Design And Development Of Training Games Practical Guidelines From A Multidisciplinary Perspective

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Designing and Producing Media-Based Training

Leaders in the field of serious games share practical guidelines and lessons learned from researching and developing learning games.

Reinventing Training and Development

This scholarly book in SIOP's Organizational Frontier series looks at research on enhancing knowledge acquisition and its application in organizations. It concentrates on training, design and delivery given the changing nature of work and organizations. Now that work is increasingly complex, there is greater emphasis on expertise and cognitive skills. Advances in technology such as computer simulations and web-based training are necessitating a more active role for the learner in the training process. In the broad context of the organization systems, this book promotes learning and development as a continuous lifelong endeavor.

Employee Training and Development, 7e

"With an increasing use of vido games in various disciplines within the scientific community, this book seeks to understand the nature of effective games and to provide guidance for how best to harness the power of gaming technology to successfully accomplish a more serious goal"--Provided by publisher.

Training Design and Delivery

People are the most important resource for today′s organizations. Organizations must invest in their employees to sustain a competitive advantage and achieve their strategic objectives. Strategic Training and Development translates theory and research into best practices for improving employee knowledge, skills, and behaviors in the workplace. Authors Robyn A. Berkley and David M. Kaplan take a holistic and experiential approach, providing ample practice opportunities for students. A strong focus on technology, ethics, legal issues, diversity and inclusion, and succession helps prepare students to succeed in today's business environment.

Instructional Systems Development

"We have trained and trained. The employees still don't get it!" Although a critical component in improving organizational performance, training is usually not conducted effectively and results in a waste of resources. Often, subject-matter experts are

given training responsibilities because of their technical expertise; however, just as often, the

Serious Game Design and Development: Technologies for Training and Learning

Presents a multifaceted model of understanding, which is based on the premise that people can demonstrate understanding in a variety of ways.

Incidental Trainer

This book blends instructional design and development tasks with Web design issues to outline a methodology for creating effective Web-based training (WBT). Each chapter addresses key implications relating to: the WBT project team, target learners, training goals, and technical possibilities from planning through implementation. This book is a detailed how-to primer that integrates fundamental principles with the nuts and bolts of WBT development.

Serious Game Design and Development: Technologies for Training and Learning

Products, technologies, and workplaces change so quickly today that everyone is continually learning. Many of us are also teaching, even when it's not in our job descriptions. Whether it's giving a presentation, writing documentation, or creating a website or blog, we need and want to share our knowledge with other people. But if you've ever fallen

asleep over a boring textbook, or fast-forwarded through a tedious e-learning exercise, you know that creating a great learning experience is harder than it seems. In Design For How People Learn, you'll discover how to use the key principles behind learning, memory, and attention to create materials that enable your audience to both gain and retain the knowledge and skills you're sharing. Using accessible visual metaphors and concrete methods and examples, Design For How People Learn will teach you how to leverage the fundamental concepts of instructional design both to improve your own learning and to engage your audience.

Instructional Technology Research, Design and Development: Lessons from the Field

In our contemporary learning society, expectations about the contribution of education and training continue to rise. Moreover, the potential of information and communication technology (ICT) creates many challenges. These trends affect not only the aims, content and processes of learning, they also have a strong impact on educational design and development approaches in research and professional practices. Prominent researchers from the Netherlands and the USA present their latest findings on these issues in this volume. The major purpose of this book is to discuss current thinking on promising design approaches and to present innovative (computer-based) tools. The book aims to serve as a resource and reference work that will stimulate

advancement in the field of education and training. It is intended to be useful in academic settings as well as for professionals in design and development practices.

Training Design Basics

"With an increasing use of vido games in various disciplines within the scientific community, this book seeks to understand the nature of effective games and to provide guidance for how best to harness the power of gaming technology to successfully accomplish a more serious goal"--Provided by publisher.

