



5

Creative Ideas
of Using **Raptivity**
in **Online Training**

www.raptivity.com

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Introduction

Interactivity, as a pedagogical technique is required to bring about a fundamental change in the way training is delivered today. It is a critical element for an effective training process for both online as well as mobile learners. The major challenge faced by the trainers today is to successfully transform passive training to an active one with high involvement from the learners. Interactivity is the process of adding certain elements to training content that can add interest, inquisitiveness, challenge and engagement to learning.

With the strong acceptance of online training as a new trend in the industry, adding interactivity becomes all the more important. It aids in bridging the presenter-learner gap and bringing in more effectiveness to the overall process.

Raptivity, a rapid interactivity builder is one solution for online trainers to rise up to the various challenges of online training and promote attentiveness amongst the attendees.

Let us see 5 ways how Raptivity can be creatively used to add interesting interactive elements to the training module.

1. Open Book Assessments using Interactive eBook & Assessment Interactions

Interactive training content creates an experiential learning process for the attendees. Some of the online trainings are too long and become monotonous after a certain point of time. Interactivity is the only solution in a typical situation, when the content cannot be reduced but has to be made interesting and exciting for the audience.

Raptivity provides various interactions which help a learner easily access the training material in form of eBook through its interactions such as

- a) '*Flip the Book*': Learners find presentations made in this interaction model refreshing which thereby helps in drawing their attention and also in assimilating concepts.
- b) '*3D eBook*': The learner gets an experience of actually flipping through the pages of the virtual book and thereby helps him/ her assimilate the concepts better.

With the addition of interactivity, trainees are not only engaged, but are also able to reflect their learning effectively during assessments.

Learners can assess the knowledge grasped through a range of interactions that the trainer provides with the help of interactions such as

- a) '*Rapid Check*': This interaction model allows checking learners understanding on a particular concept with an exercise and helps reinforcing important concepts of the course content.
- b) '*Multi-page Assessment*': In the Multi-page Assessment, learners submit their responses for each question, and move on to the following question by clicking the Next button. On the completion of the assessment, responses the learner has filled in are scored and a status report will be sent to your Learning Management Systems (LMS).

If we talk about open book assessments, a process commonly followed by the trainers, Raptivity can bring about a definitive change in the overall experience. When it's not text overload, referring back to the content becomes all the more easy and interesting.

With Raptivity, it becomes easy for a learner to access two interactions simultaneously. One can open an interactive book on one browser while the assessment on the other. So, referring to the book is easy and the learner does not lose focus.

With the help of an interactive eBook (flip the book) on one hand and an assessment tool (multi-page assessment) on the other, online training can be a successful experience.

