

Introduction

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Training Development



Quick Poll



How do you learn best?



Visual Design **Definition**

Infographic of Infographics

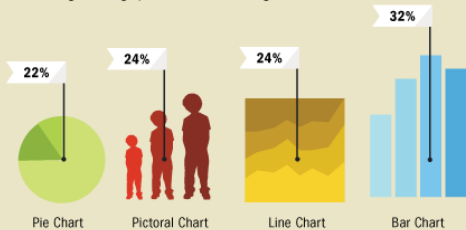
INFOGRAPHIC OF INFOGRAPHICS

Data visualization is a popular new way of sharing research. Here is a look at some of the visual devices, informational elements, and general trends found in the modern day infographic.

DESIGN

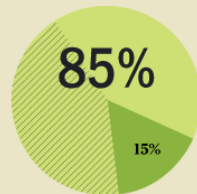
CHART STYLE

Percentage of infographics with the following charts:



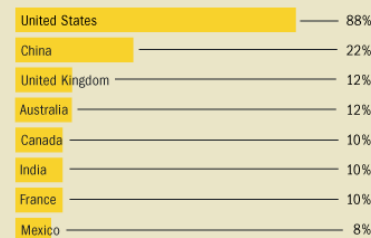
FONT

■ Sans Serif
 ▨ Condensed Sans Serif
 ■ Serif



CONTENT

COUNTRIES FEATURED



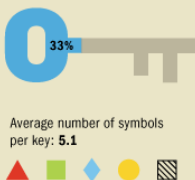
THEME

Relative popularity of different infographic themes:

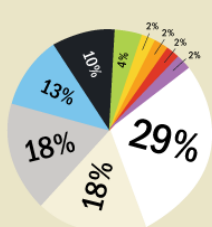


KEY INFO

Percentage of infographics with key:

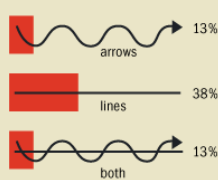


BASE COLOR

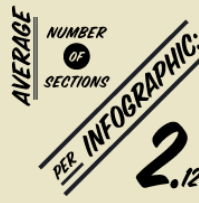


NAVIGATIONAL ICONOGRAPHY

Frequency of arrows & connecting lines in infographics:



SECTIONS



CREDITED SOURCES

Average number of sources per infographic: 2.29



TITLE

Average number of words per infographic title: 4.36

"RICHEST AND POOREST AMERICAN NEIGH"

CONCEPT & DESIGN Ivan Cash SOURCE 49 infographics collected at random from www.good.is/infographics

Visual Design in Real Life





Visual Design **Application**

Types of Visual Design



Visual Learning Destinations



INFOMERCIAL



Use Cases

- Change management communication
- Introduction to training solutions
- Remediation
- Important information
- Yearly information

Duration



Components



File Type



Complexity



AUDIOCAST



Use Cases

- Field worker message
- Change management communication
- Introduction
- Mobile audience

Duration



Components



File Type



Complexity



3D ANIMATION



Use Cases

- Safety information
- Medical processes
- Difficult-to-describe concepts
- Mechanisms
- Equipment

Duration



Components



File Type



Complexity



VIDEO



Use Cases

- Senior leadership message
- Message from the field
- Demonstration
- Role-play scenarios

