

WORKSHOP

# RISE OF THE APP

## ADAPTING CREATIVE THIRD-PARTY APPS FOR INCREASED LEARNER ENGAGEMENT



**\$1500**

USD for up to 12 participants  
(additional participants: \$100 each)  
Bundle 6 workshops for \$7500 USD  
— saving \$1500!

### BENEFITS

- 01** Find out which third-party apps could support your training initiatives
- 02** Adapt creative apps to learning experiences for increased engagement
- 03** Ensure third-party apps are supplementing the learners' experience

More than just a trend, “The App” has become essential to modern virtual learning. Third-party apps such as Kahoot, Twiddla, and Mentimeter are being fully integrated into the virtual classroom.

Many of these creative apps offer gaming, quizzes, polls and other activities that boost learner engagement while supporting organizational objectives. The activities in this workshop offer learners a hands-on experience that demonstrates these apps' effective integration into the virtual environment, enhancing learning transfer.



This course employs our research-driven Inquire Engagement Framework™ to conquer the challenge of

maintaining learner engagement. Our three-pronged approach enhances an organization's current training by integrating a cutting-edge strategy that thrives in today's hybrid workplace environment.

#### OVERVIEW

- Self-Directed Activities
- One 2-Hour Collaborative Virtual Lesson
- Final Project – Create an Action Plan that employs a third-party app to enhance interactivity

#### LEARNING OBJECTIVES

- Evaluate 3rd Party Apps to determine how they might support your program design
- Create virtual programs that are more active and sustainable
- Develop an Action Plan that enhances learner engagement

For inquiries regarding bundled pricing and custom schedules that cater to the needs of your organization, please contact [sales@insynctraining.com](mailto:sales@insynctraining.com).