

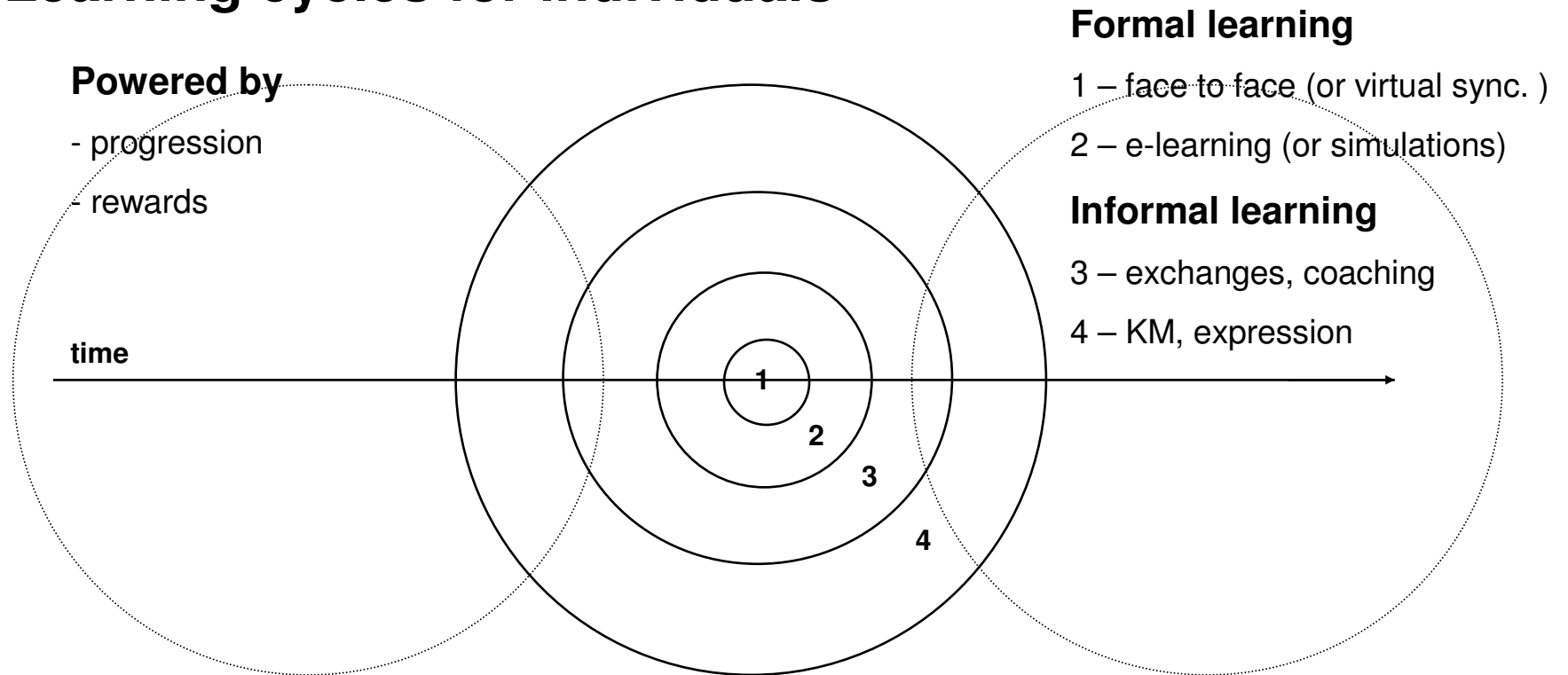
Interactive tools for learning and assessment

Storytelling approach to lifelong learning paths



The learner's journey

Learning cycles for individuals





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Learning cycles for individuals