Duration



Components



File Type



Complexity



QUICK REFERENCE CARD



Use Cases

- Quick reference
- Navigation
- Roles and responsibilities

Duration



Components



File Type



Complexity



INFOGRAPHIC



Use Cases

- Statistics
- Information
- Charts
- Data

Duration



Components



File Type



Complexity



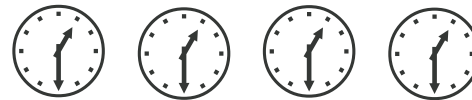
INFOMERCIAL



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Components



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Complexity



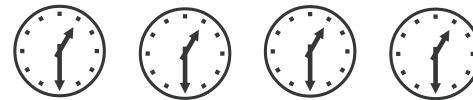
VIDEO



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QUICK REFERENCE CARD



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3D ANIMATION



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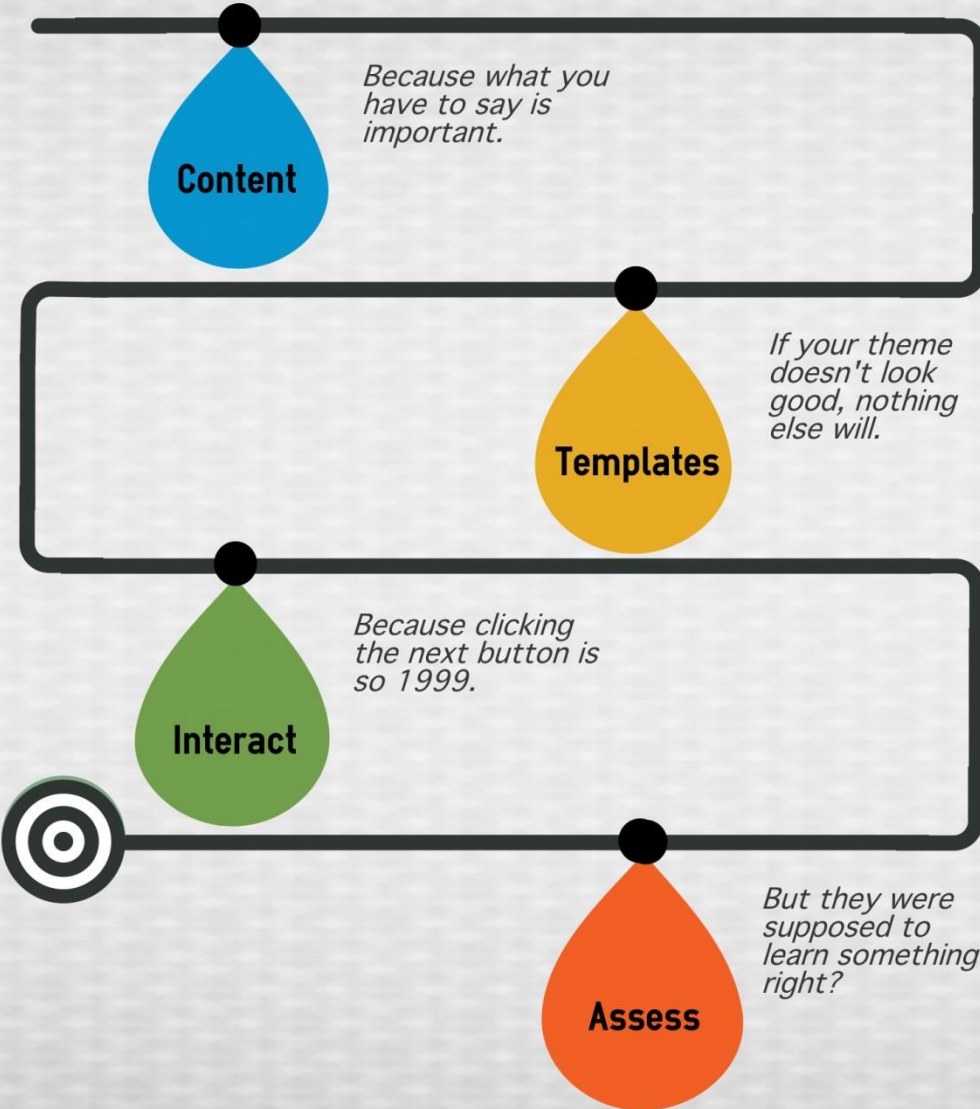


Next Stop: Creativity Junction

Four Stops to Creativity



Taking the
High Speed
Train to Put
Creativity
Back into
Training



Objectives

Content

- Objectives
- Section Breaks
- Transitions

At the conclusion of reading this slide, you will be able to:

- Identify why the word “understand” is never used.
- Define why an objective needs to be measurable.
- Demonstrate where a list of objective verbs can be found.
- Recognize the connection between objectives and assessments.



Section Breaks

Content

- Objectives
- Section Breaks
- Transitions

Taking an eLearning module can be like driving through the desert. Everything starts to look the same and you lose your place.

Are we there yet?



Transitions

Content

- Objectives
- Section Breaks
- Transitions

Transitions tell you where you have been.

Where you are going next.

And how long until you are done.



