

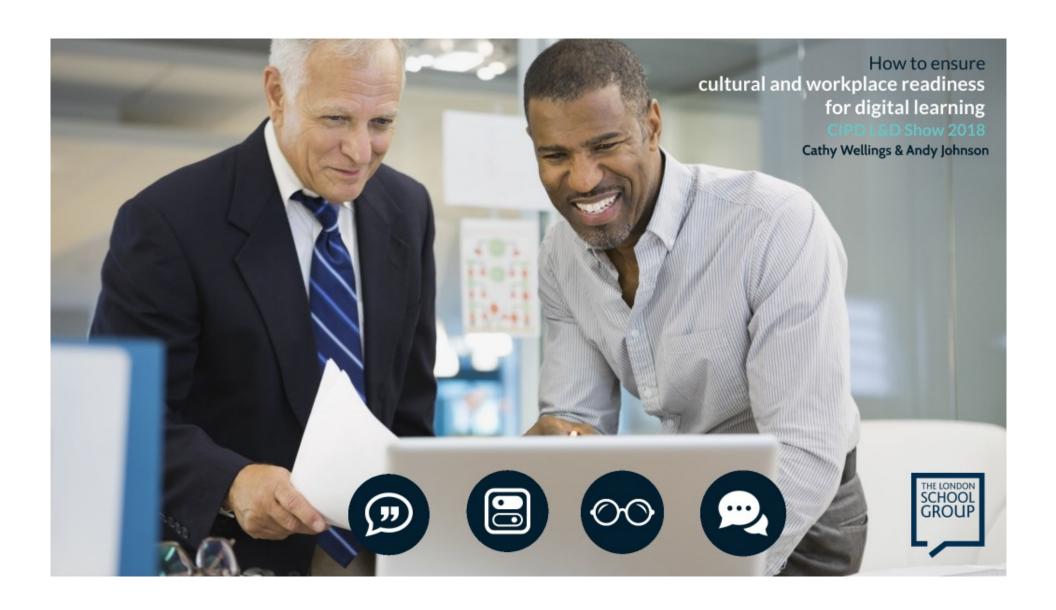


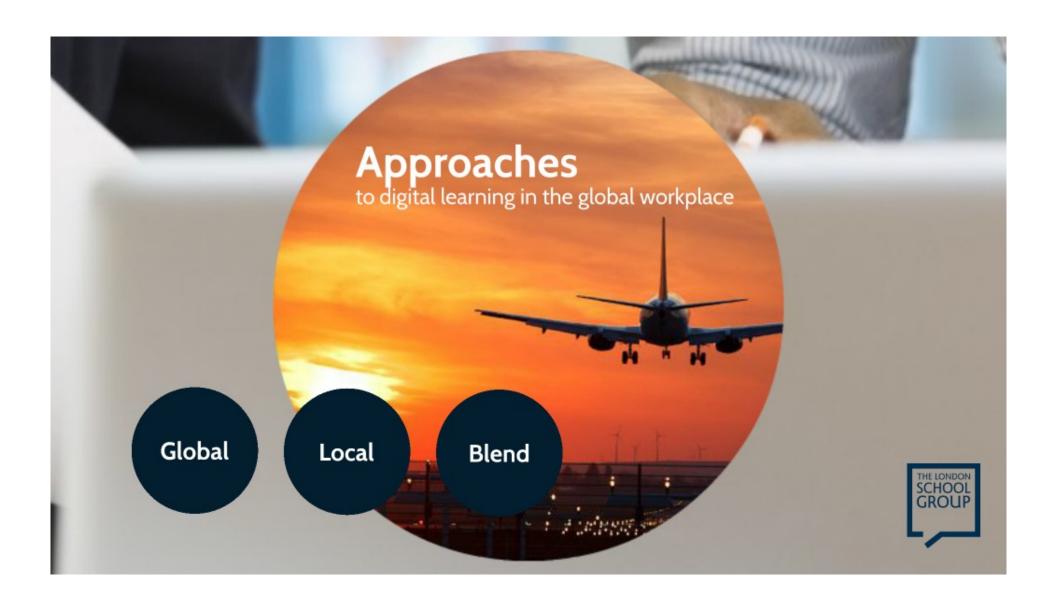
Mythinformation

"The almost religious conviction that a widespread adoption of computers and communications systems, along with broad access to electronic information, will automatically produce a better world for humanity."

