Learning Design Masterclass

Level
Beginner - Intermediate

Language
English

Pre-course Video Subtitles
English, German, Spanish

Course Learning Outcomes

By the end of this course you will:

PART I

- Understand **how adults learn**
- Identify the **stages and limitations of learning**
- Differentiate between various **learning theories**
- Discuss today's **learning methodologies and approaches to learning design**
- Develop an **understanding of instructional design models**
- Review the **ADDIE design model**
- Design learning content following **adult learning principles**
- Develop facilitation and support documents for **your trainer and learners**

PART II

- Explain and apply concepts, methodologies, and approaches of **Learning Experience Design**
- Describe the differences between **traditional learning design and LX Design**
- Get hands-on LxD experience by designing your **LxD program throughout this course**
- Develop **new learning experiences** following **LX design models**
- Develop your **toolbox to design new learning experiences**
- Design learner-centric products utilizing the most **suitable tools to deliver set learning goals**
- Gain experience in **developing proof of concepts**
- Implement **learning experiences in your curriculum**
- Evaluate the learning transfer success of **your learning experiences**

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Why do you need to apply instructional design methodologies in your curriculum design?

Who is it for ?

Content creators, Instructional Designers, Learning Experience Design Beginners. …and any other learning professional who is keen to strengthen their instructional design skills and knowledge.

Develop result-oriented training materials.

Boost learning transfer and retention.

Establish a consistent approach to learning design.

Increase your ROI and achieve set business goals.

Deliver effective, memorable, and engaging learning experiences.

Properly assess learner knowledge and skill gaps.

Determine which tools and methods deliver the best learning outcomes.

Consider adult learning principles, human memory, and learning processes for maximum training success.

Capture learner attention and focus.

Develop training programs your learners want more off.

Reduce development cost due to rapid prototyping.

Ensure training development budgets are spent wisely.

Create holistic learner-centric, goal-oriented programs.

Correctly leverage new media and technologies to generate learner benefits.

Offer immersive, real-world simulations and experiences to your learners.

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What is the workshop duration?

The workshop has a total time of:

- **Pre-course:** approx. 16h over four weeks
- **Workshop:** 5 days
- **Post-course:** depended on chosen specialization

How will we teach you?

- This course will be taught in a blended format. It starts with remote lessons taught in an **on-demand forma**t online. Participants have the opportunity to attend the sessions at their own pace, time, and location of choice. The second part is a **face-to-face workshop** and will take place in different locations in Europe. The third and final part of this course includes the enrolment into one of the following courses to allow masterclass participants to deepen their knowledge in an area of their choosing:

- _AR in Adult Learning_
- _VR Learning Media Development Course_
- _Social Learning in Course Design_
- _Virtual Training Design Certificate_

What is included?

1. Online pre-course

2. Mindsed workshop box containing:

- Handbook
- Workbook
- LxD Design Canvas
- LxD Toolkit
- Design Thinking Set

3. Post-course specialization

In addition, you will receive

- Course onboarding support
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn

Which equipment do you need?

- Required equipment will be bringing a **smartphone** and a **laptop.**

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Attendance Policy

Face to face courses: To pass this face-to-face course and receive the certificate on the last day of the training, all participants must attend all pre-course and post-course events and review provided materials. During the actual workshop, all scheduled days have to be attended. If participants miss more than two hours of the entire course, they are no longer qualified to receive the course certificate.

Tanja Schmidt
Learning Design Expert

LinkedIn Profile

During the **Learning Design Masterclass,** Tanja will support her participants in understanding and applying the world of instructional design and learning experience design while answering any questions her course participants might have. Tanja's experience developing simple learner-centric training products and learning journeys for the last ten years makes her an ideal facilitator for this course. Throughout her career, she supported hundreds of training professionals in developing and enhancing their learning design skills and knowledge.

Course Overview

Part 1

ONLINE PRE - COURSE

The online pre-course helps to flip the classroom and get familiar with important background information, concepts, and methodologies of training design and training delivery before the start of the workshop. Meet your instructor and other course participants and build up a solid foundation that will be leveraged during the workshop sessions.

Part 2

DAY 1	On the first day, all participants get to recap on essential concepts, methodologies, and learning design frameworks, which were shared during the pre-course online course. This re-cap is intended to support manifest the newly gained knowledge of the previous weeks.
DAY 2	Course participants experience different training media, training formats, and delivery mechanisms to transfer learning on day two. Masterclass participants then get the opportunity to review how different concepts, approaches, and media can make a difference for their own learners.
DAY 3	On the third day, masterclass participants start their own design thinking workshop in which they practice how to plan and develop learning products fast. Together in groups, they get to brainstorm and evaluate possible training approaches to close a communicated knowledge gap of a fictitious learning audience.
DAY 4	On day four, each group develops learning prototypes of their planned solutions. With the support of our facilitators, all participants get the right tools at hand to create any solution set they are thinking of (AR, VR, eLearning, virtual classrooms, etc.).
DAY 5	On the fifth day, each group gets to test their prototypes with the rest of the masterclass participants by facilitating a short session in which the training prototype gets utilized. Through team discussions and the evaluation of data points, each group evaluates the effectiveness of their developed product and defines areas for potential improvement.

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Part 3

POST-COURSE SPECIALIZATION

Each masterclass participant can choose from one of the following on-demand courses to deepen their knowledge and skills in an area of their choice.

- *AR in Adult Learning*
- *VR Learning Media Development Course*
- *Social Learning in Course Design*
- *Virtual Training Design Certificate*

Upon selection, your Mindsed team will enroll you in your chosen course.

* Note: Course outline might change depending on course updates.

Ready to go?

Do you have a question before purchasing a course, want to know more about our dedicated in-house training programs for your organization or have any other digital learning question?
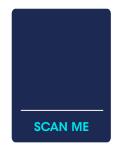

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Register online
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• Create an account.
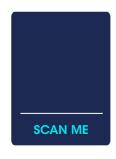• Follow the
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