2010

elearning

Portfolio of Interactions

A printed guide of suggested uses of the asynchronous interactions found on the online Portfolio of Interactions at:
http://www.ocfs.state.ny.us/ohrd/portfolio/

09/08/2010

HOW TO USE THIS GUIDE

This is a continually developing guide of interactions for you to review as you think about creating you asynchronous (self-paced, computer-based) curriculum. Use this guide to make notes on the interactions found in the accompanying online portfolio found at: **http://www.ocfs.state.ny.us/ohrd/portfolio/**

As you browse through the online interactions - keep in mind that these can be used as standalone activities - or as enhancements to a traditional classroom training, or in conjunction with other elearning activities (the iLinc classroom, Knowledge Networks etc.).

If you have an idea for a new interaction – or a tweaking of an existing interaction – let us know! Keep in mind the amount of time to Delivery (i.e. how long it will take for us to create your interaction before you can use it)….

Articulate Interactions - Shortest Time to Delivery

Changes can be made to content only with some minimal changes in design.

Repurposing Already Created Custom Interactions - Longer Time to Delivery

These interactions can be customized to your project in design, interactions, and content.

New Flash Custom Interactions – Longest Time to Delivery
The time to delivery of new custom interactions will depend on the complexity and length of the interactions.

We hope reviewing these interactions will help you to begin to consider what will make your course the most interactive and effective training as possible.

If you have any questions about the interactions you see here, please email phoebe.schimpf@ocfs.state.ny.us, or call 518-402-3770.

CUNY School of Professional Studies
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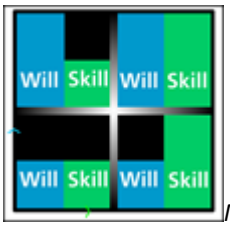

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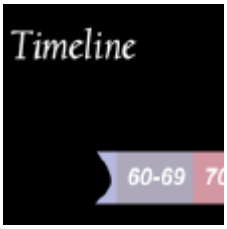

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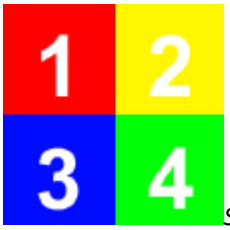

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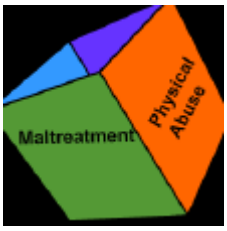

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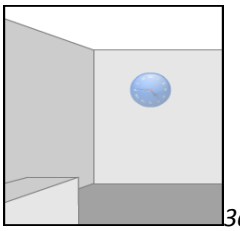
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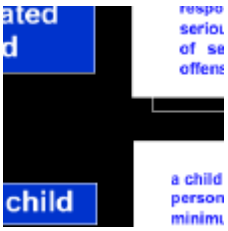

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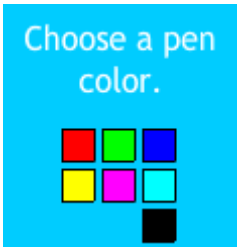

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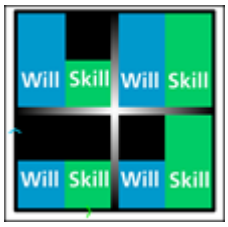
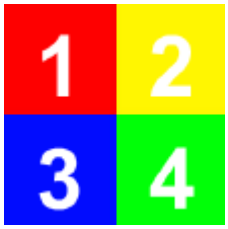
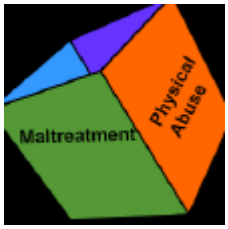
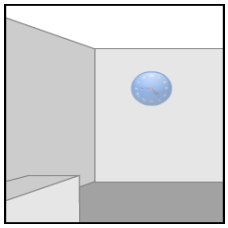
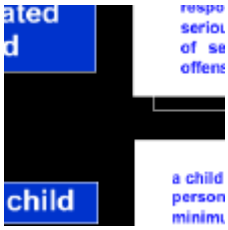
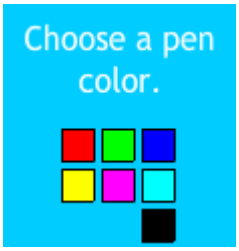
CUSTOM FLASH INTERACTIONS

 MATRIX	In this activity, the user clicks on the graphic that is set up on two axes – will and skill. Clicking on a quadrant will display the appropriate coaching method for that combination of will and skill. Use this interaction to: • Show qualities along two axes • Guide users through a range of skills/qualities • Couple an action plan to the corresponding skill level.
 TIMELINE	In this activity, the user interacts with tokens representing various events in the history of fatherhood. The user drags these tokens to the decade in which they took place. Once they have successfully identified the correct decade, they are given additional information about this event. Use this interaction to: • Challenge the assumptions about when events in history took place. • Offer more information about events • This timeline could also be used to illustrate steps in a process instead of events in history.
 CAROUSEL	The Carousel interaction rotates images in a 3D circle depending on the user's mouse movement. When the user clicks on an icon, more information is displayed. Use this interaction to: • Give a Visual Tour of Images • Review warning symbols, sign language etc. • Give more details to images related to a particular topic • Explore pieces of a whole
 SLIDING RECTANGLES	This interaction has the user move through a series of steps. Clicking on each numbered step opens more details. Use this interaction to: • Step through a series of periods and events • Guide users through a continuum
 CUBE	This interaction has the user click and roll through four sides of a cube – learning about various indicators of abuse or maltreatment. Clicking on each side of the cube opens more details. Use this interaction to: • Learn about indicators in more detail • Learn about parts and how they relate to a whole.