EBooks

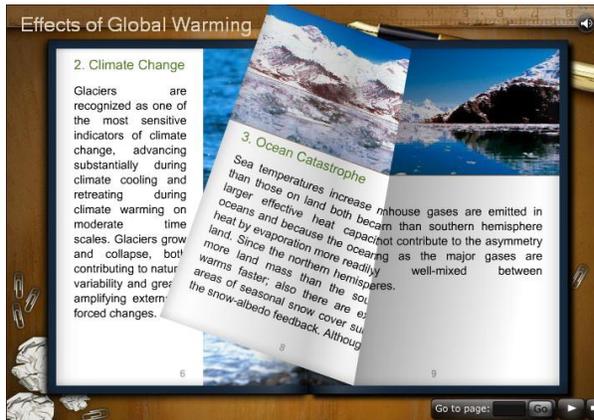


Fig 1: 3D eBook

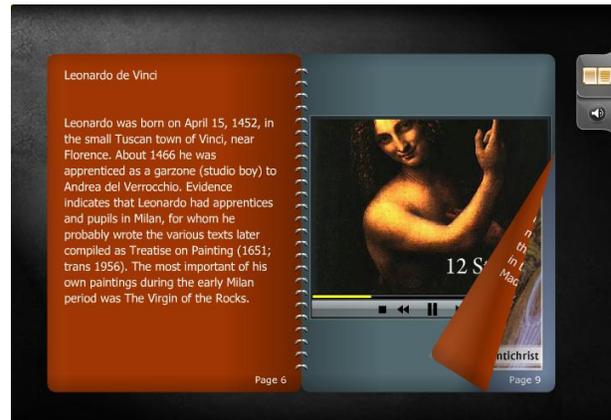


Fig 2: Flip the Book

Assessments

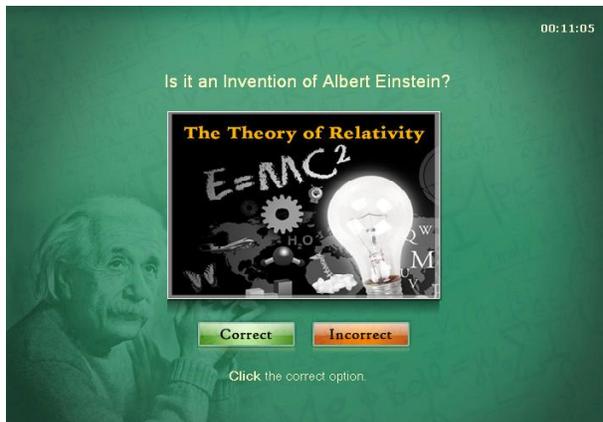


Fig 3: Rapid Check

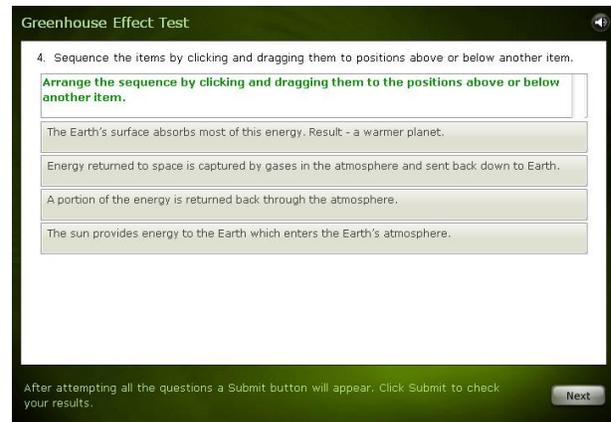


Fig 4: Multi-page Assessment

Below is a screenshot of a learner's screen, when the learner is attempting an assessment based on the content provided in the eBook.

