



75 e-Learning Activities: Making Online Learning Interactive

By Ryan Watkins

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This invaluable resource can help transform online courses into exciting, meaningful, and active e-learning experiences. *75 e-Learning Activities* is filled with scores of e-learning activities and games that offer trainers and instructors a handbook for creating interactive and engaging online courses. Much like the activities and games used in traditional classroom training, these e-learning activities can be used to increase interactivity, engage learners, accomplish learning objectives, develop online relationships, promote active learning, and create learning communities. With many examples available on the CD-ROM for easy online transfer, the activities can help elaborate on course content through the use of online technologies such as chat rooms, email, or discussion boards.

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Editorial Review

Review

"In this unique book, Ryan Watkins brings you instant recipes for making e-learning interactive. This is a wonderful collection of ideas that will transform any virtual community."--Mel Silberman, author, *101 Ways to Make Training Active*

"Ryan Watkins now brings us a desperately needed resource book of ideas—ideas that are practical and inspired, and reach outside the confines of the prevalent e-learning designs that lead to insanely boring and ineffective e-learning. If you're trying to have impact with e-learning and can take advantage of today's electronic communications capabilities among learners and on-line mentors, you need this book."--Michael W. Allen, author, *Michael Allen's Guide to e-Learning*; CEO, Allen Interactions Inc.

From the Back Cover

75 e-Learning Activities

This invaluable resource can help transform run-of-the-mill online courses into exciting, meaningful, and active e-learning experiences. *75 e-Learning Activities* is filled with scores of e-learning activities and games that offer trainers and instructors a handbook for creating interactive and engaging online courses. Much like the activities and games used in traditional classroom training, these e-learning activities can be used to increase interactivity, engage learners, accomplish learning objectives, develop online relationships, promote active learning, and create learning communities. With many examples available on the CD-ROM for easy online transfer, the activities can help elaborate on course content through the use of online technologies such as chat rooms, email, or discussion boards.

The book's recipe approach makes it easy to include any of the e-learning activities into most any online course. Designed to be flexible, the book's activities can be used independently or in tandem throughout an online course. *75 e-Learning Activities* also contains more than 80 tips and suggestions for increasing the interactivity in your online courses, a glossary of essential e-learning terms, and a list of useful online and text resources for instructors and trainers who want to create dynamic interactive training experiences.

Written by Ryan Watkins, an expert on e-learning and distance education, *75 e-Learning Activities* also includes contributions from acclaimed trainers Mel Silberman and Steve Sugar.

Praise for 75 e-Learning Activities

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—**Michael W. Allen**, author, *Michael Allen's Guide to e-Learning*; CEO, Allen Interactions Inc.

About the Author

Ryan Watkins is an associate professor at the George Washington University in Washington, D.C. He is coauthor of three books, including Strategic Planning for Success: Aligning People, Performance, and Payoffs from Pfeiffer and has published more than 50 articles on the topics of strategic planning, distance education, needs assessment, return-on-investment analysis, and evaluation. He is an active member of the International Society for Performance Improvement and has served as vice president of the Inter-American Distance Education Consortium.

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