

SHOULD THIS BE A LIVE SESSION?

DETERMINING THE MODE FOR ONLINE EXPERIENCES



Is it feasible?

Yes



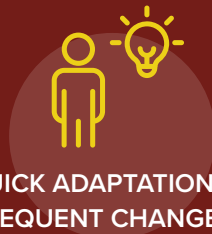
Would the learning experience benefit from real-time interactions between participants?

Yes

Does your lesson's success depend on:



JUST-IN-TIME
COLLABORATION



QUICK ADAPTATION &
FREQUENT CHANGES



INSTANT RESULTS



IMMEDIATE
ENGAGEMENT



REAL-TIME
DIALOG



PERSONAL INTERACTION /
SOCIAL CURRENCY



CRITICAL
TIME EFFICIENCY



LIVE
DEMONSTRATION

Yes

No

No

SYNCHRONOUS

debate ♦ collaborative brainstorming and strategy sessions ♦ guest lecture with Q&A ♦ project planning ♦ live demos with learner feedback ♦ verbal discussion ♦ office hours

ASYNCHRONOUS

podcasts ♦ voice-over presentations ♦ interactive lectures ♦ screencasts ♦ video demonstrations ♦ faculty featured videos ♦ interactive games ♦ collaborative spaces ♦ scenario-based learning