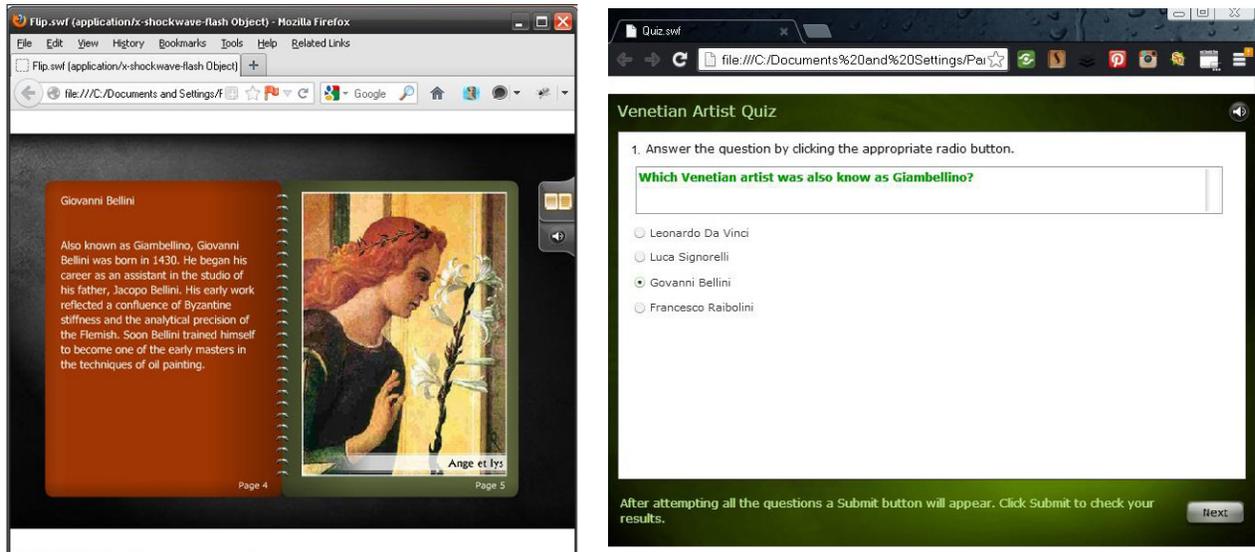


Fig. 5: Learner's screen where the assessment is being given in an open book assessment format

HELPFUL TIPS

OTHER INTERACTIONS USEFUL FOR THIS SCENARIO:

- 3D Question Book
- Tabbed Display
- Accordion
- In-page Test

2. Game-based Learning

Games have always proven to achieve the highest level of engagement whether be it in the pre or post session of the training. With games associated so closely with leisure, it's not hard to understand why training programs might not immediately consider it as a tool for study. They're an engaging and fun way to transmit information. Games which have time limits often gaze the participants for participation, which in turn could win them prizes.

Raptivity with its wide variety of games based interactions make learning fun and exciting. A few such Raptivity interactions are:

- 'Crossword': This interaction model helps the trainer create five cells, six cells & seven cells crossword, based on the concepts of the course. The learner solves the clues and types the answers in the appropriate cells.
- 'Million Dollar Quiz': This interaction allows the learner to evaluate the concepts taught. A self-learning model that helps in evaluation of important concepts.
- 'Spin the Wheel': This interaction model helps the presenter design a game to evaluate learners in the various concepts being taught. This game is a self-learning model and helps in retention and recalling important concepts.

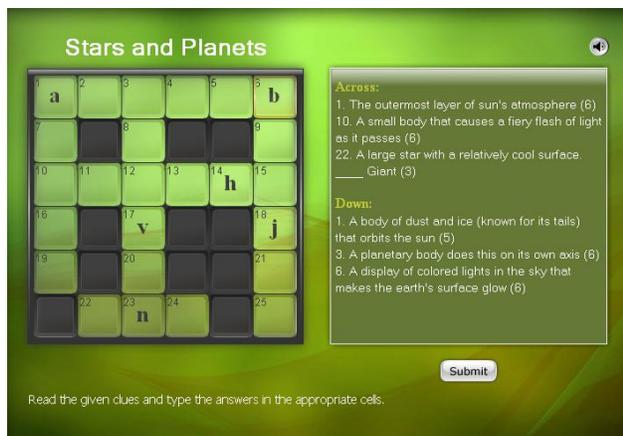


Fig 6: Crossword

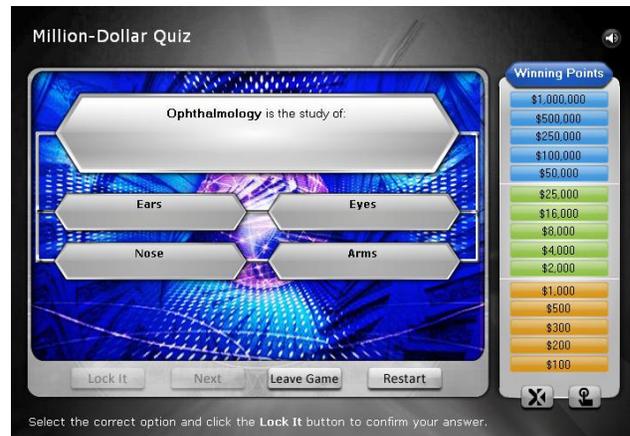


Fig 7: Million Dollar Quiz

HELPFUL TIPS

OTHER INTERACTIONS USEFUL FOR THIS SCENARIO:

- Audio-Visual Crossword
- Tic-Tac-Toe with Questions
- Snakes and Ladders with Questions
- Mine the Gold

