Virtual LearnCaster

Taking People Development To The Virtual Space

An ***Arqava*** Virtual Course

PLF Mohd Nadzrin Wahab
Learning, Culture & Performance Specialist

ENSYNC LEARNING

PLF FAMILY
Inspiring Learning

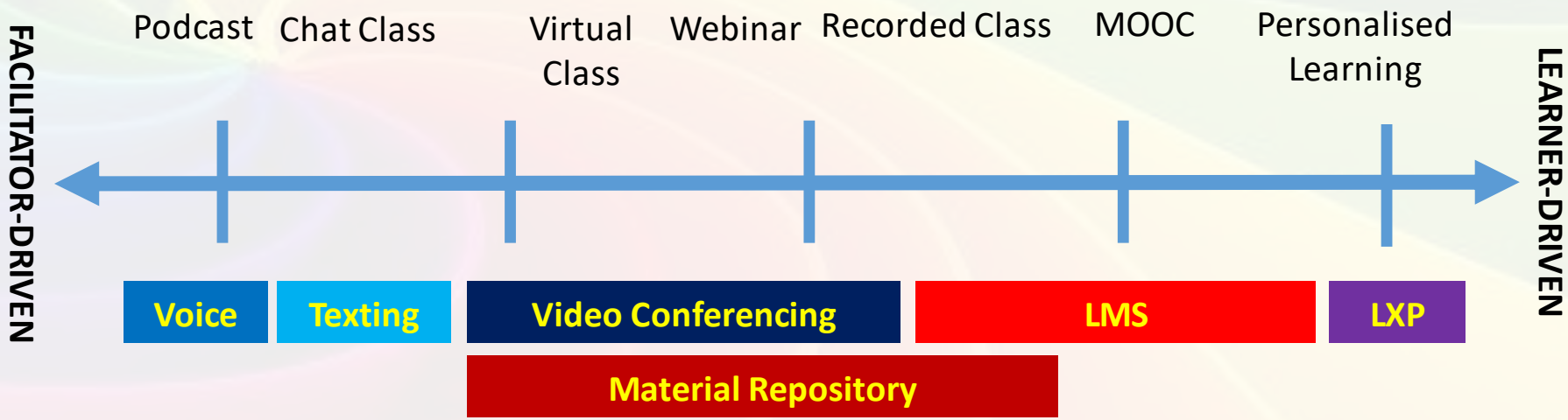
3Ts You Need

Tool

Teaching

Technique

Tool - Spectrum of Online Learning



Tool – Connecting

Video Conferencing

Material Repository

Engagement

Q&A

Teaching – Spectrum of Engagement

Sage

Facilitator

Teacher

Instructor

COLLABORATION

CONTROL

Teaching – Engaging

Engage Participants 7 days before

Participants do initial activities

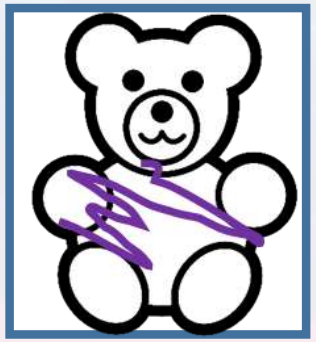
Engage Participants before live class

Use only slides and develop a radio voice

Run simple activities

Gaming The Differences

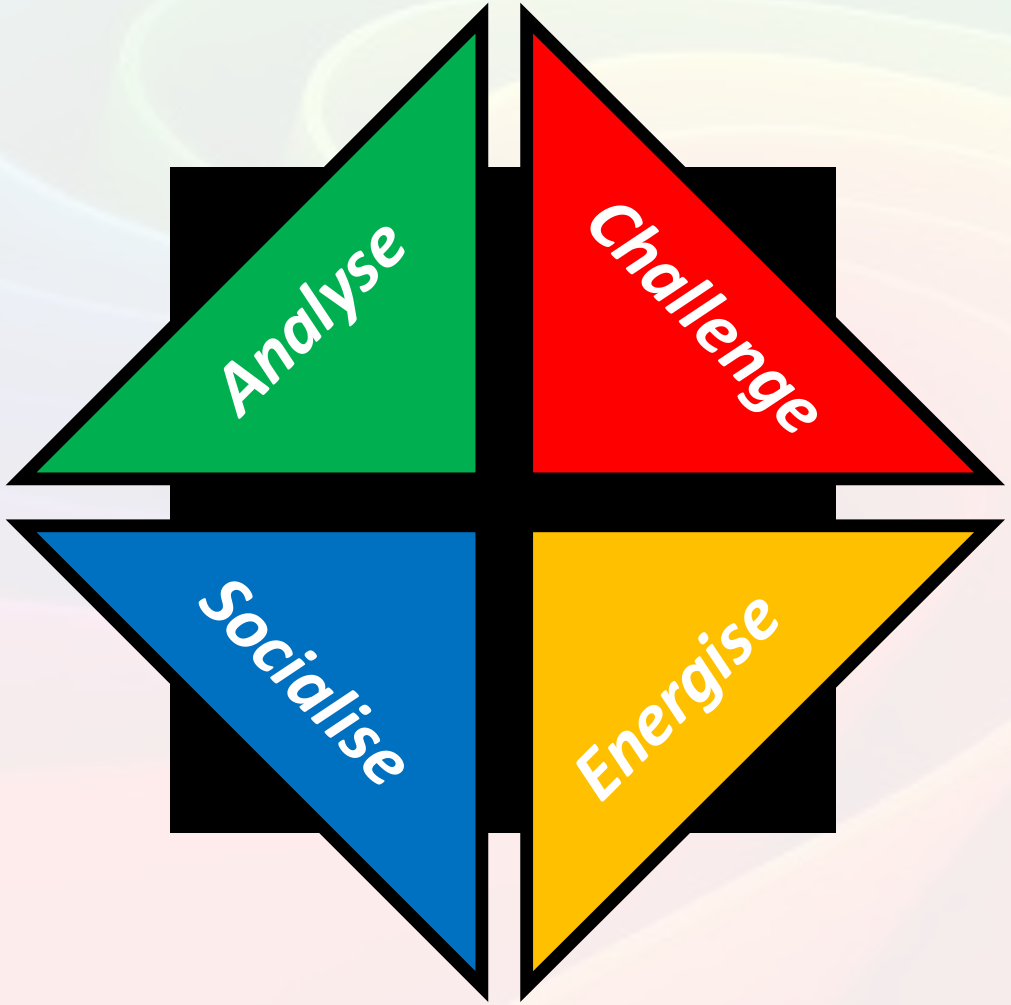
Games: Played for fun & excitement



