ISLT @50 Concurrent Session 4

Friday, April 5, 2024
10:20 AM – 10:50 AM

Room 101

Technology Sandbox

Dina Vyortkina, Florida State University

The College Technology Sandbox has many technologies that can be used for education and professional training. Participants will learn what principles went into the design of the space and can also play with robots, VR, a fumble ball, bio-feedback equipment, and other technologies we can transport to the conference center.

Room 103

Ten Lessons Learned on the Way to Having an Effective Performance Improvement Business

Sue Ebbers, Change by Design

All of us have earned (or will earn) the best degree in the world. As performance consultants, we can solve business problems of all kinds, delivering effective solutions to satisfied clients, if we've done our work well.

Room 114

Adopting Mobile Augmented Reality in Performance Support

Yao Huang, Sam Houston State University

Studies suggest that shifting from training to performance support using mobile AR could maintain or produce more accurate performance and reduce the risk of high turnover while saving training time and cost. This session will help L&D professionals learn about the impact of mobile AR on workers' job performance to better prepare them to adopt this emerging technology.

Room 201

A Wise Approach to Learning Solution Design

Jean-Marc Wise, Wise Learning Solutions LLC

In this presentation, I will explain why I designed the Wise Design Method and how I use it to guide my conversations with clients on their journey from defining what they want and inquiring about it from different perspectives to solving the problem and employing the solution.

Room 205

From Soup to Nuts: AI Course Development

Monika Stage & James Stage, StreamlinedU

This presentation will focus on using modern AI tools to help clients and employers develop courses and associated learning objects with a scalable formula. While specific tools will be highlighted the process is relatively tool agnostic.

Room 214

Onboarding Training for New Saint Marks Lighthouse Volunteer Interpreters

William Van Brunt

The Saint Marks Lighthouse is a small museum that contains exhibits pertaining to the history of the Lighthouse. We are developing a training program for new interpreters that will leverage augmented reality as an online training tool. Virtual tours will be used to teach interpreters how to conduct tours.