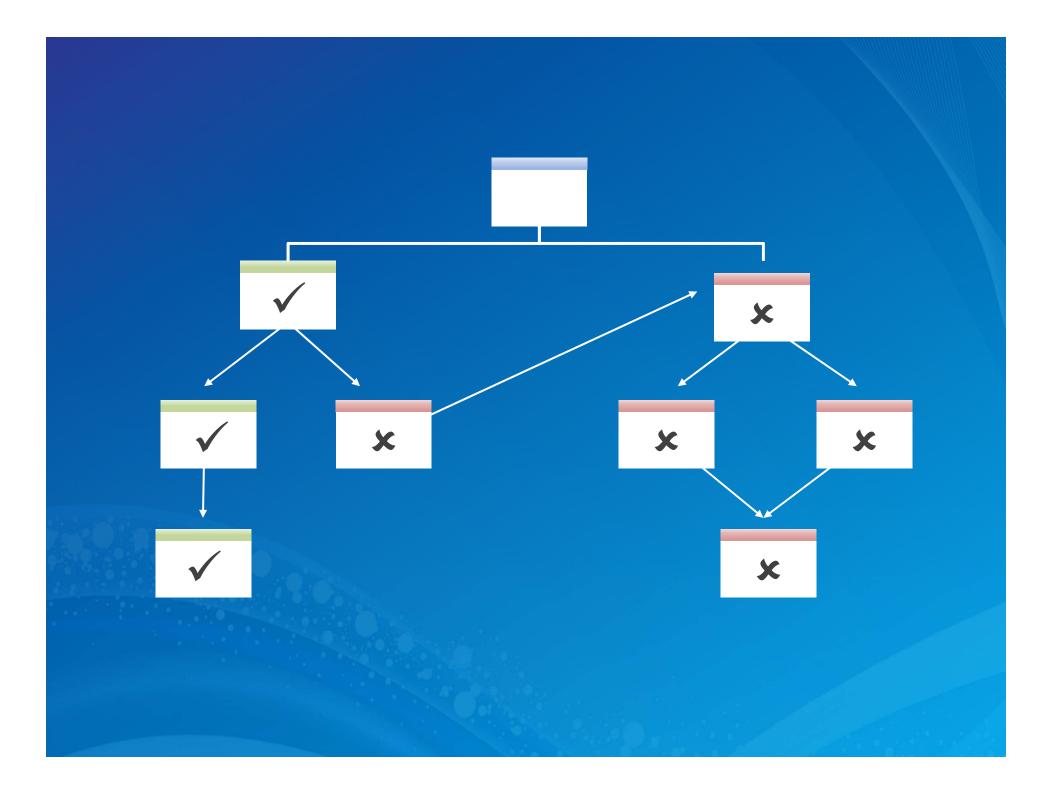
I'm very pleased with the results of the training module. Student injuries are down and students seem to be more confident when working around the lab equipment.

Continue





After implementing the training, additional injuries have occurred in the biology lab. Please revise the training. **Try Again**



