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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From reader reviews:

Carmine Adams:

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Lionel Huggins:

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