Technology-Based Training: The Art and Science of Design, Development, and Delivery

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Description
Your blueprint to creating and managing technology-based training! Technology-Based Training is the first comprehensive overview and planning guide to the new world of distance learning. The accompanying CD-ROM and related web site (http://www.TBTsupersite.com) are packed with useful tools and links to technology-based resources to keep you up-to-date on all the latest developments in the field. Based on sound instructional system design principles and the latest technological advances, this book is filled with real-world examples and case studies so that you can see the principles in action. Technology-Based Training will teach you how to: * Determine when to use CD-ROMs and when to use the Web according to your organization's needs * Apply effective instructional strategies that will ensure greater learning * Design user interface to provide better access to course content * Track the effectiveness of your training program "Technology-Based Training is a must read for anyone thinking about moving toward web delivery for performance improvement." -Barbara Stebbins, supervisor corporate training and education, Ford Motor Company Put your technology-based training fears to rest. Everything you need to create an effective and cutting-edge training program is here!

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Architecture is the art and science of designing buildings and structures. A building reflects the scientific and technological achievements of the age as well as the ideas and aspirations of the designer and client. The appearance of individual buildings, however, is often controversial. The use of an architectural style cannot be said to start or finish on a specific date. Neither is it possible to say exactly what characterises a particular movement. But the origins of what is now generally known as modern architecture can be traced back to the social and technological changes of the 18th a Science of Learning. Talent Management. Training Delivery. By Role. Manager. However, to better approximate development times in the future, it would be important to gain insight into how individual respondents determined their time estimates. For example, it would be useful to know how many years of experience respondents have and whether they have specialized skills (UX design) or are more general practitioners (project manager, instructional designer, and developer). Does the training solution involve some sort of technology that requires implementation and partnership with IT? Finally, it may be important to know who the client is. She is also an adjunct professor teaching the art and science of instructional design and the management of L&D projects. Technology-based training by Kevin Kruse, 2000, Jossey-Bass/Pfeiffer edition, in English.

Technology-based training, the art and science of design, development, and delivery. by Kevin Kruse. Published 2000 by Jossey-Bass/Pfeiffer in San Francisco.