Training Design and Delivery, 3rd Edition

In response to budgetary constraints, satellite offices, and advances in computers and software, training and education is evolving. For all organizations, technology-based training has become a viable option to traditional instructor-led training. This book allows professionals to survey the available options and make reasoned decisions about when technology-based training is or is not useful. The CD-ROM is packed with useful tools, ask-the-author sessions, and links to Web-based resources.

Human capital selected agencies' experiences and lessons learned in designing training and development programs.

The defining attributes of the 21st-century economy and fourth industrial revolution are innovation, technology, globalization, and a rapid pace of change. Therefore, an organization's capacity to enhance the capabilities of its workforce and create a culture of continuous learning are vital to remaining competitive. These trends make an effective learning-and-development (L&D) function more critical than ever. This compendium of articles, from L&D professionals at McKinsey & Company, discusses every facet of professional development and training-from ensuring that L&D's efforts are closely aligned with business strategy to elements of advancing the L&D function, designing learning solutions, deploying digital learning, executing flawlessly, measuring impact, and ensuring good governance. For L&D professionals seeking to hone their organization's efforts, Elevating Learning & Development: Insights and Practical Guidance from the Field is the ideal resource.

A Practical Guide to Training and Development

We are excited to present the seventh edition of Employee Training and Development. This revised edition maintains a balance between research and real company practices with its lively writing style and most up-to-date developments. It provides readers with a solid background in the fundamentals of training and developments such as needs assessment, transfer of training, learning environment design, methods, evaluation Salient

Features: - New! In-text examples and chapter openers feature companies from all industries, including service, manufacturing, retail, and non-profit organization - New! Latest research findings and best company practices each chapter like flipped classroom, adaptive training, big data and workforce analytics, learning management systems, etc. - New! Cases given in the book provides issues related training and development faced by actual companies - Coverage on use of technologies for training delivery, such as online learning, social media, mobile learning, gamification, and virtual worlds

Elevating Learning & Development (paperback)

The process of interactive staff training starts with an assessment of the team's programmatic needs. A committee of team members develops a rehabilitation program that identifies needs and problems, the committee then sets goals for dealing with them. Eventually the team adopts a continuous quality improvement plan to maintain and upgrade the program. The method of interactive staff training has been implemented in teams serving more than 10,000 persons with psychiatric disabilities. Research indicates that this approach increases a given team's ability to work together and provide effective programs for its consumers. Interactive Staff Training features copious examples of how to carry out the training method. The text juxtaposes a careful description of its central theory with plenty of anecdotes that illustrate the practical effect of the

program on day-to-day work experiences.

Learning by Playing. Game-based Education System Design and Development

Learning to Teach Design and Technology in the Secondary School is established as a core text for all those training to teach Design and Technology in the secondary school. It helps you develop subject knowledge, acquire a deeper understanding of the role, purpose and potential of Design and Technology within the secondary curriculum, and provides the practical skills needed to plan, teach and evaluate stimulating and creative lessons. This third edition has been fully updated in light of the latest curriculum, policy and theory, as well as exciting changes in the field of design and technology. Designed to be read as a course or dipped into to for support and advice, it covers: Developing areas of subject knowledge Health and safety Planning lessons Organising and managing the classroom Teaching and learning with digital technologies Teaching wider issues through design and technology Assessment issues Your own professional development. Bringing together insights from current educational theory and the best contemporary classroom teaching and learning, this book will prove an invaluable resource for all student and newly qualified teachers – as well as their mentors - who aspire to become effective, reflective teachers.

Interactive Staff Training

Learning, Training, and Development in Organizations

"A complete how-to guide to help you create quality, performance-base training, develop fundamental training design skills, [and] ensure your training program meets learner needs."