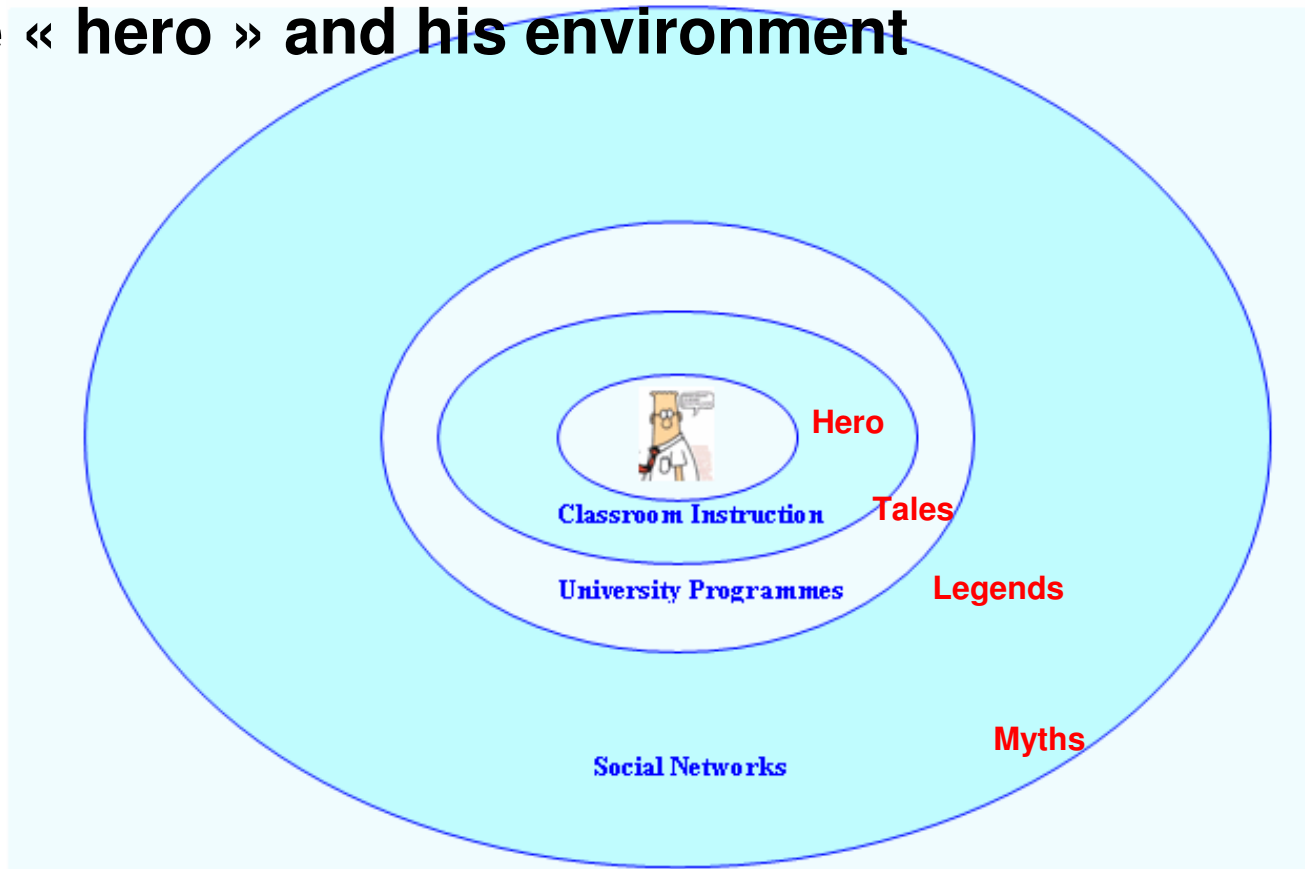
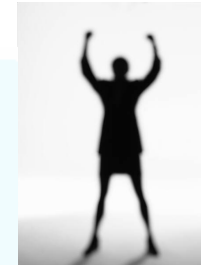
From office to classroom to social environment

- Who organises informal knowledge?
- What kind of tools can be useful?
- How to interconnect all those periods?
- How can communities help solve problems?