Game-Based Learning: Played to convey a meaning

Gamification: Applying game theory to drive behaviour

Use ACES To

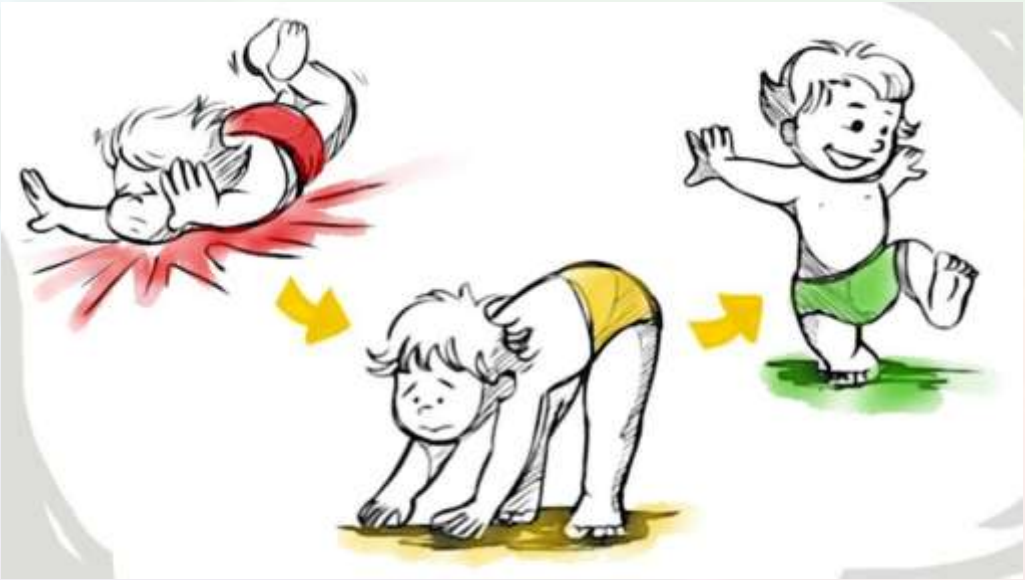


- **Analyse** for problem solving
- **Challenge** for pressure
- **Energise** for excitement
- **Socialise** for communication

Combination increase complexity:

- A: Level 1
- AC: Level 2
- ACS: Level 3
- ACES: Level 4

Methods Compared



EXPERIENTIAL LEARNING

+

ACADEMIC LEARNING

= *FACILITATED LEARNING*

Learning Sequence

Provides a familiar, reflective and emotional **experience**

Exploration of the experience's attributes are then given a **framework** by the facilitator

Exploration of **benefits** to the self will create deep emotional connection and belief

Application in a specific situation sparks **journey** towards mastery

Ask Your Questions In WhatsApp