 3D SCAVENGER HUNT	This interaction has the user move through a 3d room using the left and right arrow keys on the keyboard. As the user moves through, various pictures and interactive elements appear. Use this interaction to: • Have the user walk through a room (museum, office space etc.) • Have the user spot potentially dangerous situations in an environment.
 IMAGE CHANGER 3D	This scrolls through a series of pictures vertically or horizontally. Use this to: • Display pictures during a narration • Show pictures of items in the same category.
 HOT SPOT	In this quiz-like interaction the user click on an image on screen, and receives feedback as to whether or not they have correctly chosen the correct image. Use this interaction to: • Correctly choose the correct image or term from a variety of images.
 PANEL SLIDER	In this interaction, the user click on an image on screen, and receives feedback and more details on that image. Use this interaction to: • Walk through a list of related objects • Compare the differences among several objects
 DRAG AND DROP - IMAGE	In this quiz-like interaction, the user drags the “needs” listed on the right to the family member who most conveys that need. If correct, the need remains near that family member. If incorrect, the need returns to the right. Use this interaction to: • Associate behaviors to people • Associate labels to a picture

 DRAG AND DROP - TERMS	In this interaction, the user drags the term to the correct definition. If correct, the need remains near that family member. If incorrect, the need returns to the right. Use this interaction to: • Match terms to definitions.
 DRAG AND DROP - PLAN	In this interaction, the user matches strengths to needs to create a family plan. When the strength and need are correctly matched, the need statement and the dragged strengths statement will both disappear, and a task statement using the strength to address the need will appear in the "Family Plan." Use this interaction to: • Match attributes and come up with an action plan.
 DRIVING	In this interaction, the user navigates through a simulation of a foggy road. Along the way, the user is asked to think about several questions. Use this interaction to: • Create a metaphor for a concept (i.e. lack of vision is like driving in a fog). • Have the user contemplate a series of questions displayed on signage.
 SKETCH PAD	In this interaction, the user creates a drawing on screen – which they can then print out. Use this interaction to: • Guide the user through a mind map activity

 BOOK	This activity has the user click through the pages of a book, and incorporate a quiz. This activity is best used for: • Moving Through a Sequence • Telling a Narrative
 BOOK	This activity has the user solve a puzzle. As they solve the puzzle they see detailed explanations of key ideas. This activity is best used for: • Describing how pieces relate to a whole • Connecting and exploring themes • Showing solutions to a problem

STANDARD ARTICULATE INTERACTIONS

(All descriptions are from the Articulate web page)

 PROCESS	The Process interaction allows users to discover the steps of a linear process. Use the Process interaction to: • Illustrate the steps of a process • Walk users through a series of related items • Explain a workflow or procedure
 LABELED GRAPHIC	The Labeled Graphic interaction allows users to identify the key elements of an image. Use the Labeled Graphic interaction to: • Highlight details of a photo or image • Call out relevant parts of a graphic • Explain features of a software screenshot
 TABS	Use the Tabs interaction to: • Walk through a list of related concepts • Identify members of a group • Compare the differences among several objects
 CIRCLE	The Circle Diagram interaction allows users to examine the relationship of items in a circular hierarchy. Use the Circle Diagram interaction to: • Show related items within a hierarchy • Organize concepts into segments and layers • Graphically depict a philosophy or approach

 TIMELINE	The Timeline interaction allows users to discover the events of a timeline. Use the Timeline interaction to: • Step through a series of periods and events • Guide users through a continuum • Highlight key milestones in a schedule
 MEDIA TOUR	The Media Tour interaction allows users to step through a series of related images, video and Flash. Use the Media Tour interaction to: • Walk through screenshots of a software application • Create a multimedia tour from photographs and videos • Provide a "how-to" manual from a series of images
 FAQ	The FAQ interaction allows users to uncover the answers to frequently asked questions. Use the FAQ interaction to: • Answer commonly asked questions • Let users search for solutions to problems • Review subject matter in a "Q&A" format
 PYRAMID	The Pyramid interaction allows users to explore a hierarchical relationship of related concepts. Use the Pyramid interaction to: • Show relationships within a hierarchy • Compare levels of importance of related concepts • Detail steps in a process or methodology

 GUIDED IMAGE	The Guided Image interaction allows users to examine important parts of an image or diagram. Use the Guided Image interaction to: • Step through details of an image • Explain significant parts of a graphic