Design Approaches and Tools in Education and Training

Training and informational programming has always been an important application of video and is one of the most important applications for multimedia. The use of technology in training for industry, government, health care and education has increased dramatically in recent years. Video, text, graphics, animation and sound are combined in various ways to convey concept, attitude and technical skill. Designing and Producing Media-Based Training examines why, how and when you can use technology for training, and describes successful approaches to creating effective technology-based training. It describes the instructional design process, scriptwriting, multimedia authoring, media production and new, technology-based training delivery systems. Among the many topics covered are: training delivery trends; the training design process; defining the audience; reproduction, program design and production design; scripting and storyboarding; uses of light and color; Written by a highly-experienced training consultant, Designing and Producing Media-

Based Training will provide training professionals, corporate managers, multimedia designers and producers, and videomakers with tools for designing effective technology-based training programs.

Planning and Designing Training Programmes

Learners are busy and want results. This issue will show you how to focus on two key components of instructional systems development design and development so that your design clearly gives participants what they need to know, while focusing on learning transfer, and how your training ultimately impacts the organization. The competency-based approach offers advice on design basics, instructional strategies, and course descriptions, plus pointers on the basics of developing course materials.

Visual Design Solutions

With the widespread interest in digital entertainment and the advances in the technologies of computer graphics, multimedia and virtual reality technologies, the new area of "Edutainment" has been accepted as a union of education and computer entertainment. Edutainment is recognized as an effective way of learning through a medium, such as a computer, software, games or AR/VR applications, that both educates and entertains. The Edutainment conference series was established and followed as a special event for the new interests in e-learning and digital entertainment. The main purpose of Edutainment

conferences is the discussion, presentation, and information exchange of scientific and technological developments in the new community. The Edutainment conference series is a very interesting opportunity for researchers, engineers, and graduate students who wish to communicate at these international annual events. The conference series includes plenary invited talks, workshops, tutorials, paper presen- tion tracks, and panel discussions. The Edutainment conference series was initiated in Hangzhou, China in 2006. Following the success of the first (Edutainment 2006 in Hangzhou, China), the second (Edutainment 2007 in Hong Kong, China), and the third events (Edutainment 2008 in Nanjing, China), Edutainment 2009 was held August 9–11, 2009 in Banff, Canada. This year, we received 116 submissions from 25 different countries and regions - cluding Austria, Canada, China, Denmark, Finland, France, Germany, Greece, Hong Kong, Italy, Japan, Korea, Malaysia, Mexico, The Netherlands, Norway, Portugal, Singapore, Spain, Sweden, Switzerland, Taiwan, Trinidad and Tobago, UK, and USA.

Learning to Teach Design and Technology in the Secondary School

Develop and deliver a robust employee training and developmentprogram Training and Development For Dummies gives you the toolsyou need to develop a strong and effective training and developmentprogram. Covering the latest in talent development, thisinformative guide addresses classroom, virtual, and blendedlearning to open up

your options and help you design the programthat's right for your company. You'll explore the different modesof formal learning, including social learning, m-learning, andMOOCs, and delve into the benefits and implementation ofself-directed and informal learning. The discussion coversmentoring and coaching, rotational and stretch assignments, and howto align talent development with the company's needs. You'll learnhow to assess employee skills, design and deliver training, andevaluate each step of the process to achieve the goals of both theemployee and the organization. Most employees have some weaknesses in their skill sets. Arobust training program allows you to strengthen those skills, anda development program brings all employees up to the highestpossible level of productivity and success. This book helps youcreate consistency in your company by developing and delivering theexact training and development program your people need. Develop a strong training and development program Foster a supportive and innovative work environment Learn about social learning, m-learning, and MOOCs Assess and evaluate your staff more effectively A great training and development program boosts performance,productivity, job satisfaction, and quality of services, whilereducing costs and supervision. Investing in your employees givesan excellent ROI, as talent development is a primary driver behindboth motivation and loyalty. Training and Development ForDummies shows you how to reap these benefits, with step by stepguidance and essential expert insight.

Learning Design

Design and development research, which has considerable implications for instructional design, focuses on designing and exploring products, artifacts and models, as well as programs, activity, and curricula. Instructional Technology Research, Design and Development: Lessons from the Field is a practical text on design and development research in the field of instructional technology. This book gives readers an overview of design and development research and how it is conducted in different contexts and for various purposes. Further, this reference source provides readers with practical knowledge on design and development research gained through investigation of lessons learned in the field.

