LTSF20 D2S4: Digital learning: Being successful in a post-pandemic world

David Wilson – Themed comments

WEBINAR RECORDING

Vicky Johnson: live webinars have been going down well in our company but it's also useful to be able to share the recording or share hintful tips from the session for people who couldn't attend

LMS PLATFORMS

Chetna: What are the most popular LMS platforms people are using?

Rick: Have you compiled a list of software that helps facilitate training, along with pros and cons? Zoom, Teams, WebEx, GoToTraining etc....

Nick: So, do we need to focus on platforms that allow more tailored and open development and integration?

TRAINING EVALUATION

Helen dudfield: it's all done to output value if it is teaching as well remotely as face to face - current climate do it! however are we good enough as a business in training measurement?

DIGITAL LEARNING

Bartłomiej Polakowski: How Digital Learning is defined here? Are these tools, content, systems etc?

Nicole Bauch: Have I understood correctly that digital tools are only used to conduct classical knowledge transfer online now, but not to implement collaborative and co-creative scenarios?

GAMIFICATION

Chantellr: Very interesting that gamification was rated so much lower there

Rick: My experience of gamified learning is that it really needs to be linked to a business driver and on point in terms of learning objectives. As it's often used as a gimmick, I'm not surprised to see it score lower than expected.

Rich Dawson: The phrase gamification really needs some work. Making a learning game and gamifying learning are 2 completely separate things.

COVID-19

Sofie: What skills do you mean has gotten more critical and more in demand with COVID?

Teresa Rose: @Chantellr - often because the time and cost to design is high - games aren't usually rapid in design and not easy to update in a very fluid context

VIRTUAL CLASSROOM

Jonas Hultman: Would virtual classrooms belong to video content here?

Rick: Is video referring to virtual training?