E-Learning today has evolved quite a bit from its turn-of-the-century appearance when it relates to a life-like situation. It allows the learner to experience training as it relates to a life-like scenario. The situation is thrust you into a realistic scenario. The situation is objective into the context of a scenario, allowing the learner to experience training as it relates to a life-like situation.

Consider the following example: Text or narration tells you why the features are important, and shown how the animated space. The learner is able to simulate user interaction within the object or space. The learner is able to simulate user interaction within the object or space. The learner is able to simulate user interaction within the object or space. The learner is able to simulate user interaction within the object or space.

What-if models are built using a set of factors that collectively determine the outcome of a question or problem, for example, "What if" Interactive Models

Systematic prototyping

- Static; based on the lesson's building
- Listened and prioritized objectives based on answers
- Deductive: experts determine the scope of
- Low data availability
- Inductive: stakeholders assemble to design a solution
- Problematic solutions
- High data availability
- Remediation Path #1
- Fail Path #2
- Succeed Path

The learner's behavior - share experiences about the subject

Knowledge-focused

- Systematic, non-linear with multiple scenario experience; particular dynamic around the flow of the
- Performance-focused

Complex topics with high interaction

Systemic, non-linear with multiple scenario experience; particular dynamic around the flow of the

Performance-focused

E-Learning content too is undergoing a transformation with the focus being not just on knowledge transfer, but on applying it.

"What-if" simulation can be used for prototyping systems or environments. An "What-if" simulation is an invaluable learning tool. It allows the learner to experience training as it relates to a life-like situation. This is one of the profound areas where we expect to see transformation - building skills while playing a game.

"I see and I forget, I hear and I remember, I do and I understand." - Confucius

Scenario-based E-Learning: an example

Successful Pathways in E-Learning

There are two distinct types of e-learning.

1. Traditional e-learning - "70% of what we SAY, 50% of what we DO, 20% of what we HEAR, 10% of what we READ"

2. Scenario-based e-learning - "Teach with success, learn with success"

"If you can't explain it simply, you don't understand it well enough." - Albert Einstein

Most Common Simulation and Gaming Applications

SIMSTUDIO is a second generation 3D simulation tool that is easily integrated with any standards-compliant Learning Management System (LCMS/LMS) through its LCMS/LMS integration.

SIMSTUDIO - the next big revolution in E-Learning

A Comparison of Traditional and Scenario-Based Learning Approaches

Traditional Approach

- Simplistic approach to training

- Low cost of development

- Relatively easy to modify

- Low data availability

- Limited learner control

- Fixed grading

- Low sharing of experiences about the subject

Scenario-based e-learning

- Concept-driven approach to training

- Increased cost of development

- More difficult to modify

- High data availability

- Greater learner control

- Possible for multiple paths

- Can provide feedback for performance improvement

- Can integrate with SNAP! Studio

- Can be used to stimulate user interaction within an object or space

- The learner is able to simulate user interaction within an object or space

- More Price Points

- Eocus is on Skill Building