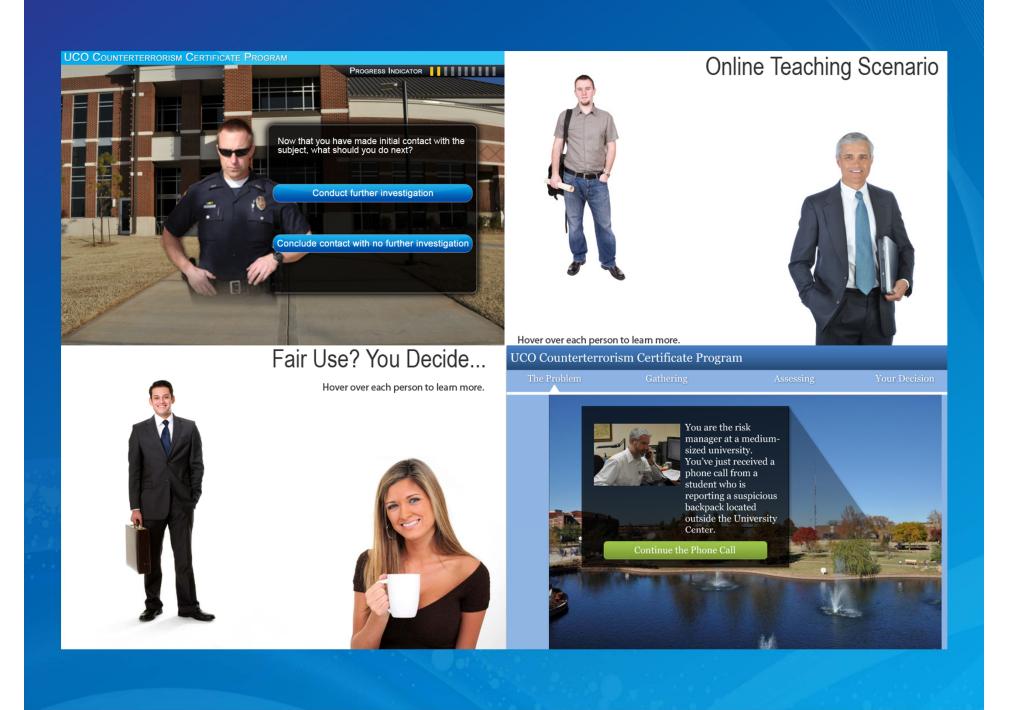
Characteristics





Development





Simulations

- Learner assumes a "role"
- No "winners", the focus is on the experience

Case Studies

 Learner analyzes and critiques



Games

- Learner is given criteria for success and a challenge
- There are "winners" or some degree of success

Experiments

Learner tests given
 parameters

What it is...

Intriguing Story

Interrelated decisions

Interactive

Knowledge construction What it isn't...

Boring

Confusing

Passive

Information transfer Higher level learning

High risk to people or property

Requires extensive resources

Situation can't be easily replicated



AVERAGE DEVELOPMENT RESOURCES

CONNECTION TO ACTUAL EXPERIENCE

Scenario-based Learning Comparison Table							Conne	ection to Actual Experience	
Centarie	Desid	Design/Development Resources		Maintenance		Investment	Low		
Strategy				Low		Low			
Asynchronous		Low-Medium				Medium		Medium	
Discussion Collaborative Data		Low-Medium		High High		High		Medium-High	
Gaming Systems	+	Medium-High						Medium-High	
Environments (See			+	Low-Medium		Medium			
Desktop Virtual Realit (Photography-based)	× }	Medium-High		High Medium		High High Low		High	
Immersive Virtual	T	High						High	
Reality (Cave Environments) Mobile Simulation	ing	Medium-High						Low	
Systems (Georgeon	-+	Low-Medium		Low				Low	
Paper-based Scenarios	_			Low		Low			
Real-Time Text Chat Real-Time Virtual Classroom Simulation		Low-Medium				Low		Low-Medium	
		Low-Medium		Medium		Medium-High		Medium	
Classroom Smut	ning t.	Medium-High		Medium				High	
etc.)		High		High		High			
Simulated Reali	ty								

