

SMART LEARNING DESIGN SUMMIT

iDESIGNX LIVE!

Tue 27 Feb 2018 - Rydges World Square, Sydney

YOU GOT THIS! Up To 15% Off Team Tickets!



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UPCOMING AGENDA	
7.30	REGISTRATION OPEN – CHECK-IN & CHILL-OUT
7.45	BREKKIE SERVED
8.00 – 8.30	BREKKIE SEMINAR TALK (30 mins)
	<p>Speaker: Stephen Barnett, Associate Professor, Founder & eLearning Researcher, Medcast</p> <p>Talk: Designing High Quality Social Blended Learning</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Describe strategies for improving tacit knowledge sharing and ‘know how’ in the workplace • Discuss the components of a blended learning package for workplace training • Analyse the key aspects of a program of workplace assessment.
8.30 – 8.50	COFFEE BREAK – HANG-OUT & BE COOL (20 mins)
8.50 – 9.00	SUMMIT START-UP (10 mins)
	<p>MC: Gerry Marcus, MC, iDESIGNX LIVE!</p> <p>Opening Comments: Talk through how the day will pan-out and some tips for you to get the best event experience.</p>
9.00 – 9.15	HEADLINER SESSION (15 mins)
	<p>Speaker: Dr Kuva Jacobs</p> <p>Talk: From Unaware to Advocate: A Case for Maximising the Learner Journey</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Describe the steps a learner progresses through in their journey from unaware to advocate • Identify how to leverage the touch points at each step • Utilise a case study to demonstrate a context for application.

9.15 – 9.30	HEADLINER SESSION (15 mins)
	<p>Speaker: Richard Wyles, Chief Exec & Design Visionary, Totara</p> <p>Talk: Freedom to Learn and Design in a Fast-Changing World</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Empower your learners. Learners as designers, creators, problem-solvers and innovators • Learn how to future-proof your investment in a world of rapid change • Avoid one-size-fits-all – we’re all different.
9.30 – 9.45	HEADLINER SESSION (15 mins)
	<p>Speaker: Juliette Denny, Chief Ideologist, Growth Engineering</p> <p>Talk: We need to Talk about the Way we Design and Deliver eLearning</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • An understanding of how to engage your learners through your eLearning design alone • An insight into the first things you should consider when designing your eLearning • An understanding of the best way to deliver new eLearning experiences to your audience.
9.45 – 10.00	HEADLINER SESSION (15 mins)
	<p>Speaker: Dr David Bond, eLearning Innovator, University of Technology Sydney</p> <p>Talk: Teaching Threshold Concepts Through Adaptive Learning at UTS</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Identifying threshold concepts in a course and using adaptive learning to help learners understand them • How to use technology to provide personalised learning experiences for large, diverse cohorts of learners • Common struggles with creating, deploying, and scaling learning experiences across multiple university courses.

10.00 – 10.15	HEADLINER SESSION (15 mins)
	<p>Speaker: Gerry Marcus, MC, iDESIGNX LIVE!</p> <p>Talk: Transformation Programs and what it Means for Learning Design</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How transformation programs are often structured • Where learning professionals fit in to transformation program teams • What this means for learning designers.
10.15 – 10.30	HEADLINER SESSION (15 mins)
	<p>Speaker: Emma Weber, Learning Transfer and Evaluation Specialist, Lever – Transfer of Learning</p> <p>Talk: How to Future Proof your Learning Design with Transfer</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Ditch content, compliance and control to turbo boost your learning • Develop curiosity and creativity in the learner’s own context for maximum impact • Discover the essential 3 step transfer process to future proof your learning design.
10.30 – 10.45	iDESIGNX IMPACT AWARD PRESENTATION (15 mins)
	Winners of the ‘Best Explainer Video’ will be presented with their certificates on stage.
10.45 – 11.15	REFRESHMENT BREAK – NETWORK & RELAX (15 mins)
11.15 – 11.45	FRONTLINER BREAKOUT SESSION (30 mins)

	<p>Speaker: Heather Vounnou, Global Education Program Innovator, Ultraceuticals</p> <p>Talk: Designing a Multi-Faceted and Interactive Training Program</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Design a training program that increases memory retention and ROI • Design a training program that creates raving fans • Design a learning program that keeps learners wanting more.
11.15 – 11.45	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Robb Reiner, Head of Learning Design, Evolve Studios</p> <p>Talk: Do we need Instructional Designers anymore? Is Technology Design Leading Learning Design?</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How to benefit from the metamorphosis of learning design in the digital age • How to define the mix of learning design elements which inform successful learning • How to create a learning environment where participants experience their workplace, evaluate their impressions and learn from other people's experiences.
11.15 – 11.45	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Linda Aanensen, National L&D Manager, ARCBS & Kym Stack, Learning Lead, Obvious Choice</p> <p>Talk: Designing & Implementing a Service Campaign/Mindset @ Australian Red Cross Blood Service</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Shifting the focus from learning outcomes to business metrics • Designing a spaced repetition program with micro coaching techniques • Performing to learn rather than learning to perform.
11.45 – 11.55	10min Switchover