Colors

Templates

- Colors
- Graphics
- Interface

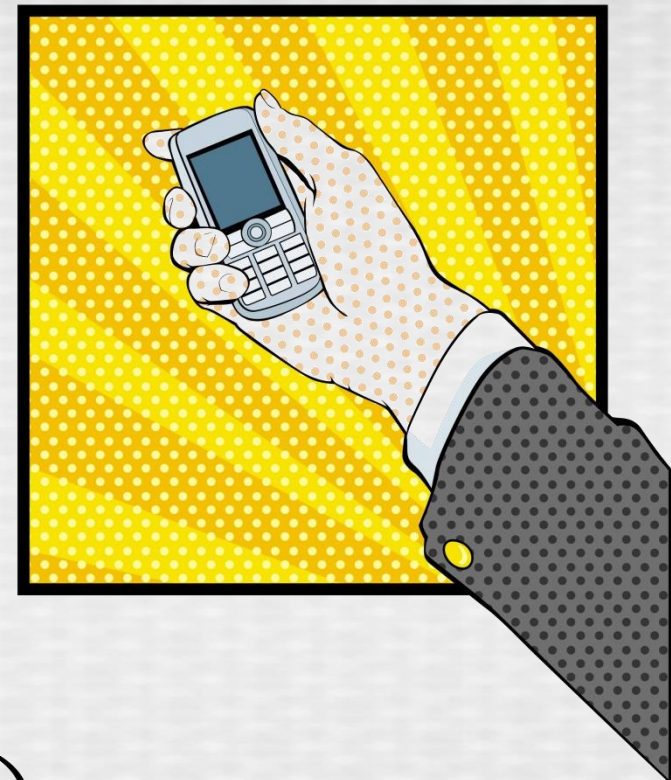
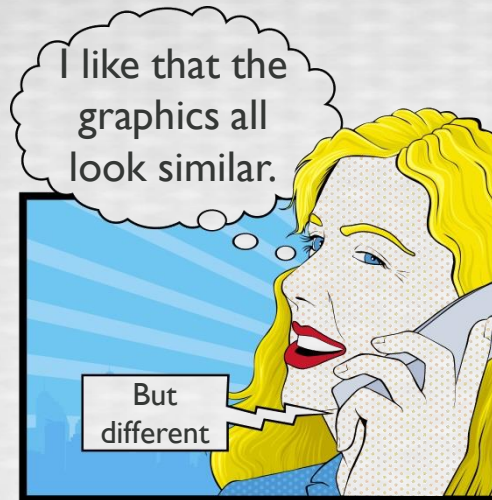
The screenshot shows the 'Color Scheme Designer' application interface. At the top, there is a menu bar with options: Undo, Redo, Random, Colorblind, Color space, Export, and Help. Below the menu, the title 'Color Scheme Designer' is displayed, along with the copyright information '2002-2010 © Petr Stanicek • v3.51 • Blog & News'. A row of icons represents different color schemes: mono, complement, triad, tetrad, analogic, and accented analogic. The 'accented analogic' scheme is selected. To the right, a horizontal bar shows four color swatches: blue, purple, teal, and orange. Below this, the 'Scheme ID: 3G61Tw0w0w0w0' is displayed. On the far right, there is a button that says 'CREATE FREE STUNNING WEBSITES GO >>'. The main interface is divided into two main sections. The left section features a circular color wheel with 'warm' and 'cold' labels. The current hue is set to 235° and the angle is 30°. Below the wheel, the RGB values are shown as R: 6%, G: 29%, B: 66%, and the hex code is RGB: 104BA9. The right section shows a preview of a color palette with various shades of the selected scheme. At the bottom, there are buttons for 'Hues', 'Adjust Scheme', 'Color List', 'Preview', 'Light page example', and 'Dark page example'.



