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Nota di contenuto	Intro -- Scenario-Based e-Learning: Evidence-Based Guidelines for Online Workforce Learning -- Copyright -- Contents -- Foreword -- Acknowledgments -- Chapter 1: What Is Scenario-Based e-Learning -- Scenario-Based e-Learning: A First Look -- What Do You think? -- Scenario-Based e-Learning Defined -- The Learner Is an Actor Responding to a Job-Realistic Situation -- The Environment Is Preplanned -- Learning Is Inductive Rather Than Instructive -- The Instruction Is Guided -- Scenarios Incorporate Instructional Resources -- The Goal Is to Accelerate Workplace Expertise -- What's in a Name? -- Scenario-Based vs. Directive Training Environments -- Learning from Mistakes -- Scenarios to Lead or to Culminate? -- Target Audience -- What Scenario-Based e-Learning Is Not -- Not a Game -- Not a Scenario with Questions -- Not a Simulation -- Not About a Delivery Mode or Media -- Not About Specific Technology -- Six Reasons to Consider Scenario-Based e-Learning Now -- 1. Scenario-Based e-Learning Can Accelerate Expertise -- 2. Scenario-Based e-Learning Can Offer Return on Investment -- 3. Learners Like Scenario-Based e-Learning -- 4. Scenario-Based e-Learning Has Better Transfer Potential -- 5. Scenario-Based e-Learning Can Build Critical Thinking

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Build Expertise That Are Unavailable or Impractical in Workplace --
Leverage the Motivational Potential of Scenario-Based e-Learning --
Present Evidence on the Benefits of Scenario-Based e-Learning --
Estimate Your Production Costs -- Step Two: Plan Your Project -- Plan
and Secure Your Resources.
Define and Classify the Target Knowledge and Skills.

Sommario/riassunto

"Scenario-Based Learning offers a wealth of ideas for improving critical thinking skills, problem solving, and includes suggestions for promoting opportunities for practicing scenario-based learning on the job. The book contains a wealth of kick-off alternative research-based examples and describes various types of case data. The book also includes tutorials, action templates, and online references. This must-have resource also includes information on intrinsic versus instructional feedback, rubrics for virtual worlds, as well as technique for refining thinking skills"--