Langdon Winner, 1984







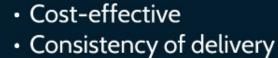


Internationalisation

- Neutralisation of content
- · Removal of cultural markers









 Vanilla - by trying to speak to everyone you end up speaking to nobody



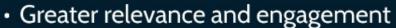
Localisation

 Specific versions of content adapted for local training needs











- Expensive and time-consuming
- Paradox of simplicity vs. expertise



Blended

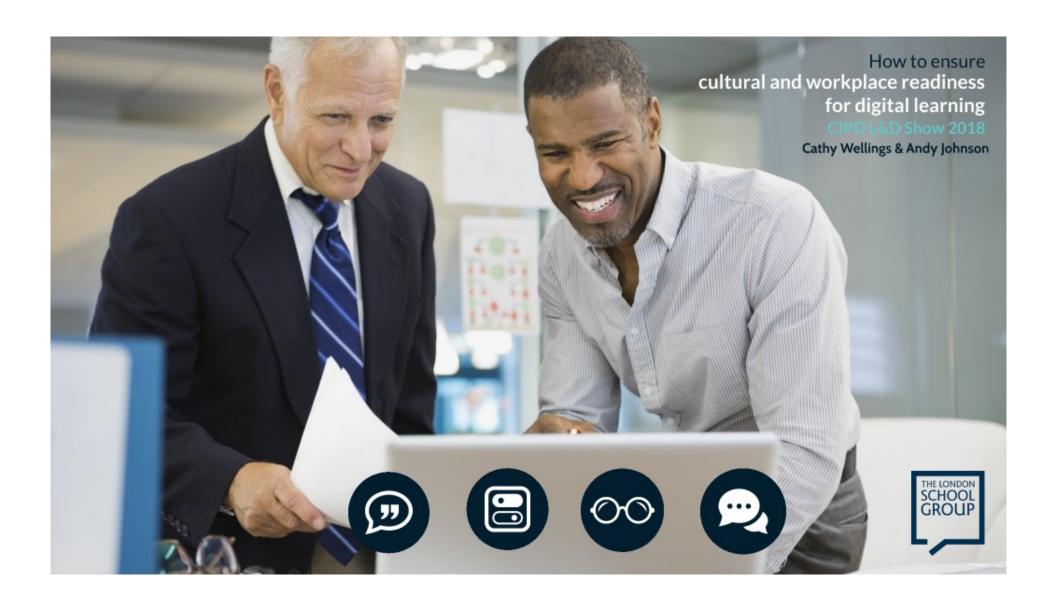
 Live with self-paced: virtual classroom, face-to-face, forums







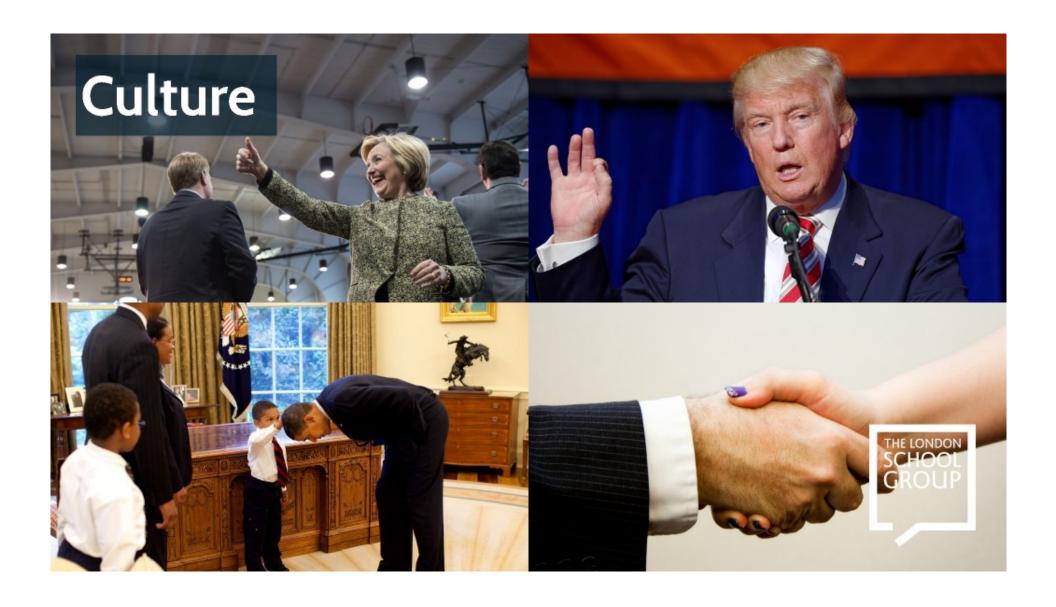
- Flexible delivery
- Greater personalisation and engagement
- Greater cost
- Potential inconsistencies