Graphics

Templates

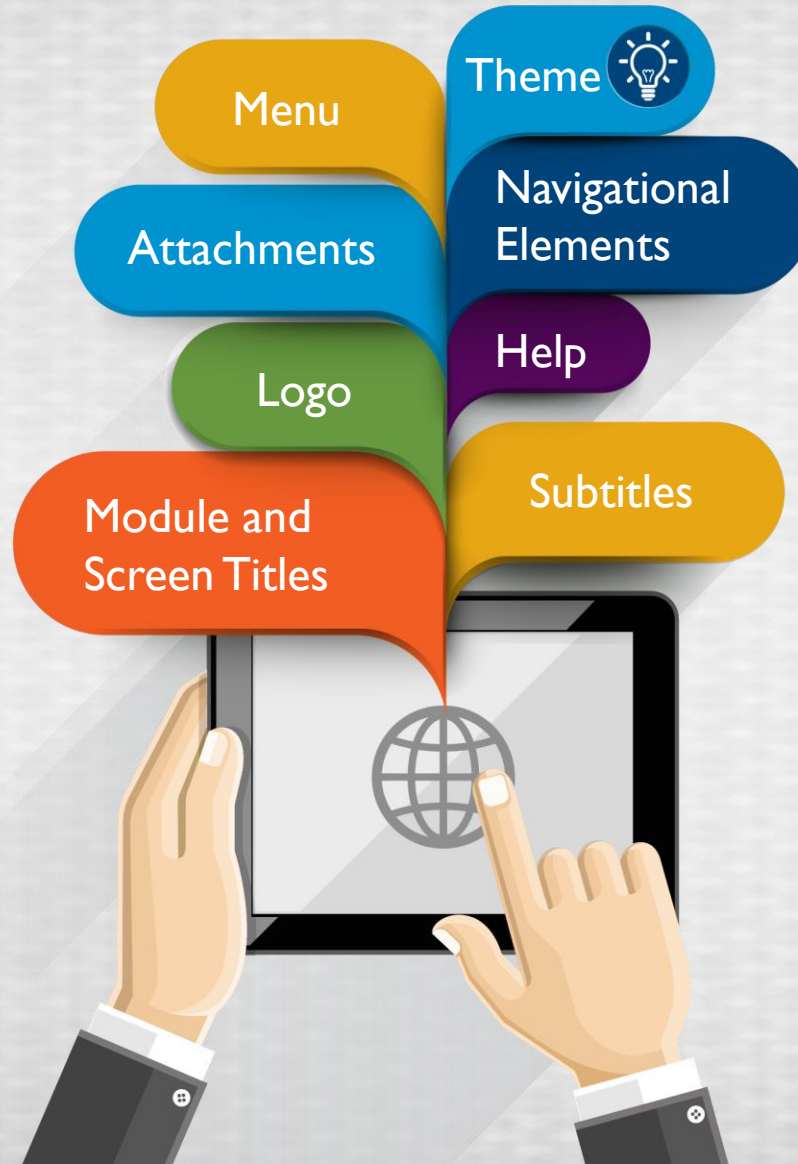
- Colors
- Graphics
- Interface



Interface

Templates

- Colors
- Graphics
- Interface



Interactions

Interact

- Interactions
- Prompts
- Variety

Identify

DRAG AND DROP

Select

ORDER

Click

Match

Watch

Choose



Prompts

Interact

- Interactions
- Prompts
- Variety

Choose the correct sign below to complete the module.



Variety

Interact

- Interactions
- Prompts
- Variety

- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to continue.
- Click the highlighted area to *zzzzzzzzzzzzzzzzzzzz*.



Feedback

Assessments

- Feedback
- Learning Checks
- Distractors

Positive Feedback

That is correct! And this sentence will explain to you why it is correct but will not give you any additional information than the module already did.

Negative Feedback

That is incorrect! And this sentence will explain to you why this is not correct but will not give you the correct answer in the event that you fail the quiz so that you have to review the content to pass.



Learning Checks

Assessments

- Feedback
- Learning Checks
- Distractors



Hey learner, I don't think you read any of these pages. Why don't you read this content so that you understand the next section?

Hey learner, you might get it. You might not. You decide.

Hey learner, it's a good thing you paid attention because you're going to need this knowledge in the next section.



Distractors

Assessments

- Feedback
- Learning Checks
- Distractors

The question will be listed at the top of the screen.

- a) The correct answer will be given, but vary the location so that it isn't always "a."
- b) There should be incorrect answers as well (distractors); at least one should be very close.
- c) There should never be a distractor that is implausible.
- d) There should always be at least three distractors. True/False should only be used occasionally.



Example

VISUAL vs KINESTHETIC

When we polled our attendees to this session, this is what we learned about our learning styles.



