Roadmap to Virtual Learning

Bringing Learning to Remote Learners
Virtual Learning Roadmap

**Asynchronous Learning**
*Learning that is self-paced and flexible*

- Training on the learner’s schedule
- Time for reflection and additional review of materials
- Examples: Podcasts, Online Discussion boards, Pre-recorded video lessons/webinars

**How does MLevel Help?**
- Standalone course/module
- Integrate eLearning|SCORM modules
- Knowledge Check, Reinforcement Module

**Media**
- Embed learning assets such as: video, SCORM, podcasts, and more!

**Activities**
- Reinforce and assess learning via the various game/learning activities

**Coaching**
- Utilize the external link activity + a calendar scheduling tool to easily schedule coaching sessions when needed

**Analytics**
- Analyze Class Performance and Knowledge Gaps Hourly/Daily/Weekly

Deliver asynchronous learning via MLevel deep links both at the mission and activity level
**Virtual Learning Roadmap**

**Synchronous Learning**
*Learning that takes place in real-time!*

- Interaction with instructors and fellow learners
- Immediate feedback and the ability to ask questions
- Examples: Live Webinars, Video Conferencing, Virtual Classrooms

**How does MLevel Help?**
- In-session Knowledge Check
- In-session engagement opportunities
- Post-session evaluation | reinforcement

Deliver vILT sessions via the organization’s preferred video conferencing or virtual classroom tool

Leverage MLevel deep links to provide in-class knowledge checks via the tools above

Include periodic knowledge checks in 30-60 min. intervals

Leverage gamification elements to increase engagement and attentiveness levels

Analyze Class Performance and Knowledge Gaps in near real time