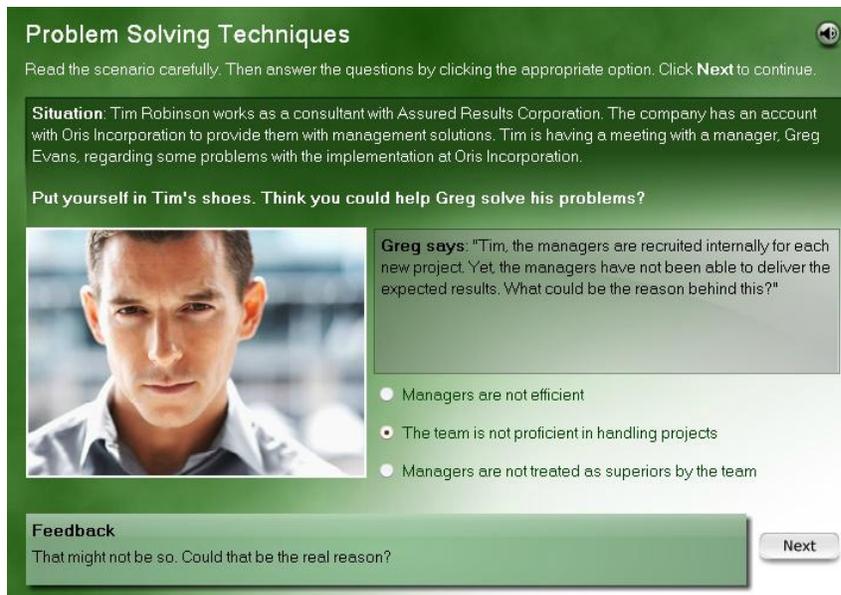
3. Role based Simulations

An interactive courseware is considered to be the one which allows “learning by doing”. It arouses interest and generates motivation, thereby, providing a more engaging experience for the learner. Here, role based simulations play an important part. Under role based simulations, a learner is given a situation and is prompted to act as a decision maker. This makes the learner become aware of and sensitive to the complexities in each problem. It also involves individual feedback to the decisions taken.

Through role based simulations, learners not only get to understand a concept through theoretical lectures, but also experience it practically through these simulations. Such interactions help learners absorb delivered information effectively and also check the efficacy of gained knowledge.

Some of the Raptivity interactions which help learners actively learn and take decisions promptly are:

'Role-based Individualized Simulations': This interaction model helps the trainer design scenarios using images and continuous dialog. The learner is prompted to make decisions as and when required. This makes the learner understand the complexities of real time based problems.



Problem Solving Techniques

Read the scenario carefully. Then answer the questions by clicking the appropriate option. Click **Next** to continue.

Situation: Tim Robinson works as a consultant with Assured Results Corporation. The company has an account with Oris Incorporation to provide them with management solutions. Tim is having a meeting with a manager, Greg Evans, regarding some problems with the implementation at Oris Incorporation.

Put yourself in Tim's shoes. Think you could help Greg solve his problems?

Greg says: "Tim, the managers are recruited internally for each new project. Yet, the managers have not been able to deliver the expected results. What could be the reason behind this?"

- Managers are not efficient
- The team is not proficient in handling projects
- Managers are not treated as superiors by the team

Feedback
That might not be so. Could that be the real reason?

Next

Fig 8: Role-based Individualized Simulation

HELPFUL TIPS

OTHER INTERACTIONS USEFUL FOR THIS SCENARIO:

- Simulated Situation with Text and Image
- Let Me Try
- Goal-driven Immersive Learning Situation
- Adaptive Scenario with Picture, Text and Video

4. Character based Learning

Using characters always make the content visually appealing and liven up the training sessions. The human touch that is so much missing in the online training gets fulfilled here. Learners are expected to relate to the characters and their dialogs in a better way than a textual content. These characters can be used in multiple ways during the session. A trainer can use a particular character to either introduce the elements, or do intermittent summarization of topics or close the sessions. In another application, a trainer can also add one's own image while delivering the training content. This will add a personal touch and will overcome one of the key challenges of distance learning.

'*Character Dialog*' is an interaction where multiple dialogues can be set using different types of characters and callouts. The learner can easily visualize the simulated situation the dialogues delivered with the help of various characters portrayed.



