



# How to Choose the Training Format That Really Works

# How to Choose the Training Format

## STEP 1 Create a training brief

A training brief is a detailed document outlining a training program, including objectives, content, methods, materials, duration, assessment criteria, trainer info, and logistics. [Download the training brief template here](#) →

## STEP 2 Choose the most suitable course format using the criteria below

TRAINING DESIGN CRITERIA	Slide-based course	Interactive role play	Longread	Video course	Interactive video course	Games	Podcast	Screencast	Software simulator
Can be created by an inexperienced e-learning developer	✓	✗	✓	✗	✗	✗	✗	✗	✗
Training development time less than 1 month	✓	✓	✓	✗	✗	✗	✓	✓	✗
Limited budget	✓	✓	✓	✗	✗	✗	✓	✓	✗
Easy to make changes to the course	✓	✓	✓	✗	✗	✗	✗	✗	✗
Most convenient for practicing communication skills	✗	✓	✗	✗	✓	✗	✗	✗	✗
Most convenient for learning new software	✗	✗	✗	✗	✗	✗	✗	✓	✓
Training exercises with feedback	✓	✓	✓	✗	✓	✓	✗	✗	✓
Possibility of training without audio accompaniment	✓	✓	✓	✗	✓	✓	✗	✓	✓
Suitable for mobile learning	✓	✓	✓	✓	✓	✓	✓	✓	✗
Suitable for microlearning	✓	✓	✓	✓	✗	✗	✓	✓	✗

\* The exception is software originally developed for a mobile device.

# Course Formats

## SLIDE-BASED COURSE

is a training format that uses presentation software and delivers information through sequential slides.

## SCREENCASTS

are user-friendly visual walkthroughs, guiding learners through screen recordings, images, text, and clear narration.

## LONGREAD

is an in-depth article or guide with text, images and videos.

## SOFTWARE SIMULATOR

is a format that mirrors the software's interface, giving users a safe space to practice without the worry of making mistakes or losing important data.

## GAMES

are interactive learning experiences that incorporate gaming elements like challenges, levels, and rewards, engaging learners while enhancing skills and knowledge in a playful way.

## VIDEO COURSES

are dynamic learning experiences that blend engaging recorded videos with visuals, providing step-by-step instructions and practical demonstrations.

## INTERACTIVE ROLE PLAYS

are training exercises in which learners engage in simulated conversations with various characters, allowing them to practice communication skills and receive feedback in a risk-free environment.

## INTERACTIVE VIDEO COURSE

is a format that resembles a first-person computer game, where the employee becomes the main character and must solve a particular task or challenge. The storyline depends on their choices.

## PODCASTS

are a captivating audio-based training format that offers flexible and relatable learning experiences.

## MOBILE LEARNING

is a format that includes the use of mobile devices like smartphones and tablets to deliver educational content.

## MICROLEARNING

is a bite-sized, focused learning format that delivers information in small, easy-to-digest chunks.

# iSpring course examples

Slide-based course →

Interactive Role Play →

Longread →

Video Course →

Interactive video course →

Game-based course →

Screencast →

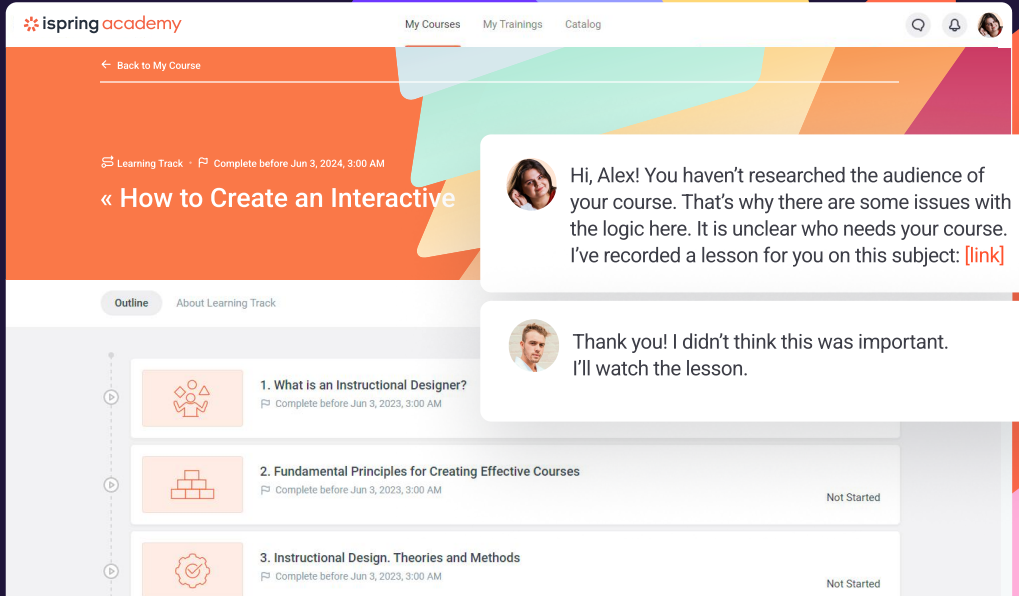


# Start out in your new career faster and easier

Our in-depth course “**How to Create an Interactive Online Course**” will help you master each stage of course development in 20 lessons – from identifying learning objectives and creating a storyboard to perfecting the graphics.

You will also put theory into practice after each module and create a course for your portfolio under the guidance of a senior instructional designer

Explore course contents



The screenshot displays the ispring academy course interface. At the top, there are navigation links for "My Courses", "My Trainings", and "Catalog". Below this, a "Learning Track" section shows a course titled "How to Create an Interactive Online Course" with a completion deadline of "Complete before Jun 3, 2024, 3:00 AM". The course outline includes three modules:

- 1. What is an Instructional Designer?** (Complete before Jun 3, 2023, 3:00 AM)
- 2. Fundamental Principles for Creating Effective Courses** (Complete before Jun 3, 2023, 3:00 AM) - Not Started
- 3. Instructional Design. Theories and Methods** (Complete before Jun 3, 2023, 3:00 AM) - Not Started

Two chat messages are overlaid on the right side of the interface:

- Message 1: "Hi, Alex! You haven't researched the audience of your course. That's why there are some issues with the logic here. It is unclear who needs your course. I've recorded a lesson for you on this subject: [\[link\]](#)"
- Message 2: "Thank you! I didn't think this was important. I'll watch the lesson."