Designing Training and Development Systems

E-learning is still in its infancy. This can be seen both in the limited pedagogical quality and lack of portability of e-learning content, and in the lack of user-friendly tools to exploit the opportunities offered by current technologies. To be successful, e-learning must offer effective and attractive courses and programmes to learners, while at the same time providing a pleasant and effective work environment for staff members who have the task to develop course materials, plan the learning processes, provide tutoring, and assess performance. To overcome these deficiencies, the IMS Global Learning Consortium Inc. released the Learning Design Specification in 2003.

With Learning Design it is possible to develop and present advanced, interoperable e-learning courses embracing educational role and game playing methods, problem-based learning, learning community approaches, adaptivity and peer coaching and assessment methods. In this handbook Koper and Tattersall have put together contributions from members of the "Valkenburg Group", consisting of 33 experts deeply involved in e-learning and more specifically learning design. The result is a rich and lasting source of information for both e-learning course and tool developers, providing information about the specification itself, how to implement it in practice, what tools to use, and what pitfalls to avoid. The book not only reports first experiences, but also goes beyond the current state of the art by looking at future prospects and emerging applications.

E-learning Methodologies

This collection of 17 Infolines on instructional systems development walks you throughneeds assessmenttask analysisbehavioral objectiveseffective job aidsevaluation methodsclassroom training techniquesThis revised set provides a better aligned overview of the ADDIE model of ISD, encompassing analysis, design, development, implementation, and evaluation to target training to your learners' needs. Infoline's ISD Collection is the ideal place to start learning and applying OR take what you know one step further using the included job aids and tools.

Rapid Training Development

Following the book will enable any trainer to devise a professional training and development programme. Included are all the considerations a trainer needs to be aware of, ranging from skills assessment and learning styles, to relative benefits of on the job and off the job training, and the value of different types of training formats.

Strategic Training and Development

Develop training content that adheres to today's demanding standards. Master trainer Geri McArdle's refresh of Training Design and Delivery makes accessible the proven principles and tools that countless trainers rely on. Her third edition highlights new training delivery systems that have had an immediate and far-reaching impact on training. More importantly, it hones in on their technologies. McArdle has substantially added to the section on delivery and provides new chapters on project management and international training. This simple, single-source guide to developing and implementing training belongs on the bookshelf of every trainer. In this book you will learn: · What it takes to meet standards of training design, development, and delivery · How to use a multistep training program design tool to create a training module and program · Which tools and techniques to use to open, conduct, and close a training.

Design and Development of Training

Games

The T&D function is due for an overhaul. Organizational change specialist Sims shows why and how to do it.

Developing Training Courses

Trainers are always on the lookout for a quick, easy-to-use guide to help them through the process of designing, producing, implementing, delivering, and evaluating training programs. Training Design & Delivery is intended to be that simple, single-source guide for every trainer, training manager, and even the occasional trainer. Author Geri McArdle provides an easy-to-understand 20-step training system model, along with dozens of useful standard forms and client memorandums, step-by-step methodology checklists, and other job aids. It features a comprehensive trainer's toolkit that provides tips and techniques on subjects ranging from internal consulting to course construction, to games and retention exercises. After reading this book you will be able to answer the three most critical questions facing any training professional: What content should be included? How should the material be taught and delivered? How can you ensure that the training is working?

