

The Learning & Development eStrategy Workshop

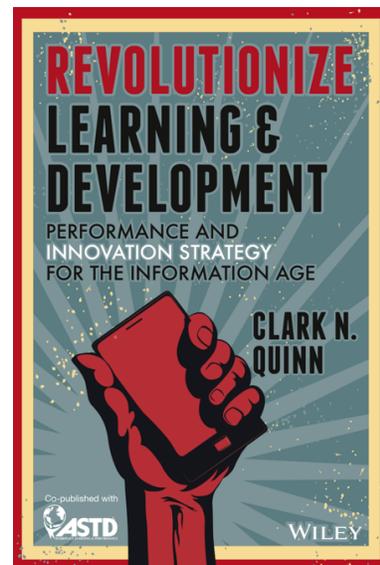
Description

Organizations are not in alignment with our brains, minimizing the potential returns possible from the workforce. There is a mismatch between what research tells us about how people think, work, and learn, and the practices we see in play. In this workshop, Dr. Quinn makes clear what the opportunities are and what's required to take advantage of technology in optimum ways.

Based upon his book *Revolutionize Learning & Development: Performance and Information Strategy for the Information Age*, the workshop explores formal and informal learning, performance support, social, mobile, and more. Attendees will leave having created their own custom strategy.

Outline

- Introduction
 - The new context of work
 - The Performance Ecosystem
- The Elements
 - Formal Learning
 - Performance Support
 - Social
 - Mobile
 - Systems
 - Culture
- Strategy Consideration
 - Analysis
 - Governance
 - Metrics
- Moving Forward
 - The Business Case
 - Opportunism



Previous Deliveries

This workshop started at (then) American Society for Training & Development's 2009 International Conference. It's subsequently been presented in various forms at various eLearning Guild events, and in conjunction with a Revolution keynote at the eLearning Council's yearly conference in Austin.

Differentiation

Dr. Quinn's deep background and broad experience, combined with a personable style, mean you get an authoritative yet engaging presentation and active facilitation.

Associated Opportunities

A PDF workbook to accompany the event includes appropriate slides with places for notes. This can be printed at the organizer's discretion.

Arrangements can be made for sales of the book through Wiley.

Arrangements

The workshop finalization can commence upon signing a contract, and scheduling and travel arrangements can be made upon receipt of the retainer.

The organizer is responsible for providing the venue, consumables including beverages, snacks, and meals for the attendees.

Timing

This workshop has been delivered as a full day and two-day workshop. The former has less opportunities for interaction and consequent comprehension, but covers the material such that attendees can leave with effective skills.

Equipment

A projector with either VGA or HDMI input.

Audiences are limited to 40 attendees.

Bio

Clark Quinn, Ph.D., helps Fortune 500, government, not-for-profit, and educational organizations align technology with how we think, work, and learn. He integrates creativity, cognitive science, and technology to develop award-winning online content, educational computer games, and websites, as well as adaptive, mobile, and performance support systems. After an academic career, Dr. Quinn has served as an executive in elearning initiatives and has an international reputation as a speaker and scholar, with four books and numerous articles and chapters. He was awarded the eLearning Guild's *Guild Master* award in 2012. Dr. Quinn consults through Quinnovation, tweets as @quinnovator and blogs at learnlets.com.

Fees:

US\$8000 plus expenses as a one-day workshop (\$10000 for two days), delivered as a \$3000 retainer and \$5000 upon delivery of the presentation (3000/7000 for two). Expenses are invoiced with the final payment.

The price includes topic negotiation, audience analysis, presentation customization, preparation, handout, and any travel arrangements not handled by the organizers.

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