75 e-Learning Activities: Making Online Learning Interactive
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DESCRIPTION

This invaluable resource can help transform online courses into exciting, meaningful, and active e-learning experiences. 75 e-Learning Activities is filled with scores of e-learning activities and games that offer trainers and instructors a handbook for creating interactive and engaging online courses. Much like the activities and games used in traditional classroom training, these e-learning activities can be used to increase interactivity, engage learners, accomplish learning objectives, develop online relationships, promote active learning, and create learning communities. With many examples available on the CD-ROM for easy online transfer, the activities can help elaborate on course content through the use of online technologies such as chat rooms, email, or discussion boards.

ABOUT THE AUTHOR

Ryan Watkins is an associate professor at the George Washington University in Washington, D.C. He is coauthor of three books, including Strategic Planning for Success: Aligning People, Performance, and Payoffs from Pfeiffer and has published more than 50 articles on the topics of strategic planning, distance education, needs assessment, return-on-investment analysis, and evaluation. He is an active member of the International Society for Performance Improvement and has served as vice president of the Inter-American Distance Education Consortium.

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