ATD Nebraska Conference Workshops (Day 2)

Destery Hildenbrand

Building Easy and Effective Augmented Reality for Your Training

Description
This session will look at the process for incorporating augmented reality (AR) into your training and development. Everyone will be able to create the projects attempted in this session; it is designed for all experience levels. You will explore free and easy programs to develop AR for your projects. You will learn where and when to incorporate multimedia and text elements into your training materials.

You will construct AR projects that you can use to kick start ideas back at your organization.

Learning Objectives
In this session, you will...
- use free software to create AR elements
- understand when using an AR element makes the most sense in your projects
- create an AR projects to take back to your organization
- learn the different types of multimedia can be incorporated into AR
- leave with an AR creation process to use in future projects
- brainstorm project ideas that can be accomplished with AR suited for your

Jill Banaszak

and

Stefanie Shanahan

Leveraging SMEs to Build a Learning Organization

Description
Effective training is a partnership between content and facilitation. This session will outline the components necessary to implement a program in your organization that ensures both critical components are achieved through using talent outside of your training department. This workshop will allow you to reflect on traditional roles in L&D and explore new opportunities to meet the ever-growing needs of learners in your organization.

Learning Objectives
By the end of the session, participants will be able to:
- Outline steps necessary to shift learning in their organization,
- Create a prioritization matrix for the various components in a train the trainer program and,
- Produce a plan to implement in his/her organization.

Dave Vance   **Create a Compelling Measurement Strategy**

Description

Join Dave for this comprehensive measurement strategy workshop to explore the elements of a best-in-class measurement strategy and define what it should include. We will begin by examining the reasons for undertaking a measurement strategy since these reasons will provide guidance on which measures should be selected and how they should be reported and used. Then we will review the elements of a good measurement strategy and explore the three types or categories of measures that all strategies should include: effectiveness, efficiency and outcomes.
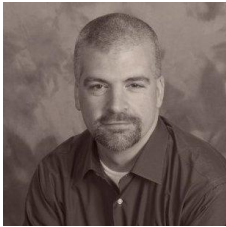
Next, we will review the most commonly used measures in each category, including how they are defined and measured. Time will be provided to identify your own measures for each category. Once you have identified your own measures, we will discuss whether those measures will be managed or monitored. Last, we will explore how the measures can be used in reports, dashboards, and scorecards.

Learning Objectives
• The different reasons for measuring
• The elements of a measurement strategy
• The three types of measures
• The most commonly used measures and how to define and measure them
• How the measures can be used in reports, scorecards and dashboards
• Mistakes to avoid

Dave Kelly   **Putting Curation into Practice**

Description

"Curation" is a term that is getting more and more common in the learning industry. Unfortunately, most learning professionals do not understand what it is, let alone how to leverage it in their organizations. And yet, in an age of exponentially increasing information, the need for quality curation has never been greater. In this workshop, we'll explore how to put curation into practice in your organization.

We will discuss the key value adds that are critical in quality curation, and where they fit into the curation workflow. We'll explore examples of organizations and individuals that have used curation for learning, and some of the tools that are used for curation purposes.

Learning Objectives

Discover what curation is, and how it can be used to enhance organizational learning.
Discover some of the common curation tools that can be used to curate information for your organization.
Explore real-world examples of curation being used to enhance learning.
Discover the key aspects that separate quality curation from added noise.

Dr. James Wood

Project Management Essentials for the Unofficial Project Manager

Description

Franklin Covey has been studying "people productivity" for 30 years & we have educated over 25 million people and provided 100 million planners to enable the learning of time management.

We've also worked with 90% of Fortune 1000 companies. Because of this, we are very aware of the ways in which the world has changed. The problems that face us today are no longer just about better management of time. Employees now need to learn the skills of decision management, attention management, and energy management. With these skills, your people will have the greatest probability of getting the RIGHT things done which leads to EXTRAORDINARY productivity.

In addition to the knowledge we've built over the years, Franklin Covey has partnered with some of the world's top brain scientists to validate our principle-based methods, focus on the right skill development and build processes to ensure the greatest outcome for your team.

Learning Objectives

Choice 1: Act on the Important- Don't react to the Urgent.
Choice 2: Go for the Extraordinary. Don't Settle for Ordinary.
Choice 3: Schedule the Big Rocks. Don't Sort Gravel.
Choice 4: Rule Your Technology. Don't let it Rule You.
Choice 5: Fuel Your Fire. Don't Burn Out
in Closing: Quick start Plan

Karen Lisko

Persuading Through the "Curiosity Filter": Marrying the "What" and "How" in Making Effective Presentations

Description

Some executives deliver lines well but fail to speak in the most persuasive manner for their audiences. Some executives have great depth to share but fall short on delivery. Both miss the power of creating curiosity in your audience and drawing them in. Whatever the speaking challenge, this seminar marries the "what" of communication (the words) and the "how" of communication (the delivery) to ensure you are at your most persuasive on your feet or in your seat.

Learning Objectives

This workshop focuses on five learning objectives:
1. Creating a memorable attention getter that turns into an attention keeper throughout the presentation and that sets the stage for the "curiosity filter"
2. Using word economy rather than word splurging
3. Simple structuring of the presentation that applies to many speaking situations, including in the impromptu setting
4. Identifying key psychological persuasion truths that motivate an audience
5. Identifying powerful delivery skills that are user-friendly in the public speaking setting and in the meeting setting

Carol Horner **Anchoring Learning With Experiential Activities**

Description
In this session, you will learn to use the experiential learning model, experiential activities and real world scenarios to anchor learning in the areas of team skills, team development, leadership and communication.

Learning Objectives
To learn at least two activities that can be added to your current curriculum. To understand and practice the experiential learning model.

Kim Whiteside **Digital Pedagogy**

The mind online learns differently than the mind in a classroom. Content easily digestible in ILT must be transformed in order to be appropriately consumable online. Learning is compromised by simply taking a typical PowerPoint presentation, for example, and making it available online. In this course, you'll discover practical concepts to transform PowerPoint presentations, documents, activities, etc. using principles of digital pedagogy that enable participants to engage in online learning that builds awareness, comprehension, and ability.
Competencies

Learning Objectives
During the workshop, participants will have an opportunity to:
· Describe the differences between instructor-led learning & learning online
· Explore digital pedagogy, Bloom's Taxonomy, the SAMR Model, et al
· Transform several traditional learning activities for the online environment