



Creating interactive scenarios

Collection: Interacting with media

Interactive scenarios can be a powerful learning tool because they present the learner with challenging situations that are realistic and relevant to them.

People welcome the opportunity to solve problems, not just be given information.

Scenarios can be used in many ways - they can be a complete learning activity in themselves, they can be used to help embed other learning and they can be used to practice skills in a safe environment. That's particularly important when people need to see the consequences of not doing things the right way.

You may have considered interactive scenarios but thought they were too complex, too difficult to create. They do require careful planning, but you can definitely create scenarios yourself and there are some great tools to help you.

Is this for you?

This course is aimed at digital content designers looking to create immersive interactive scenarios and for those who intend to work as part of a team of specialists undertaking this task. If you already have software suitable for creating interactive scenarios, that's fine. If you don't, you'll find out on the course what's needed to do a good job.

Skills you will acquire

Complete this course and you'll be able to:

- identify when a scenario is right for your subject
- select the right format – branching or non-branching – for your subject and audience
- develop a compelling idea and turn that into realistic and challenging situations for your learners
- create a design that keeps the focus on the important outcomes – both good and bad
- design and build a non-branching scenario using simple office tools
- design a branching scenario that can be built in a suitable authoring tool

Your journey

To help you build your skills in creating interactive scenarios we have provided you with ten lessons, each of which includes a short video and sometimes an activity to complete. We have also provided you with a number of resources that you can use for on-going reference, including tips and links to useful tools.

In lessons one to six we'll cover what interactive scenarios are, the formats, the characteristics of good scenarios, the design process, the tools and ways to distribute them. In lessons seven to ten we'll see how that looks in practice as we go through the design and development process for both a non-branching and branching scenario.

Recognition for you

If you complete all elements of this course, you will receive a Skills Journey badge. You can go a step further and complete the optional assignment, designed to help you apply what you have learned to a real-world task. If you are just browsing this course, then this is likely to be a step too far, but if you are serious about building your skills, this will be an invaluable exercise.