11.55 – 12.25	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Peter Mercer, eLearning Design Specialist, NPS MedicineWise</p> <p>Talk: Advanced UX Design for Health Professionals – Lessons Learnt from 240,000 Learners</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How feedback improved our module layout and interaction design • How feedback enhanced our technical design • Looking to the future.
11.55 – 12.25	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Cath Ellis, Chief Instructional Designer, Cath Ellis Learning Design</p> <p>Talk: Designing Interactive First-Person Learning Experiences</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How to create interactive first-person videos • How to future-proof your videos • How to plan for and work with employee-actors.
11.55 – 12.25	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Jacinta Penn, Director of Instructional Design, Workbright eLearning</p> <p>Talk: Don't Make Me Sick – Better Design in VR</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Understand what makes people nauseous in VR • Make good design choices on movement options • Create better and less frustrating experiences for your learner.
12.25 – 12.35	10min Switchover

12.35 – 1.05	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Justin Cruickshank, Design & Production Manager, The Learning Hook</p> <p>Talk: Are you Virtually Experienced? – When Enterprise Learning Campaigns, Design and VR Collide</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How VR is being used as a learning/performance solution and when it should or maybe shouldn't be! • How to leverage the strengths of the VR experience for learning and minimise the weaknesses – some dos and don'ts.
12.35 – 1.05	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Richard Stublely, Head of Learning Design, Openlearn</p> <p>Talk: The Games People Play at the City of Sydney</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Why to consider game-based eLearning solutions • Benefits that learners gained from a game-based solution at the City of Sydney • Most essential do's and don'ts for designers when gamifying eLearning solutions.
12.35 – 1.05	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Gail Bray, Senior L&D Manager, Victoria Polytechnic</p> <p>Talk: Designing eLearning using a Rapid Agile Approach</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Practical tools that will support the implementation of a large-scale project • Increase the productivity of your eLearning development following an AGILE approach • Lessons learned to assist in achieving your product development targets.
1.05 – 2.00	NETWORK BREAK & GREAT TUCKER (55 mins)

1.30 – 1.50	LEARN @ LUNCH (20mins)
	<p>Speaker: Deborah Coram, Designer Extraordinaire, Safetrac Group</p> <p>Talk: The Pros & Cons of Designing Micro/Bite-Size Learning</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • The pros and cons of this type of learning style • When it should be used and when it should not be used • Various formats for this type of learning content.
2.00 – 2.30	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Andrew Barnes, Learning Technology Avant-Garde, GO1</p> <p>Talk: Future of Learning</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • The design foundations needed when preparing for the future of learning • The impact of the future of learning design in workplaces • Technology and the changes in the way that we design learning.
2.00 – 2.30	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Juliette Denny, Chief Ideologist, Growth Engineering</p> <p>Talk: Designing Unbelievably Engaging eLearning Experiences</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • An understanding of how the design of different learning technologies can drive genuine behaviour change • A full breakdown of the optimal way to design learning appropriate for a modern workforce • An understanding of how to engage learners through gamification, social learning and personalisation.
2.00 – 2.30	FRONTLINER BREAKOUT SESSION (30 mins)

	<p>Speaker: Nathalie Nuijens, Head of Content Design, GRC Solutions</p> <p>Talk: Design Learning that Sticks</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • The art of creating a meaningful message • Designing for cognitive ease and behavioural change • Common pitfalls and distractors to avoid.
2.30 – 2.40	10min Switchover
2.40 – 3.10	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Dale Thompson, Human Behaviour Expert & Designer, Maxart</p> <p>Talk: Using In-Game Data to Inform the Design of VR Experiences</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Why data is VR killer feature • Designing learning experiences with VR data collection in mind • Once you have your data, how to use it to improve how you design for VR.
2.40 – 3.10	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Cath Ellis, Chief Instructional Designer, Cath Ellis Learning Design</p> <p>Talk: Designing Interactive First-Person Learning Experiences</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • How to create interactive first-person videos • How to future-proof your videos • How to plan for and work with employee-actors.

2.40 – 3.10	FRONTLINER BREAKOUT SESSION (30 mins)
	<p>Speaker: Nick Petch, Lead eLearning Designer, Inspire Group</p> <p>Talk: Storytelling for Mental Health, eLearning and Character Design</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Discover powerful stories with design thinking • Why creating iconic personalities and a hero works for learning • How embedding the learning into the actions and behaviours of a character will make it stick.
3.10 – 3.20	10min Switchover
3.20 – 4.00	FRONTLINER BREAKOUT SESSION (40 mins)
	<p>Speaker: Dr Kuva Jacobs, Instructional Designer, Redpoint Consulting</p> <p>Talk: Tips for Creating Eye-Catching Infographic Slide Layouts in PowerPoint</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Breaking free of the bullet with innovative slide layouts • Leveraging PowerPoint features as a powerful and efficient graphic design tool • Deploying visual design techniques to make your slides appealing and engaging
3.20 – 4.00	FRONTLINER BREAKOUT SESSION (40 mins)
	<p>Speaker: John Stericker, Senior Learning/Design Consultant, Learning Plan</p> <p>Talk: 10 Design Tips for Mobile Learning that Works</p> <p>Session Enablers:</p> <ul style="list-style-type: none"> • Practical tips for achieving a mobile-first design approach • Common mobile learning challenges and how to avoid them • Key design considerations that impact the development process.
4.00	EVENT CONCLUDES