Fig 9: Character Dialog

5. Explorative Learning

It is truly said that people learn more effectively by active exploration rather than passive reception and experimentation. This forms the basis of explorative learning. It is a type of learning which focuses on enhancing the ability of learners to explore more on a concept or a topic themselves. It also enables a learner to learn according to his/her learning style.

This becomes all the more important with online learning, as it generates due interest amongst the learners and keep them active during the entire process. The inquisitiveness to explore keeps the learner connected to the ongoing online sessions, thereby, increasing the overall effectiveness. The outcome would lead the learner to discoveries in an effort to seek new understandings.

Raptivity has a number of explorative learning interactions, such as

- '*Museum*': This interaction model helps the presenter design a real-life walk-through experience for the learner. The learner has to walk through the museum and explore pictures in each room of the museum.
- '*User Initiated Zoom In Effect*': This interaction model usually includes a very detailed image that the presenter would like the learner to take a look at more closely. A zoom lens enables the learner to view a part in the image in greater detail.
- '*Screen Familiarization - Rollovers on Components*': This interaction model allows the trainer to create an exploratory exercise for the learners. On a screenshot of a software application (or any other image with multiple components for that matter) the trainer can create and arrange hotspots allowing the learner to see descriptions for each of them on a mouse rollover.



Fig 10: Museum

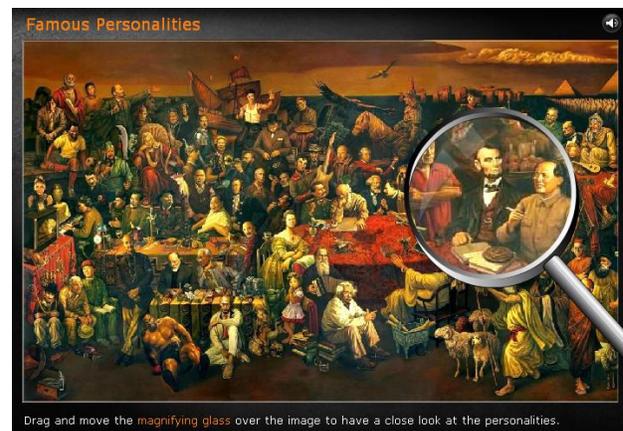


Fig 11: User initiated Zoom in Effect

HELPFUL TIPS

OTHER INTERACTIONS USEFUL FOR THIS SCENARIO:

- Screen Component - Zoom
- Process Activity
- Concentric circles with Callouts
- Rollover Word Definition



Conclusion

Online training can be made interesting; above we have highlighted 5 innovative ways of doing so using Raptivity. All it requires is to identify the areas which act as disconnecting points between the trainers and the learners. These disconnecting points have to be made interesting so that learner do not lose interest during the process. It can be done by packing the training content with interesting and engaging interactions. A few Raptivity interactions like Flip the book, Rapid Check, Multi-page assessments, Role-based individualized simulations, Character Dialog etc are being mentioned above. However, there are many more interactions that can be used for evolved online training.

Along with all the interesting ways to creatively add interactivity to online learning, the trainers can also effectively track their learners through SCORM/AICC complaint assessment interactions from Raptivity. These interactions can be seamlessly plugged with any authoring tool or Learning Management Systems (LMS). Raptivity has the strong potential to give the trainers an overall enhanced experience which is complete in itself. It works right from adding interactivity to introducing assessments and finally tracking it to see the completion status of each learner.

About Raptivity

Raptivity, an interactivity building tool that has 180+ varied interactions helps the educators and trainers of today to add the most essential and critical element of learning which is interactivity. As it's evident that online training has some drawbacks associated to it, one most evident being the lost personal touch of the trainers, an effective way to reduce it is highly required. This requirement is duly fulfilled by Raptivity. It encourages a learner to feel engaged and excited during the learning session that he undertakes, resulting in effective learning outcome

To know more about Raptivity and its usage scenarios in online training, write to us at info@raptivity.com.