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Designing Virtual Training for a Global Audience

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DESIGNING VIRTUAL TRAINING
FOR GLOBAL AUDIENCES

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Three Design Basics for Virtual Training

DETERMINE WHAT YOU ARE DESIGNING FOR
Confirm your definition of virtual training, and ensure all are on the same page

USE BEST PRACTICES FOR VIRTUAL CLASS DESIGN
Engage learners often with the tools and with each other, using the tools and other methods

CREATE MATERIALS TO SUPPORT THE LEARNING
Support facilitators, producers and learners with detailed instructions for successful online activities

WHAT IS VIRTUAL TRAINING?
A highly-interactive, online, synchronous facilitator-led class, with defined learning objectives, with participants who are individually connected from geographically dispersed locations, using a web-based classroom platform.

Four Considerations for Global Audiences

1 Cultural Differences. It’s important to create and maintain a comfortable environment for all. Therefore, strive for neutrality and inclusion.

2 Language Barriers. Use clear and concise language, avoiding jargon and slang. Allow for extra time during activities, and share materials in advance.

3 Expectations about Learning. Recognize different perceptions about training classes. Set expectations from first contact, establish ground rules, and provide flexible learning options.

4 Technology Issues. Factor in a variety of devices, and varying internet bandwidth speeds.

Notes

FOR MORE RESOURCES ON THIS TOPIC, VISIT:
cindyhuggett.com/design