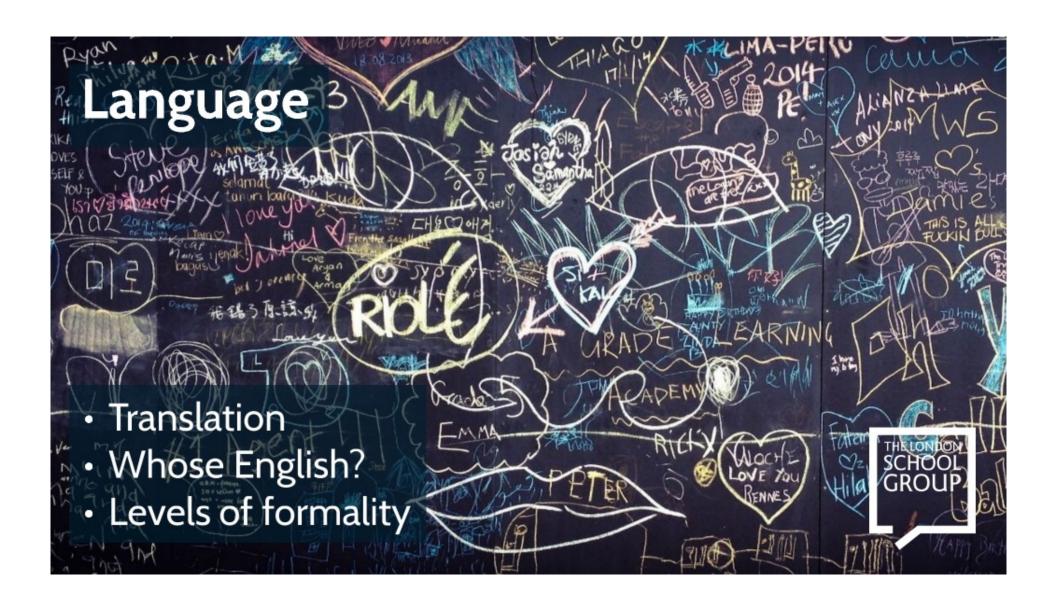


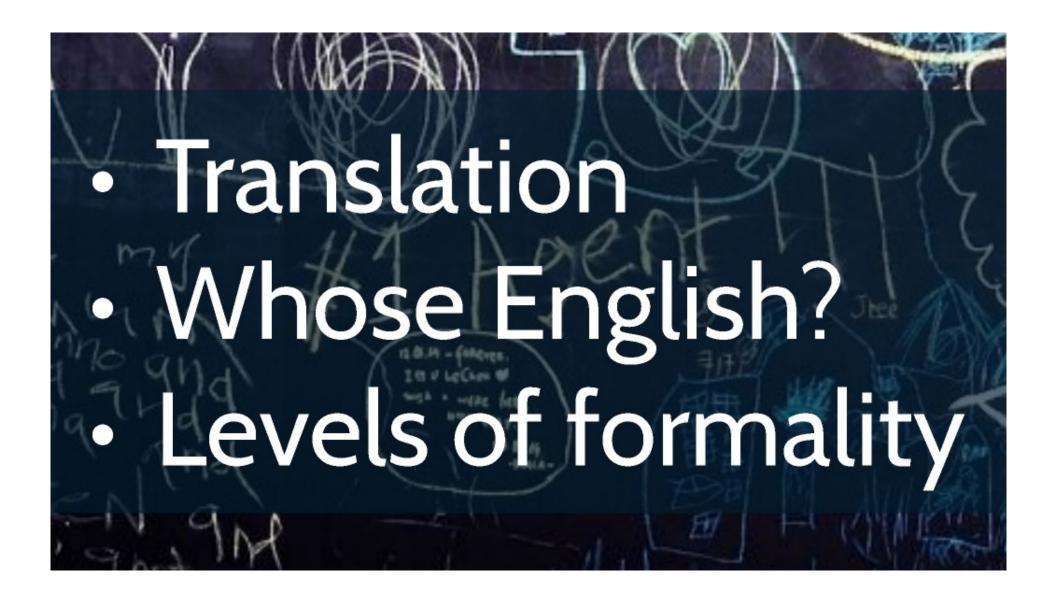


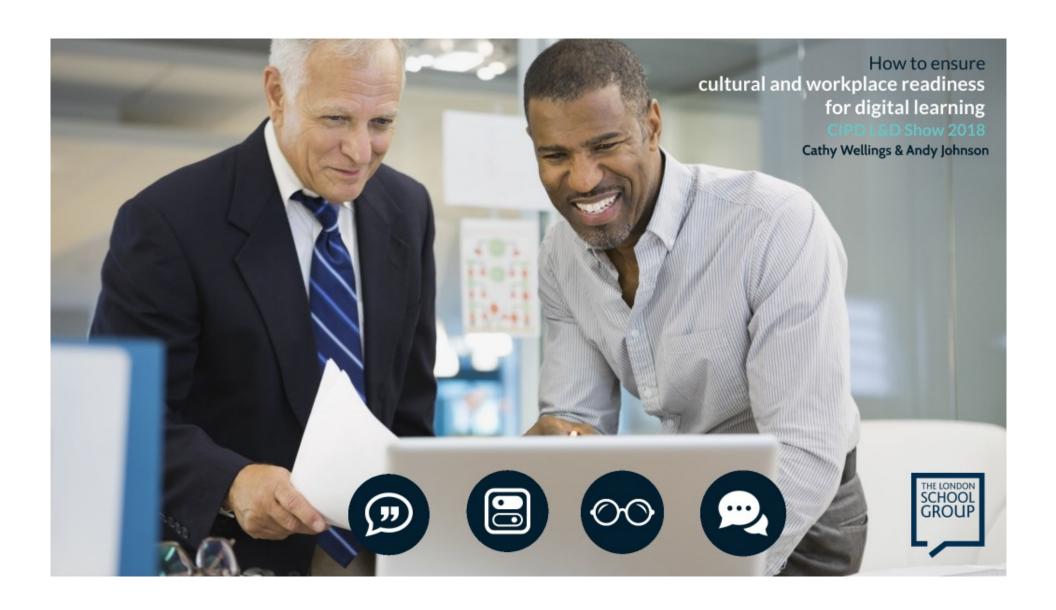


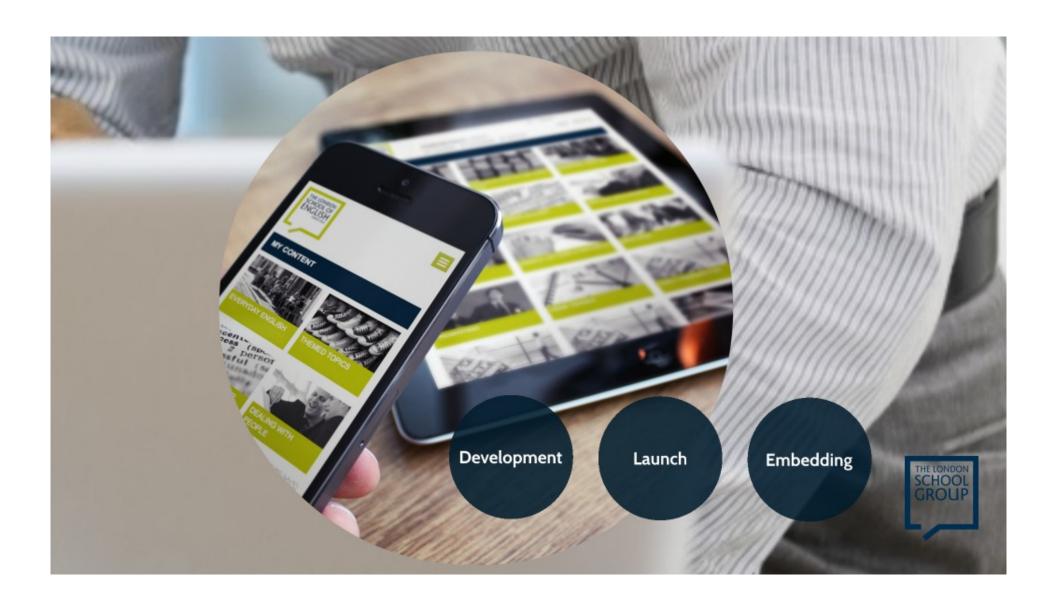


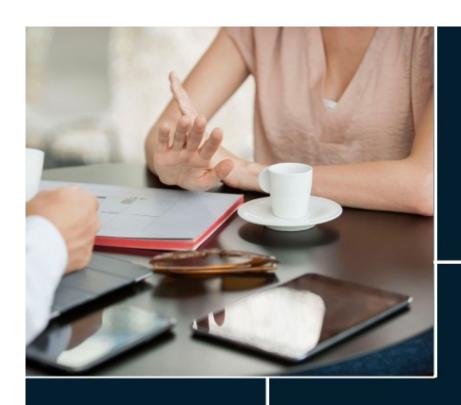












Development



- What languages?
- Learner context?
- Stakeholder and cultural research





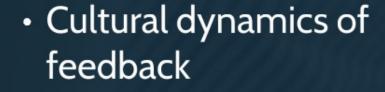
Launch



- Communication strategy: timelines, locations, expectations and benefits
- Internal positioning
 - top-down buy-in
 - bottom-up champions



Embedding



• Be flexible in your approach











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