

ATD Fall Conference – Incorporating Ed-Tech in Your World – DRAFT Agenda

<p>9-9:45</p>	<p style="text-align: center;">Category: Emerging Technologies - Keynote <i>The Future Of Learning Technology</i> Debbie Richards from Creative Interaction Ideas</p> <p>Technology is changing the way the entire world is learning. People can learn anywhere, anytime they want. When mapping out learning strategies for your organization, you need to carefully consider the elements of technology to ensure that you have a strategy that is on target, scalable, and meets the needs of your learners to help them achieve organizational goals and objectives. The next great challenge for designers of learning experiences is how to weave the threads of technology, information, and access seamlessly and elegantly into learning. In this keynote, Debbie Richards takes you on a journey that focuses on the future of learning technologies, identifying which trends will transform the future.</p> <ul style="list-style-type: none"> • objective 1- Understand how technologies increasing the effectiveness of learning • objective 2 - Include technology-based elements in organizational learning strategies • objective 3 - Identify the technologies to focus on today and in the future 	
<p>10-11:30</p>	<p>Category: Management and Implementation <i>Economical E-Learning</i> Renie McClay from Caveo Learning rmcclay@caveo.com</p> <p>The session is filled with tips for instructional designers, e-learning developers, and learning leaders wanting to save money and still produce attractive and effective e-learning. Participants will discover creative ways to incorporate custom video and audio for minimal cost, where to find top-of-the-line, free available graphics and templates. Most importantly, you'll come away feeling confident in your competency to cut corners on cost without compromising quality</p> <ul style="list-style-type: none"> • objective 1 – leverage freely available online tools and resources to reduce the cost of e-learning development without compromising quality • objective 2 - identify opportunities within existing e-learning design projects to optimize budgetary expenditures 	<p>Category: Platforms And Tools <i>5 Technology Tools For A New Generation Of Learners</i> Dan Schwartz from GEHA dan.schwartz@geha.com</p> <p>Participants will learn the 5 essential learning technologies that are critical for developing and deploying training programs tailored to the digital age. Participants will get the opportunity to interact with one another, share success stories, and create an action plan to take the company to the next level of learning</p> <ul style="list-style-type: none"> • objective 1 – understand how digitally minded learners retain information • objective 2 – learn about new technology tools that will increase engagement and information retention • objective 3 – create a technology action plan to accommodate the new generation of learners
<p>11:30-12:30</p>	<p style="text-align: center;">Lunch/Networking</p>	

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<p>12:30-2:00</p>	<p>Category: Emerging Technologies <i>30 minutes – 30 seconds – Engaging Videos</i> Larry Straining from Larry’s Training larry@larrystraining.com Explore how using free and cheap online tools can create engaging 32nd mobile videos in about 30 minutes. How to, marketing, and performance support are just some of the videos you can create quickly and send directly to your mobile devices. The session demonstrates technologies using video tools and how talent development professionals can use them to increase engagement</p> <ul style="list-style-type: none"> • objective 1 – generate powerful videos to engage and promote company culture • objective 2 – use existing mobile technology to engage participants in active training • objective 3 – network with other talent development professionals to create an action plan 	<p>Category: Social <i>The Bigfoot Strategy – Creating An Engaged Workforce</i> Jeff Miller from Cornerstone jeffmiller@csod.com This presentation will focus on research-based applications on using social and collaborative technology to educate and communicate to a global workforce. Three specific and different programs will be shared that will enable participants to explore better ways to educate and engage their workforce</p> <ul style="list-style-type: none"> • objective 1 – participants will gain insight into current research on employee engagement • objective 2 – participants will learn 3 practical applications leveraging educational technology that can be implemented nearly immediately • objective 3 – participants will learn what motivates today’s employees and how to best engage them
<p>2:15-3:45</p>	<p>Category: Emerging Technologies <i>Simply ScreenCast</i> Kelly Zamboni from Terracon kzamd22@gmail.com An interactive session designed to demonstrate techniques that enhance the learning experience. Using TechSmith’s Camtasia Studio we will explore how to perform time lapse, picture in picture, green screen, PowerPoint recording, audio/video editing, publishing to YouTube and other video effects</p> <ul style="list-style-type: none"> • objective 1 – analyze workflow to identify techniques that support your projects • objective 2 – build content that is in demand for an on-demand workforce • objective 3 – measure the effectiveness of the content by using data analytics 	<p>Category: Management and Implementation <i>Selecting an LMS</i> Consuela Shorter from Blue Skies consuela@blueskieshrsolutions.com Review various learning technology solutions from the perspective of functionality and features – standard features to expect compared to finding a platform that meets an organization’s unique needs. Walk through the 5 steps of making a vendor selection and provide best practices for working with vendors. A portion of the session will include hands-on, working session approach to allow participants to immediately use knowledge. Beneficial for those looking to implement an LMS for the first time or those considering replacing an existing system</p> <ul style="list-style-type: none"> • objective 1 – gain knowledge of the massive landscape of LMS products • objective 2 – assess organizational needs for selecting a learning management system • objective 3 – best practices for engaging and partnering with vendors • objective 4 - managing people and financial resources related to a product purchase
<p>3:45-5:00</p>	<p>Networking Social</p>	