



Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning

Ruth C. Clark, Richard E. Mayer

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Scenario-Based *e-Learning*

Scenario-Based e-Learning offers a new instructional design approach that can accelerate expertise, build critical thinking skills, and promote transfer of learning. This book focuses on the what, when, and *how* of scenario-based e-learning for workforce learning. Throughout the book, Clark defines and demystifies scenario-based e-learning by offering a practical design model illustrated with examples from veterinary science, automotive troubleshooting, sales and loan analysis among other industries. Filled with helpful guidelines and a wealth of illustrative screen shots, this book offers you the information needed to:

- Identify the benefits of a SBeL design for learners and learning outcomes
- Determine when SBeL might be appropriate for your needs
- Identify specific outcomes of SBeL relevant to common organizational goals
- Classify specific instructional goals into one or more learning domains
- Apply a design model to present content in a task-centered context
- Evaluate outcomes from SBeL lessons
- Identify tacit expert knowledge using cognitive task analysis techniques
- Make a business case for SBeL in your organization

Praise for Scenario-Based e-Learning

"Clark has done it again—with her uncanny ability to make complex ideas accessible to practitioners, the guidelines in this book provide an important resource for you to build your own online, problem-centered instructional strategies."

—**M. David Merrill**, professor emeritus at Utah State University; author, *First Principles of Instruction*

"Clark's wonderful book provides a solid explanation of the how, what, and why of scenario-based e-learning. The tools, techniques, and resources in this book provide a roadmap for creating engaging, informative scenarios that lead to tangible, measurable learning outcomes. If you want to design more engaging e-learning, you need to read this book."

—**Karl M. Kapp**, Professor of Instructional Technology, Bloomsburg University; author, *The Gamification of Learning and Instruction*

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Dorothy Payne:

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Melissa Jackson:

The reason why? Because this Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning is an unordinary book that the inside of the reserve waiting for you to snap the item but latter it will jolt you with the secret this inside. Reading this book adjacent to it was fantastic author who write the book in such incredible way makes the content within easier to understand, entertaining approach but still convey the meaning completely. So , it is good for you because of not hesitating having this any more or you going to regret it. This amazing book will give you a lot of benefits than the other book possess such as help improving your proficiency and your critical thinking means. So , still want to hold off having that book? If I have been you I will go to the e-book store hurriedly.

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Stephen Porter:

A lot of people said that they feel weary when they reading a guide. They are directly felt the idea when they get a half areas of the book. You can choose the actual book Scenario-based e-Learning: Evidence-Based Guidelines for Online Workforce Learning to make your current reading is interesting. Your current skill of reading expertise is developing when you like reading. Try to choose easy book to make you enjoy to study it and mingle the idea about book and reading through especially. It is to be initially opinion for you to like to open a book and go through it. Beside that the book Scenario-based e-Learning: Evidence-Based

Guidelines for Online Workforce Learning can to be your brand new friend when you're really feel alone and confuse with what must you're doing of the time.

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