Developing Technical Training

Training Design Basics, 2nd Edition

Development Systems has stood as the definitive guide to creating, maintaining, and measuring training systems for more than two decades. Its success is due in large part to author William R. Tracey's far-reaching but practical approach to training--training that makes a substantial contribution to company productivity and profitability. "The system has continued to yield positive gains," reports Dr. Tracey. "It has produced better-trained personnel--employees at all levels who are more confident, flexible, responsive, and competent than their counterparts under former training and development systemsIt has reduced training time and trainee attrition and has improved motivation and communication." But the role of training has undergone considerable changes in recent years. No longer just a nice-to-have option in organizations, training is now recognized as a vital part of management. And executives are no longer requesting, but demanding, that its value be proven--financially. The third edition of Designing Training and Development Systems was written to answer this demand. Thoroughly revised and updated, the book provides a complete system for the design, development, implementation, and--most important--validation of training programs. Designing Training and Development Systems covers twenty-two key topics--every element a human resources manager, trainer, or course developer needs to know to achieve outstanding training--and details how to document each area. Among many other critical topics, you'll find up-to-the-minute information on how to: identify the major challenges and issues that

face training professionals, including changing demographics, economics, technological advances, shifting value systems, and new organizational concepts; understand and apply Dr. Tracey's highly effective 19-step system approach; assess training and development needs; collect and analyze job data; and create and write a clearly defined statement of training objectives. New chapters in this edition look at: developing and implementing strategies; choosing a delivery system (with a close look at the benefits and drawbacks of computer and video technologies); conducting the actual training (with a special section on training the disabled); and calculating costs and benefits. By absorbing and applying the techniques and ideas presented in Designing Training and Development Systems, you will net impressive results. You will be able to produce better-trained employees in less time and at a lower cost than ever before, and you'll be able to document the cost savings. Training isn't a "soft" issue anymore. Designing Training and Development Systems provides you with a hard-edged approach to creating training systems that produce a better workforce--and a better bottom line.

Lesson Design and Development

If you want your classes to run smoothly you need a lesson plan. This issue focuses on the details of designing and developing these lesson plans within the context of your course design. You will learn what designers and facilitators do, how to select the most effective instructional techniques, and when to use

Design For How People Learn

Rapid Training Development Professionals who develop training courses know that during the challenging developmental phase of the five-part Instructional Systems Design—Analysis, Design, Development, Implementation, and Evaluation—the actual learning materials are created. The development phase is at the very heart of building a successful training program. They also know that creating learning materials can be an extremely time-consuming process. Rapid Training Development offers a much-needed resource that outlines rapid approaches and handy techniques for creating effective learning materials that get results. Written by George M. Piskurich, a leader in organizational learning, this vital book is a hands-on guide for developing training courses that can be delivered in a variety of ways—in the classroom, on-the-job-training, asynchronous and synchronous e-learning, structured mentoring or the newest mobile technologies. The book is filled with practical tips, guidelines, and shortcuts that are targeted to each of the various training delivery systems. Rapid Training Development explains what is (and what isn't) course development and provides a wealth of general rapid course development techniques and suggestions for all types of course development. Filled with illustrative examples, the book shows how various rapid development techniques can be applied in real-life training development situations. The author

explores the use of various techniques for rapid course development such as self-directed learning and performance tools. The book also includes the most current delivery system approaches such as e-learning and popular mobile technologies—podcasting and PDA-based learning. Rapid Training Development is a hands-on guide for doing it faster, doing it easier, and doing it right.

Designing and Developing Training Programs

To stay ahead of the competition, today?s organizations must invest in ongoing training that continuously improves their employees? knowledge and skills. A Practical Guide to Training and Development is a comprehensive resource that offers a theoretical, strategic, and practical foundation of the entire training process. The book outlines a step-by-step approach for assessing, designing, delivering and evaluating training.

Training and Development For Dummies

First Principles of Instruction

This handy resource describes and illustrates the conceptsunderlying the "First Principles of Instruction" andillustrates First Principles and their application in a widevariety of instructional products. The book introduces thee3 Course Critique Checklist that can be used toevaluate existing instructional

product. It also providesdirections for applying this checklist and illustrates its use fora variety of different kinds of courses. The Author has alsodeveloped a Pebble-in-the-Pond instructional design model with anaccompanying e3 ID Checklist. This checklistenables instructional designers to design and develop instructionalproducts that more adequately implement First Principles ofInstruction.

