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Nota di contenuto	Intro -- Title Page -- Copyright -- Contents -- Preface: Why Evidence-Based Training Methods, Third Edition? -- Part 1: Evidence-Based Practice and Learning -- Chapter 1: Training Fads and Fables -- Chapter 2: What Is Evidence-Based Practice? -- Chapter 3: How People Learn -- Chapter 4: Active Learning -- Part 2: Evidence-Based Use of Graphics, Text, and Audio -- Chapter 5: Visualize Your Content -- Chapter 6: Learning From Animations -- Chapter 7: Explaining Visuals -- Chapter 8: Make Learning Personable -- Chapter 9: When Less Is More -- Part 3: Evidence-Based Use of Examples and Practice -- Chapter 10: Accelerate Expertise With Examples -- Chapter 11: Does Practice Make Perfect? -- Chapter 12: Feedback to Optimize Learning and Motivation -- Part 4: Evidence-Based Lessons and Games -- Chapter 13: Give Effective Explanations -- Chapter 14: Teaching Procedures -- Chapter 15: Teaching Critical Thinking With Problem Scenarios -- Chapter 16: Digital Games for Workforce Learning -- Part 5: Evidence-Based Principles of Instruction -- Chapter 17: Evidence-Based Methods Aligned to Training Development -- Appendix: A Synopsis of Evidence-Based Instructional Methods -- References -- About the Author -- Index -- Back Cover.
Sommario/riassunto	Let evidence guide your training. Your training is much more effective when your methods are based on evidence. In this third edition of

Evidence-Based Training Methods , Ruth Colvin Clark offers concrete training guidance as she connects research to practice. This book is rich with examples of how research enhances training, and with it as your guide, you can incorporate evidence and learning psychology into your program design, development, and delivery decisions. New in this edition, Clark examines research on feedback with application tips for training as well as on using animations in critical thinking exercises. Games have also inspired a great deal of recent research, leading to updated information about which ones are effective and why. Ultimately, Clark advises focusing on instructional methods that are relatively inexpensive to implement and offers simple, effective changes.
