The Rise of the App: Integrating Rich Additional Content into Zoom, Webex, and MS Teams Sessions

THE RISE OF THE APP
INTEGRATING RICH ADDITIONAL CONTENT INTO ZOOM, WEBEX, AND MS TEAMS SESSIONS

Trends in Virtual Training:
Expert Workshop Series

insynctraining

Are you interested in learning which third-party apps could support your training initiatives?

Would you like to learn how to adapt creative apps to the learning experience to increase engagement?

Do you want to know how to ensure third-party apps are supplementing the learners' experience?

Worried about your Microsoft Teams or Google Meet sessions not being interactive enough? Looking to boost your Zoom, Webex or Adobe Connect collaboration?

As many of the different platforms we use to deliver content virtually continue to evolve, a new trend has emerged: The App. Some work independently – some are being integrated with the virtual classroom platform.

Any virtual classroom experience can be hands on and engaging if you spice it up with quizzes, polls, gamification, and other activities that map to your objectives. Don't let your virtual classroom limit your options, let it be the catalyst of enhanced interaction. Choose the appropriate app for your activities for maximum engagement.

In this program we will look at integrating third-party tools such as Kahoot, Twiddla, Mentimeter, Beekast, to drive participant engagement and enhance knowledge transfer. You will gain hands-on experience using these tools and experience first-hand the effectiveness and the power of the third-party app!

This two-hour collaborative workshop includes opportunities to practice using third-party tools and brainstorming ways to enhance the virtual classroom with each use.   Learners will work in breakout rooms to explore a third-party tool and create an action plan using the tool to enhance interactivity of a given topic.

Everyone will also receive examples of exercises that utilize apps to support learning design.

Guiding Questions for this Course

• How do I identify third party apps that could support my training initiatives?
• How can I adapt apps to the learning experience and enhance my learners' experience and transfer of knowledge?
• How do I make sure my third-party apps are supplementing the experience, instead of detracting from it?

AT A GLANCE

Supported Virtual Classroom Platforms
Zoom , Microsoft Teams, Webex® Training, Adobe® Connect™, Citrix GoToTraining®, Blackboard Collaborate™, Google Meet
Don't see your virtual platform listed? Ask!

Rate
• $1,500 USD for up to 12 participants (additional participants $100 each)
• Bundle 6 workshops for $7,500 USD - that's a savings of $1500!
• Contact sales@insynctraining.com to create your team's custom learning path and create a schedule that works for you.

InQuire Engagement Framework®

This program is grounded in the InQuire Engagement Framework® — a three-pronged approach to maximizing engagement of all learners in the virtual classroom. The framework, an ongoing research effort at InSync, is designed to optimize an organization's existing training and provide a new construct for creating training programs that work in today's hybrid workplace and "virtual first" approach to training and employee development.

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