Strategy

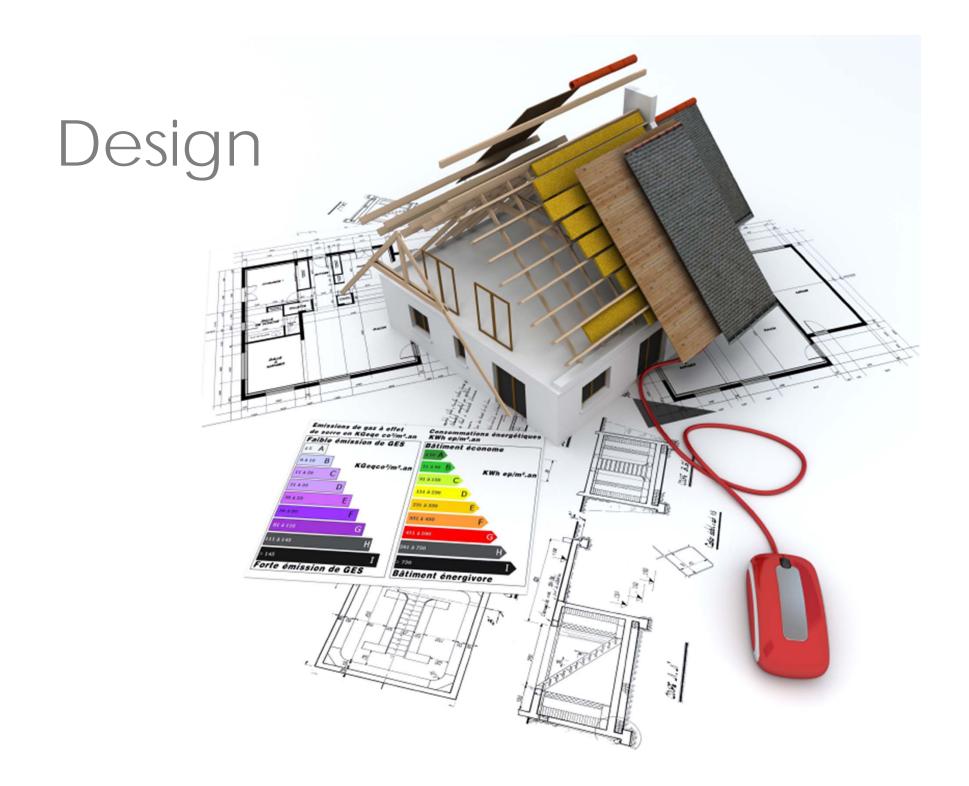
Design/Development Resources

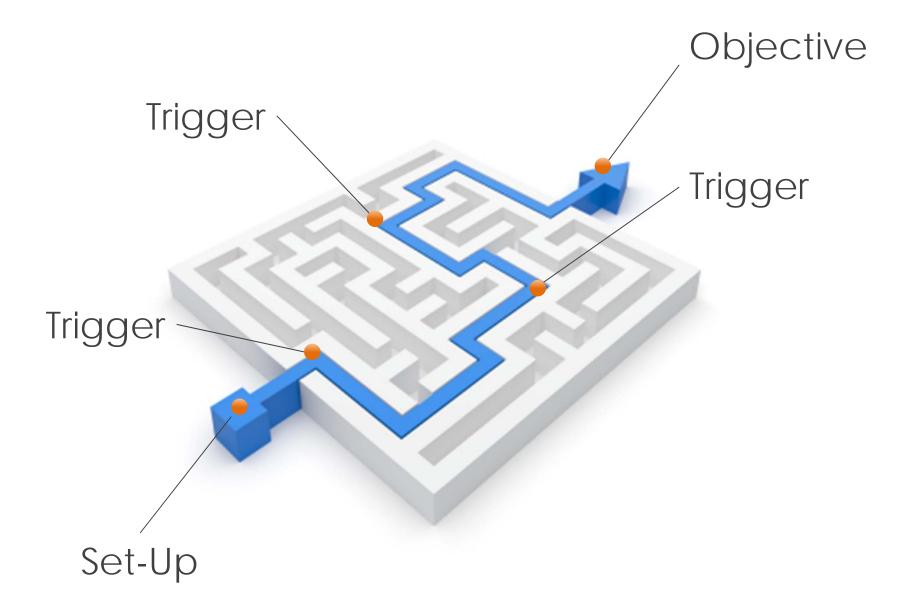
Maintenance

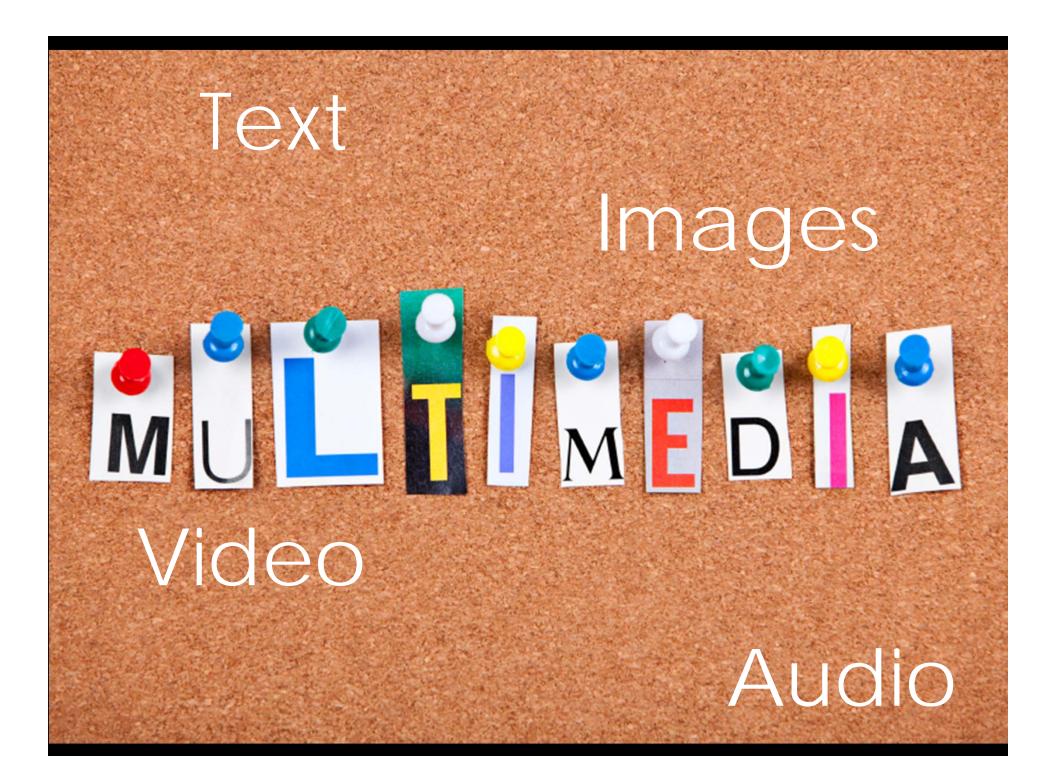
Financial Investment

Connection to Actual Experience









Online Teaching Scenario





Hover over each person to learn more.

UCO Counterterrorism Certificate Program

The Problem

Gathering

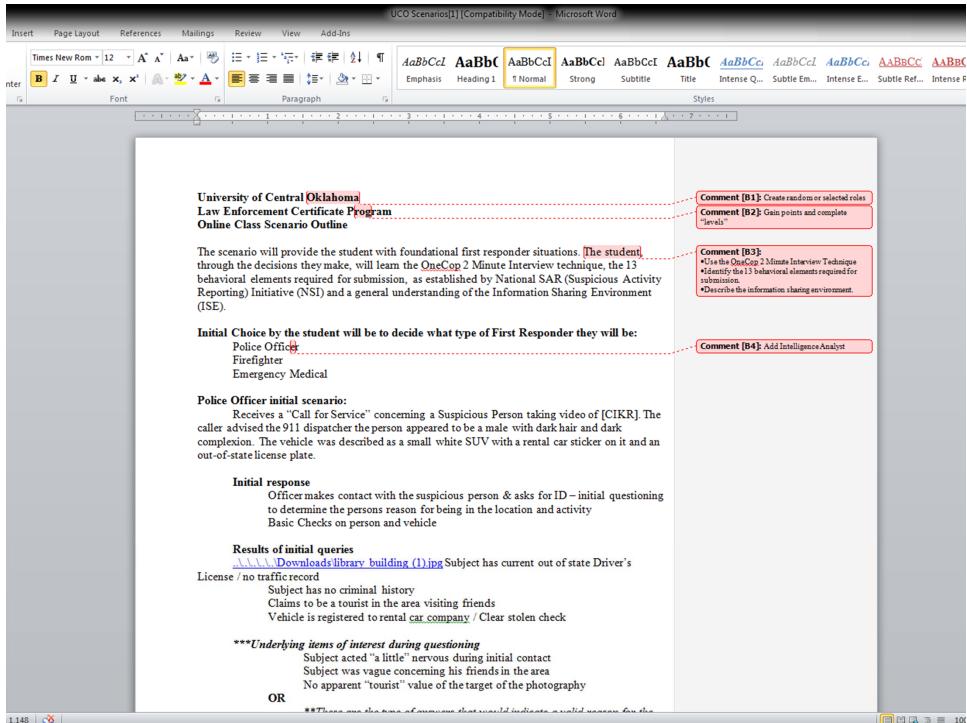
Assessing

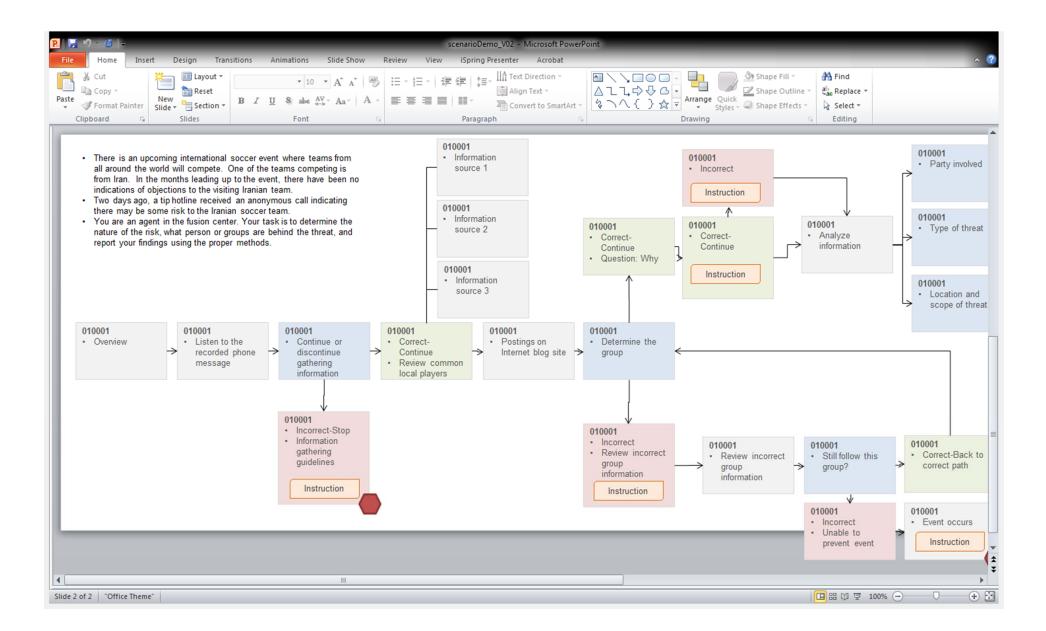
Your Decision



You are the risk manager at a mediumsized university. You've just received a phone call from a student who is reporting a suspicious backpack located outside the University Center.