The environment

The « hero » and his environment

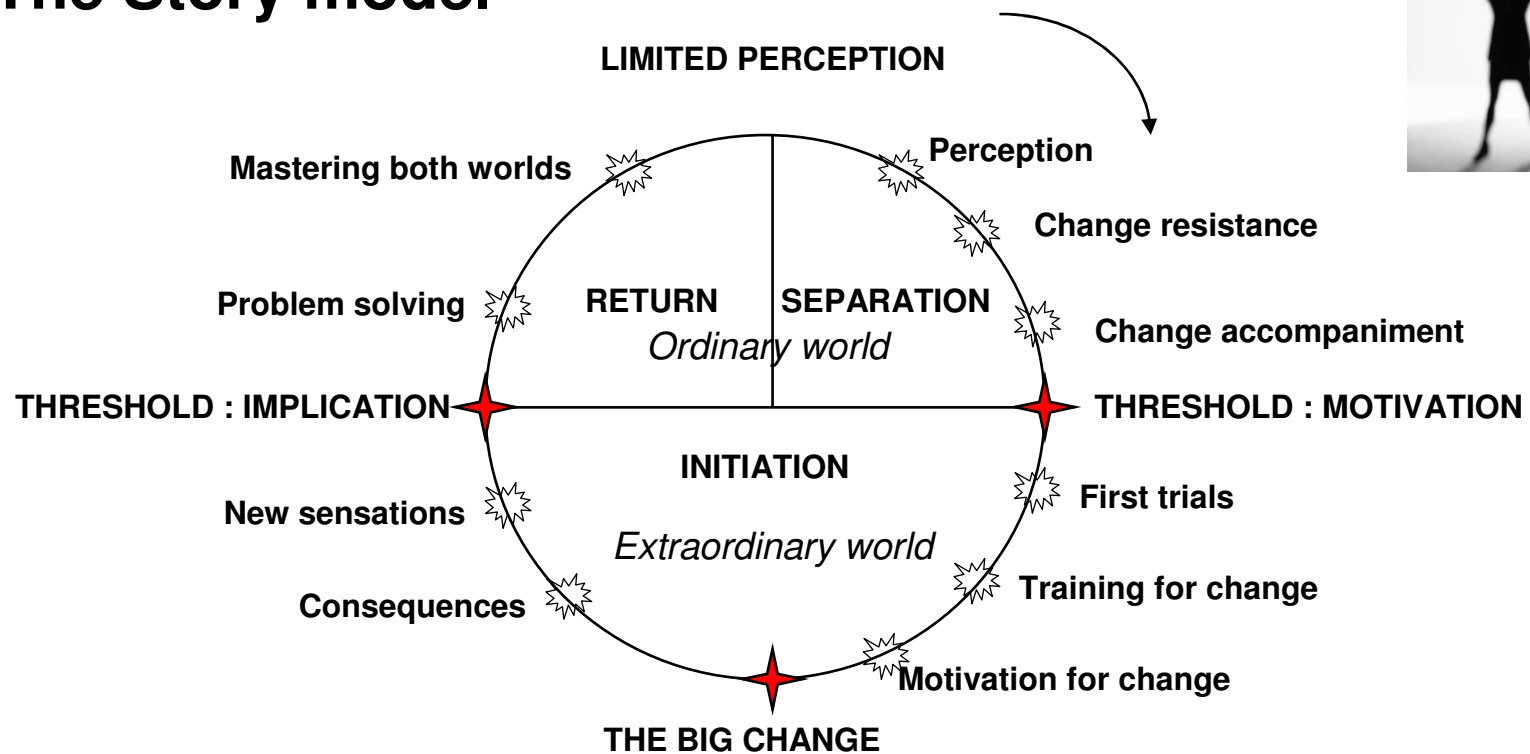


A story begins with a conflict between the hero and his environment



The hero's journey

The Story model





Keys to the journey

- The departure
 - Crossing the threshold, initiation, trials

- The transformation
 - Victory, problem solving, catharsis

- The return
 - Strengthened and humbled, reward, wisdom



Keys to the training

The 4 steps to the learner's journey

- Before : assess « pay attention »
- Face to face : guide « talk to me »
- E-learning : investigate « show me »
- After : use and produce « get involved »



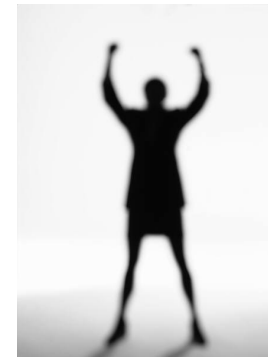
Assessment

Assess your knowledge

- Individual tests (score)
- Community contribution and environment assessment

Challenge your skills

- Balanced score cards (classification)
- Simulations



IT tools and methodologies have to be ready and available



Contribution and coaching

Interactive tools for learning

1- animation tool

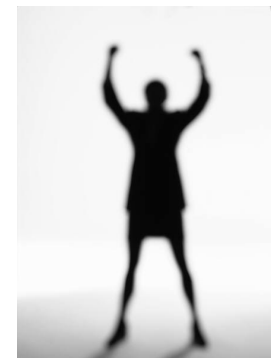
- Contribution tool for the trainer
- Learning model guideline

2 - note pad (LCMS)

- Contextual working tool (during session)
- KM contribution tool (after session)

3 - interactive framework

- Production and contribution tool for the learner
- Project management support



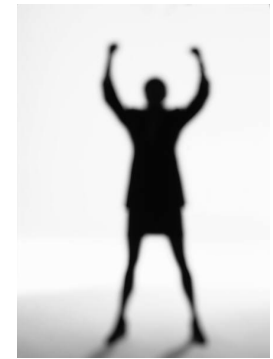


Role playing programmes

The story model : the use of metaphors

3 e-learning models :

- Investigation (web searching)
- Simulation (avatars)
- Quest (role playing games)



Every learner has a mission (a role)

Knowledge is the key to fulfill the mission



The return

Restitution

- Skills assessment (action)
- Project group and communities (contribution)

Celebration

- Testimonies (exchange)
- Content delivery (production)

The end of the hero's journey is about reward and wisdom