AUDITORY

Only a few prefer auditory learning



KINESTHETIC

A tenth of the audience or roughly 30 people prefer active learning



VISUAL

A third prefer visual learning



MULTIPLE

Half prefer a blend of methods



Key Takeaways

Key Takeaways



Short

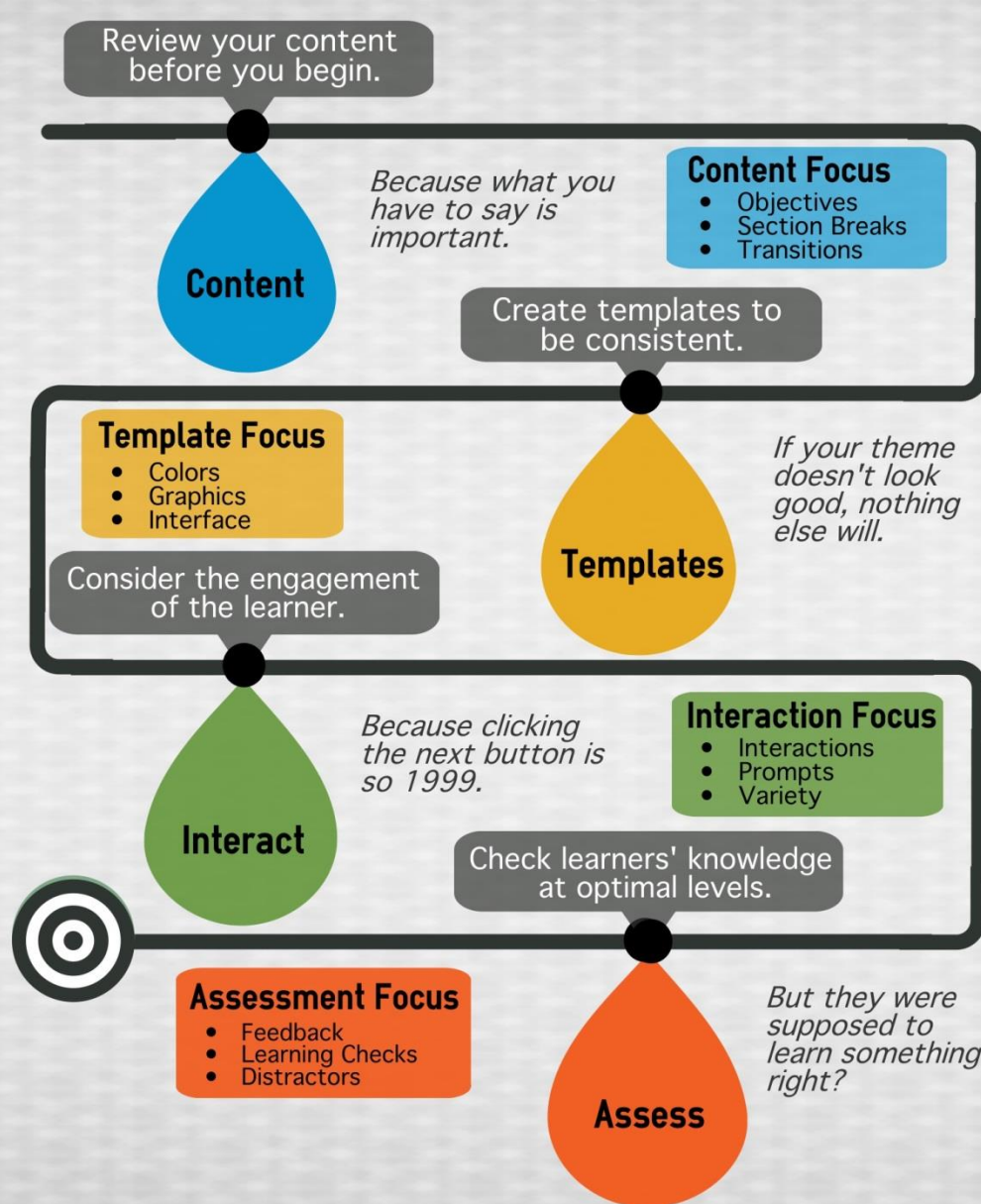
Memorable

Impactful

Key Takeaways



Taking the High Speed Train to Put Creativity Back into Training



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