Continue the Phone Call





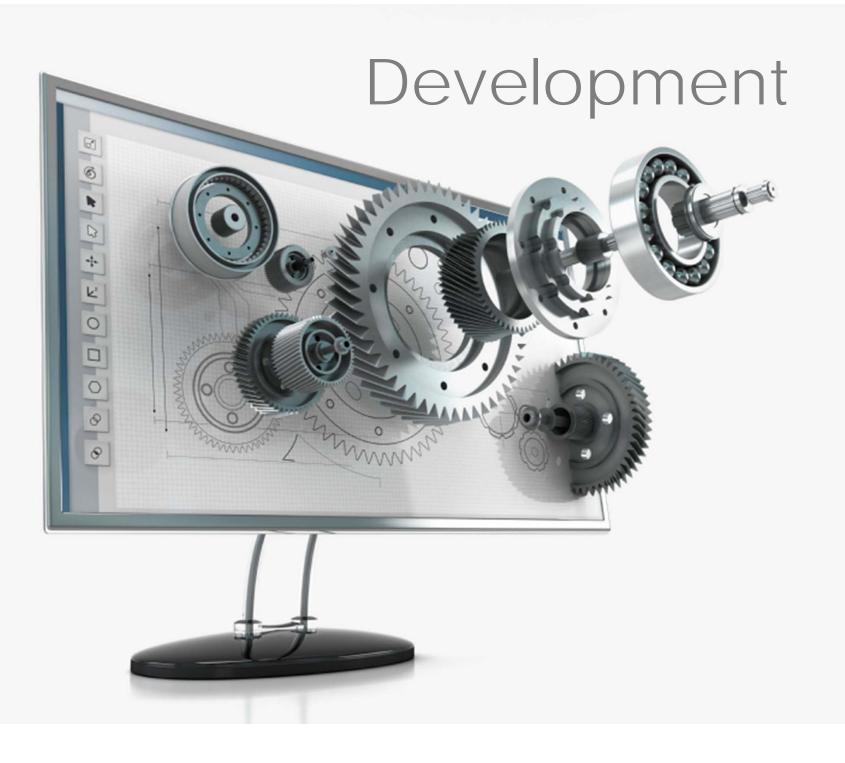
UCO COUNTERTERRORISM CERTIFICATE PROGRAM

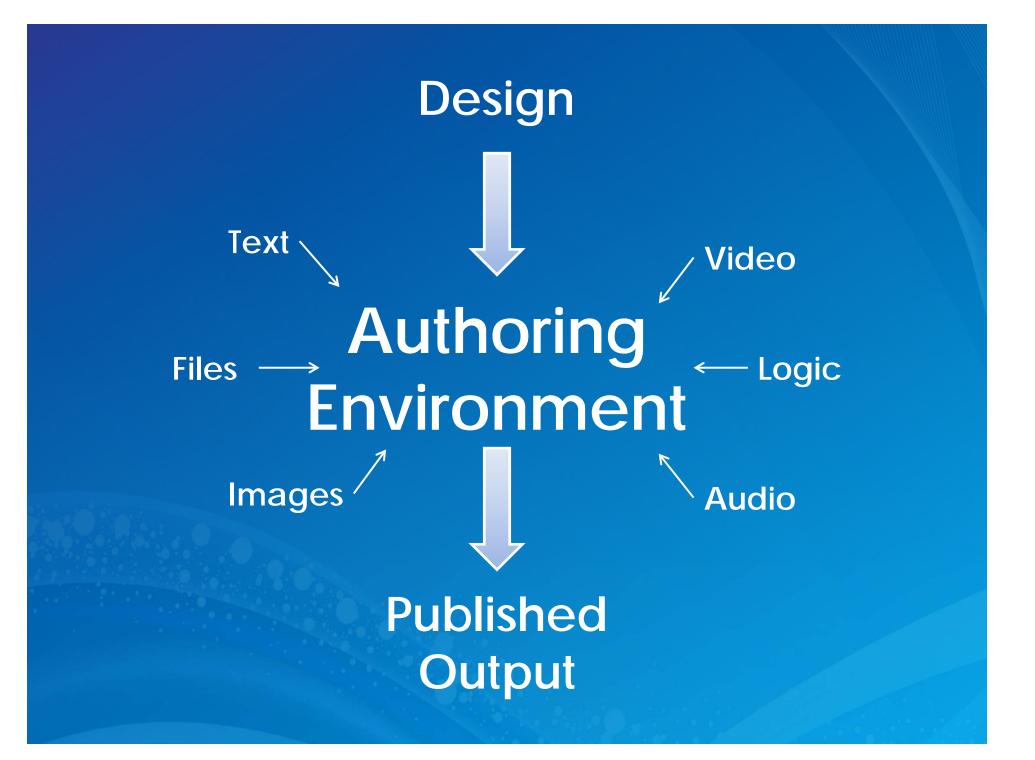
Now that you have made initial contact with the subject, what should you do next?

PROGRESS INDICATOR