Learning Web Design

Designing and Developing Training Programs is filled withpractical information, best practices, and proven strategies. Thisbook will help both new and experienced trainers design and developtraining programs that achieve results for both individuals andtheir organizations while meeting the challenges of today'sfast-paced, rapidly changing learning environment. Created to beeasy-to-use, Designing and Developing Training Programs covers awide range of topics, including how to: Ensure that training is needed, relevant, andcost-effective Analyze the needs and characteristics of the audience Write behavioral learning Select the right content and design activities that help peoplelearn Develop effective learning materials Create a program evaluation Design virtual and remote training programs Praise for Designing and Developing Training Programs "Janis Fisher Chan is truly a master designer, having an uncannyability to help people to truly think. Her book is of real serviceto anyone in the field of training." —Manfred Kets de Vries, Raoul de Vitry d'Avaucourt ChairedClinical Professor of

Leadership Development and director, INSEADGlobal Leadership Centre "What makes Janis Chan's book so exceptional is the variety ofchallenging, content-related exercises that bring the concepts 'upclose and personal' into the reader's life and work." —Sharon Bowman, Author, Training from the BACK of theRoom!

Instructional Design for Web-based Training

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of

Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Technology-Based Training

The "E-Learning Methodologies" guide will support professionals involved in the design and development of e-learning projects and products. The guide reviews the basic concepts of e-learning with a focus on adult learning, and introduces the various activities and roles involved in an e-learning project. The guide covers methodologies and tips for creating interactive content and for facilitating online learning, as well as some of the technologies used to create and deliver e-learning.

Course Design and Development

Enhance learners' interest and understanding with visual designfor instructional and information products No matter what medium you use to deliver content, if the visualdesign fails, the experience falls flat. Meaningful graphics and acompelling visual design supercharge instruction, training, andpresentations, but this isn't easy to accomplish. Now you canconquer your design fears and knowledge gaps with Visual DesignSolutions: a resource for learning professionals seeking toraise the bar on their graphics and visual design skills. Thisinformal and friendly book guides you through the

process andprinciples used by professional graphic designers. It also presentscreative solutions and examples that you can start using rightaway. Anyone who envisions, designs, or creates instructional orinformational graphics will benefit from the design strategies laidout in this comprehensive resource. Written by Connie Malamed, an art educator and instructionaldesigner, this book will help you tap into your creativity, designwith intention, and produce polished work. Whereas most graphicdesign books focus on logos, packaging, and brochures, VisualDesign Solutions focuses on eLearning, presentations, andperformance support. Visual Design Solutions includespractical guidelines for making smart design choices, ways tocreate professional-looking products, and principles for successfulgraphics that facilitate learning. Ideal for instructionaldesigners, trainers, presenters, and professors who want to advancefrom haphazard to intentional design, this book will help themrealize their design potential. Gain the knowledge and confidence to design impressive,effective visuals for learning Increase learner comprehension and retention with visualstrategies offered by an expert author Serves as a reference and a resource, with a wealth of examplesfor inspiration and ideas Addresses an intimidating topic in an informal, friendlystyle In four parts, the book provides a thorough overview of thedesign process and design concepts; explores space, image, andtypography; and presents workable solutions for your mostpersistent and puzzling design problems. Get started and begincreating captivating graphics for your learners.

Understanding by Design

Since it was first published almost twenty years ago, Developing Technical Training has been a reliable resource for both new and seasoned training specialists. The third edition of this classic book outlines a systematic approach called the Instructional Systems Design (ISD) process that shows how to teach technical content defined as facts, concepts, processes, procedures, and principles. Whether you teach "hard" or "soft" skills, or design lessons for workbooks or computers, you will find the best training methods in this book. Using these techniques, you can create learning environments that will lead to the most efficient and effective acquisition of new knowledge and skills. Throughout the book, Clark defines each content type and illustrates how to implement the best instructional methods for delivery in either print or e-learning media.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION