



Epic White Papers

Epic's White Papers inform and stimulate thought about 'everything e'. They're lively, informative and a great read! Below is a summary of those currently available, free for download from www.epic.co.uk

Benefits of e-learning

e-learning: return on investment	<ul style="list-style-type: none"> • Templates covering all stages in the process from obtaining business buy-in to calculating ROI • Exploration of Kirkpatrick's approach to evaluation • Numerous case studies/evidence of high ROI from e-learning
Organisational benefits of e-learning	<ul style="list-style-type: none"> • Organisational benefits: reduced costs, improved performance and organisational transformation • Argues that too great an emphasis on cost can disguise the real strategic potential of e-learning • Numerous case histories and research studies

Subjects

Induction e-learning	<ul style="list-style-type: none"> • 8 common problems with induction and how e-learning avoids them • Explores innovative approaches, from 'pre-emptive strike' to 'local involvement'
Compliance training and e-learning	<ul style="list-style-type: none"> • Drivers for compliance training • Benefits of e-learning for compliance training: Consistent, accessible, low cost, trackable, customisable, flexible, easily updated
Softskills and e-learning	<ul style="list-style-type: none"> • Definition of soft skills and whether/how they can be taught • Instruction theory, from Gagné to Shank • Pros and cons of e-learning for soft skills training
Healthcare and e-learning	<ul style="list-style-type: none"> • Key issues facing learning and development in the NHS • How e-learning can support the NHS training agenda

Blended learning and learning design

Blended learning	<ul style="list-style-type: none"> • Brief history of blended learning • Exploration of 6 online and 6 offline components • Factors to consider when constructing effective blends
Blended learning in practice	<ul style="list-style-type: none"> • Practical advice on constructing effective blends • 3-step approach to creating the blend, using real-life examples • Detailed blended learning case study of a major UK retail bank
Use of media in e-learning	<ul style="list-style-type: none"> • Overview of psychology and media, with research evidence • Pros and cons of text, audio, graphics, animation and video • Future of media in e-learning
Learning design and e-learning	<ul style="list-style-type: none"> • Psychological theories - pros and cons of Behaviourism, Cognitive theory and Constructivism • Comparison of Schank's goal-based scenarios, Gagné's nine steps and Epic's Learn/Apply model • How effective models depend on content type
Usability and e-learning	<ul style="list-style-type: none"> • Nielsen's 10 usability heuristics • Learning design heuristics, including Gagné's nine steps • Where usability fits with the project life cycle - user trials, focus, groups, prototyping
Localisation and e-learning	<ul style="list-style-type: none"> • Impact on localisation of culture, learning and translation • Step by step guide to localisation, with practical advice on how to 'design for localisation' • Overview of languages, including case histories
Build, buy or both? A guide to DIY e-learning	<ul style="list-style-type: none"> • Build – what you need to build your own e-learning • Buy – benefits of commissioning external suppliers • Both – how to combine the best of both worlds • Detailed real-world cases studies for each approach
Learner centred design - maximising your ROI	<ul style="list-style-type: none"> • Arguments in favour of a learner centred design approach • Practical 'how to' guide for LCD, with case histories • Learner centred design and ROI

How people learn	
Assessment and e-learning	<ul style="list-style-type: none"> • Problems with assessment/why assess/what to assess? • Knowledge, procedural skills, • mental skills, interpersonal skills, psychomotor skills, attitudes and personality • Practical tips on how to assess different learning outcomes
The psychology of e-learning	<ul style="list-style-type: none"> • Overview of shift from Behaviorism to Cognitive psychology to Constructivism • Motivational issues and how to avoid common obstacles • 10 e-learning benefits over other types of training
Motivation in e-learning	<ul style="list-style-type: none"> • Lack of motivation in adults to learn • How motivational factors affect the effectiveness of learning • Overcoming specific obstacles to e-learning
Pedagogy and e-learning	<ul style="list-style-type: none"> • New definition for pedagogy - 'The theory and practice of learning' • How technology has impacted pedagogy – printing press to Web 2.0 • Numerous research studies
Informal learning	<ul style="list-style-type: none"> • Shift from Long courses > Smaller courses > Learning objects > Performance support > Workflow learning > Embedded learning > Invisible learning • Exploration of EPSS, workflow learning, invisible learning and viral learning
Personalisation and e-learning	<ul style="list-style-type: none"> • Why learning should be personalised • How e-learning benefits personalised learning • Technological factors that aid personalisation

Innovation in e-learning	
Simulations and e-learning	<ul style="list-style-type: none"> • Benefits of simulations • Practical advice on how to design simulations • Several Epic case studies
Blogs	<ul style="list-style-type: none"> • What makes a blog good • How blogs are used in business, and the barriers presented • Blog policy – do's and don'ts
Web 2.0	<ul style="list-style-type: none"> • Where Web 2.0 came from and what it means • How Web 2.0 is impacting individuals/organisational learning • What could happen next (Web 3.0)

Delivery	
Change management and e-learning	<ul style="list-style-type: none"> • Resistance and inertia as obstacles to e-learning take up • Practical, step by step guide to marketing and implementing e-learning to ensure high levels of take-up/ effective launch
e-tutoring	<ul style="list-style-type: none"> • Roles of e-tutor as administrator, facilitator, SME and assessor • Practical tips on how to get started and maintain interest • Available tools and how to use them – email, forums, real-time tools

e-learning technology	
Open source and e-learning	<ul style="list-style-type: none"> • Description of open source LMS market, benefits, risks and myths • Practical tips on how to select an open source LMS • Summary of selected open source LMS providers • Complete list of all available open source LMSs
Reusable learning objects	<ul style="list-style-type: none"> • Attributes of a learning object • How LOs fit very well within blended learning • How LOs impact the user experience – typical challenges and how to solve them
Testing for e-learning	<ul style="list-style-type: none"> • Cost of testing v cost of failure • Practical tips on how to test • Testing tools and bug reports

e-learning standards	
Standards in e-learning	<ul style="list-style-type: none"> • Defines 'standards' and whether they matter • Explores SCORM, IMS, AICC and IEEE • Practical advice on how to cope with range of conflicting/confusing standards
Accessibility and e-learning	<ul style="list-style-type: none"> • How e-learning is ideal for learners with disabilities • Argues for a pragmatic approach to accessibility in e-learning • Overview of WAI version 2 , US Section 508, UK DDA and SENDA, QAA, RNIB, UK government guidelines and IMS