Conduct further investigation

Conclude contact with no further investigation























Fine tune and optimize the appearance and

any computer or platform.

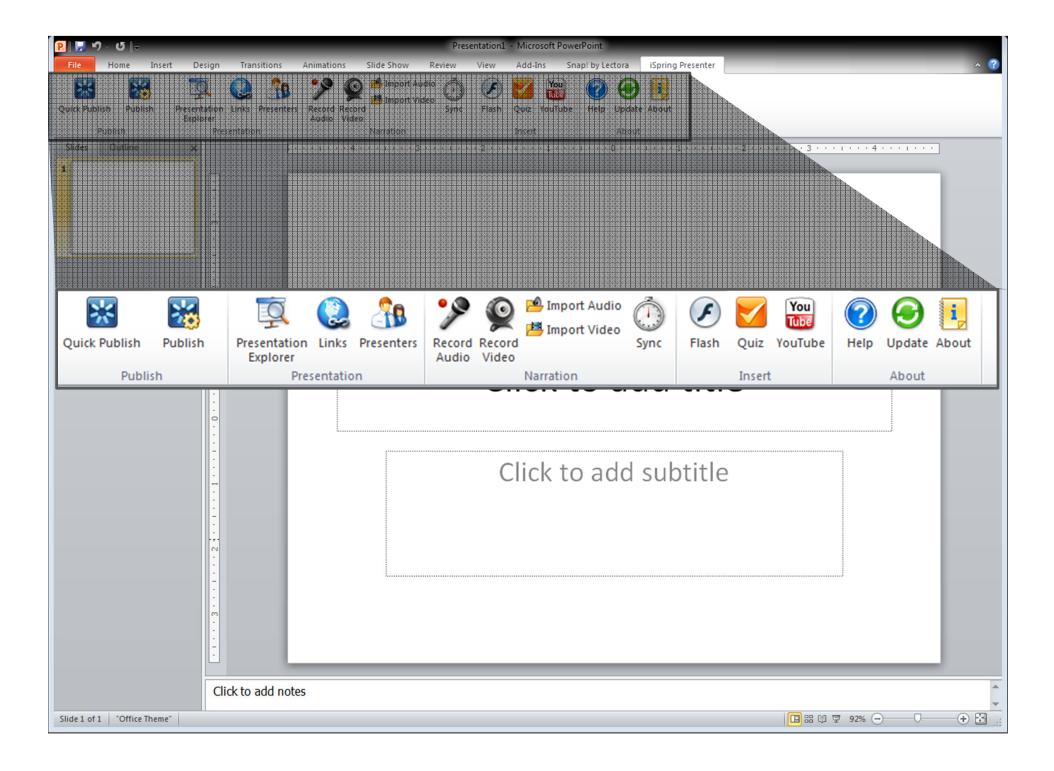
e-learning courses that can be viewed on virtually

