VIRTUAL CLASSROOM PLATFORMS:

WHICH TO CHOOSE? -

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3 Types of Virtual Events: Which do you do? MEETINGS PRESENTATIONS TRAINING CLASSES

Opportunities to collaborate, brainstorm, discuss & decide, and create action items. Uses a "meeting" platform.

Sharing information in a one-way format, with little interaction. Uses a "webcast" or "event" platform.

Learner-centered interactive experience with defined learning objectives. Uses a "training" platform.

Questions to Consider when Choosing:

Why do you need a platform? Will you hold online meetings? Give webcast presentations? Facilitate training classes? Select a platform that matches.

What do you need participants to do? Which platform features will be key to accomplish the goals? Do you need whiteboards? Breakouts? etc?

What bandwidth/infrastructure needs will you have? Sending information over the internet takes up bandwidth. Add in VOIP for audio and you may run into bandwidth challenges. The alternative is integrated telephony, which has conference call costs. What's right for your org?

What programs do you already have?. Consider compatibility with existing programs, such as the organization's LMS, social media platforms, and which mobile devices might be used.

Notes

Tech Issues to Consider

Type of platform: meeting, presentation, or training?

Audio types (VOIP? Integrated audio?)

Types of files supported (PPT? PDF? Other?)

Ease of connection for users.

Mobile device compatible? Differences between mobile & desktop?

Typical Participant Tech Needs:

- Strong internet connection
- Reliable computer or laptop
- Sound card for hearing video playback (if used)
- Software for virtual classroom platform
- Hands-free headset
- Their own device to log in with (i.e. instructions not to share a screen)
- Information on how to join the audio (usually connect to platform first and then the audio)



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Typical Virtual Classroom Tools

Tool	Description			
Document sharing	A commonly used feature that allows the facilitator to share documents (such as slides) for participants to see.			
Chat	Enables communication between and among participants through typed messages.			
Annotate / Draw	Allows for real time drawing and typing on top of shared documents or a whiteboard.			
Whiteboard	A blank screen that can be drawn or typed on. Similar to classroom chart paper, but in electronic form.			
Status Indicators	Lets participants click on a button to display their real-time status			
Raise Hand	Allows participants to raise their hand virtually			
Poll	Asks multiple-choice or short-answer questions			
Breakouts	Allows participants to divide into smaller groups			
File / Material distribution	Offers handouts and other paper-based resources via electronic file transfer.			
Tests/Quizzes	Creates knowledge-test questions on the training topic.			
Application/ Screen sharing	Displays an application on the facilitators' screen so that all participants can see it.			

Popular Platforms:

Note that this is not an exhaustive list. Visit each vendor website for more info:

- Adobe Connect for Learning (<u>www.adobe.com/connect</u>)
- □ Cisco WebEx Training Center (<u>www.webex.com/products/elearning-and-online-training.html</u>)
- □ Citrix GoTo Training (<u>www.gototraining.com</u>)
- □ Jigsaw (<u>www.jigsawme.com</u>)
- □ Zoom (<u>zoom.us</u>)

Others to mention: Blackboard Collaborate, Saba Virtual Classroom, and Lenovo AirClass



FOUR MUST-DOs for EFFECTIVE VIRTUAL TRAINING:

- Equip facilitators with the tools and prep time they need
- Upskill designers in virtual tools and engaging activities
- Prepare audience for virtual learning – it may be new to them!
- Consider admin time that will be needed.
 Determine who will handle all of the logistics.

ABOUT CINDY HUGGETT:

Cindy is the author of three books on virtual training:
Virtual Training Tools and Templates: An Action Guide to Live Online Learning; The Virtual Training Guidebook: How to Design, Deliver, and Implement Live Online Learning and Virtual Training Basics.

She helps trainers, designers, and organizations move to the virtual classroom.

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Checklist Template for Selecting a Platform

Features	Vendor 1	Vendor 2	Vendor 3	Vendor 4
Platform Features				
Shared document file type requirements				
Media file playback (audio and/or video)				
Chat				
Annotation/drawing privileges				
Whiteboard features				
Raise Hand/Status Indicators				
Breakout groups				
Other:				
Audio Features				
Integrated conference calling available				
VOIP available				
Other Features				
Compatible with mobile device (for participants)				
Able to have multiple hosts/facilitators				
Compatible with your organization's LMS				
Internet bandwidth issues				
Other Considerations Unique to Your Organization				