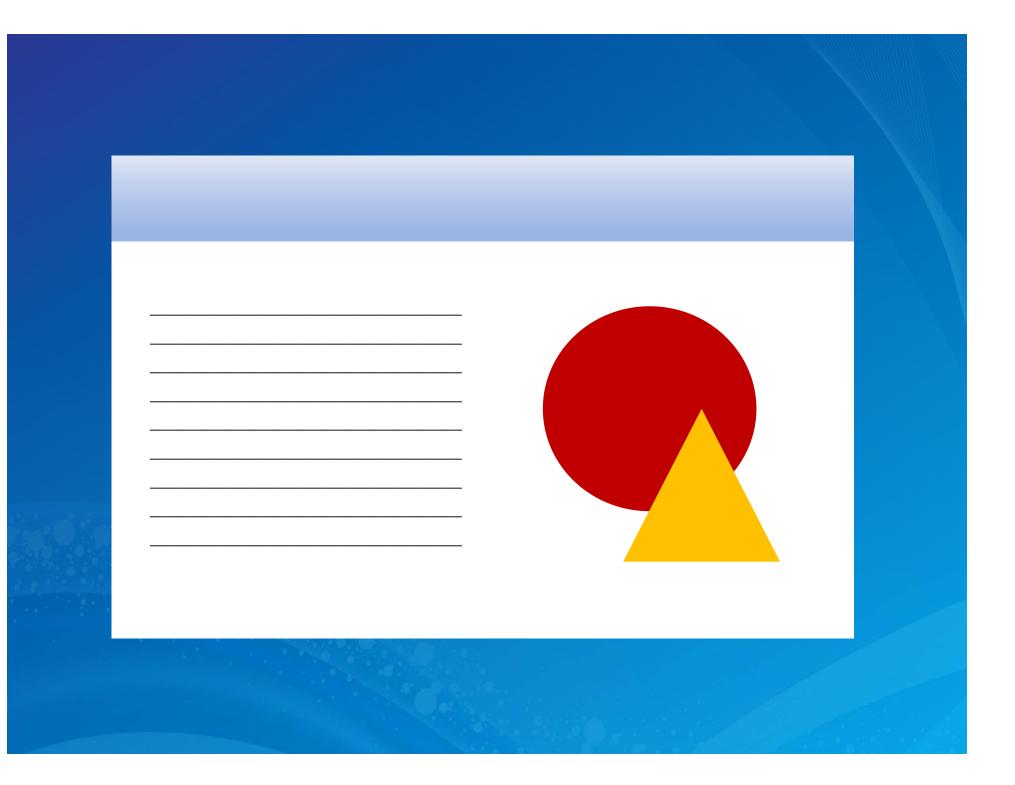
Continue

 Continue

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Cancel

Publish

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How have you used scenario-based eLearning?

What plans do you have for using scenario-based eLearning?

Resources for Getting Started and Saving Time http://cpdeconnect.pbworks.com

Scenario Templates

Digital Handouts

CPDE Connect Wiki

Presentations

URLS

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