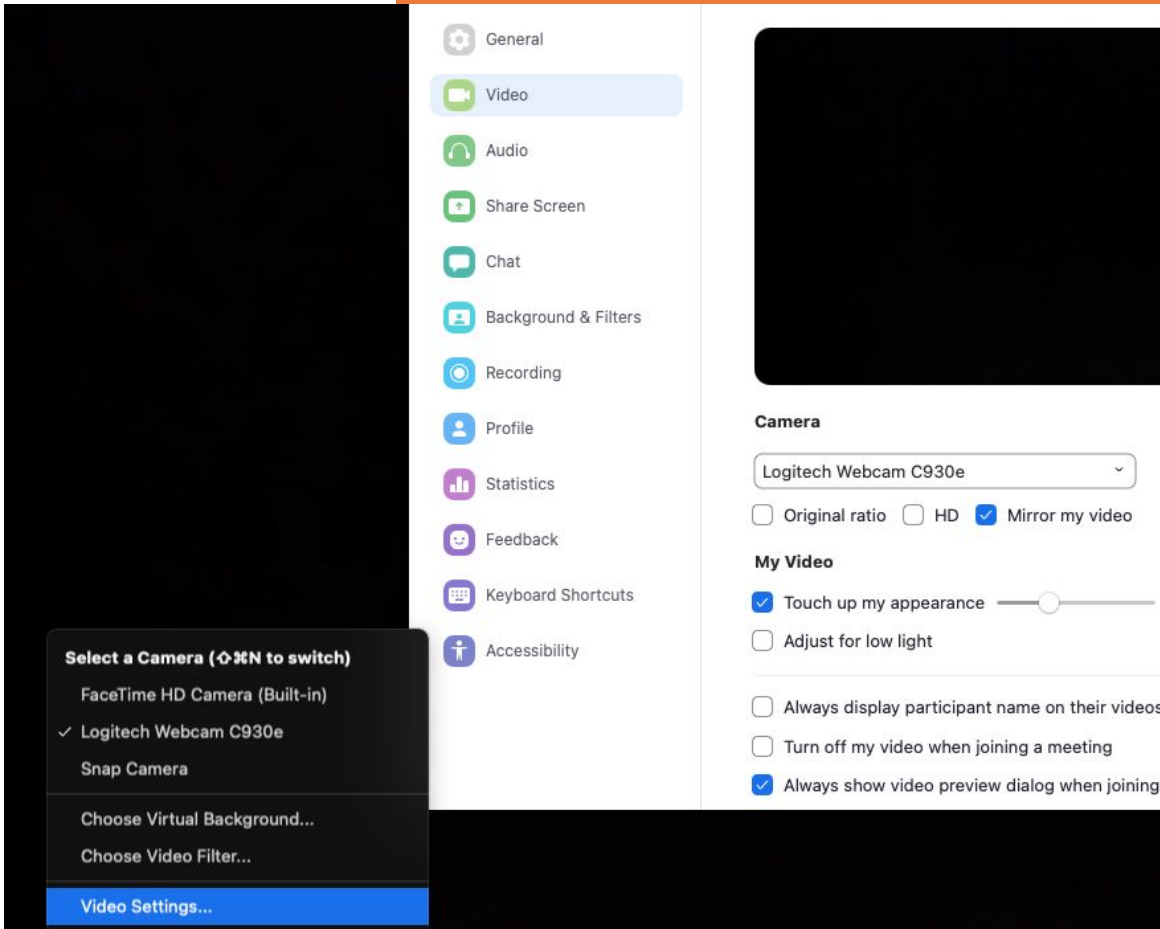
GAMOTECA

Case Studies on Blended Learning from UN entities

Webinar Series - Session 2

Low bandwidth?

- Turn off HD video (see below)
- Try switching off your video
- Recordings will be made available
- Ask the IT team at your office!



Introduction and objective of the Development Account (DA) eLearning Webinar Series

- Target audience: DA Project Officers and Focal Points
- Goal: Enhance capacity to implement and deliver 11th-14th tranche DA projects during and after the COVID-19 pandemic
- Time schedule: 60-90 minute webinars every other week
- Topics and feedback: A questionnaire has been circulated to identify the most relevant topics for the webinars. You can also channel feedback to us through DA Focal Points in your respective entities.

Agenda

- Case studies with practical examples, lessons learned, tips
  - UNCTAD - TrainForTrade
  - UN Habitat
- Panel Q&A

Poll

In Mentimeter rate:

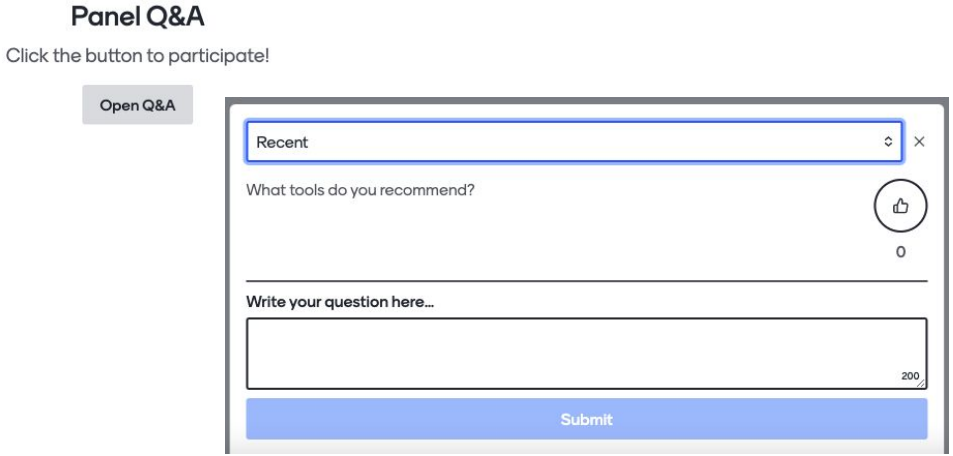
(scan QR code on right with phone camera)

- How comfortable do you feel with:
  - Designing and developing engaging programmes
  - Facilitating & making the workshops more interactive
  - Using technology tools

For panel Q&A

- Use Mentimeter on your phone, so you can keep Zoom on desktop
- Use Open Q&A button
- Check existing questions and up vote before you add a question
- You can keep adding questions through the presentations

Mentimeter



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TRAIN FOR TRADE

UNITED NATIONS
UNCTAD

Development Account
Department of Economic and Social Affairs

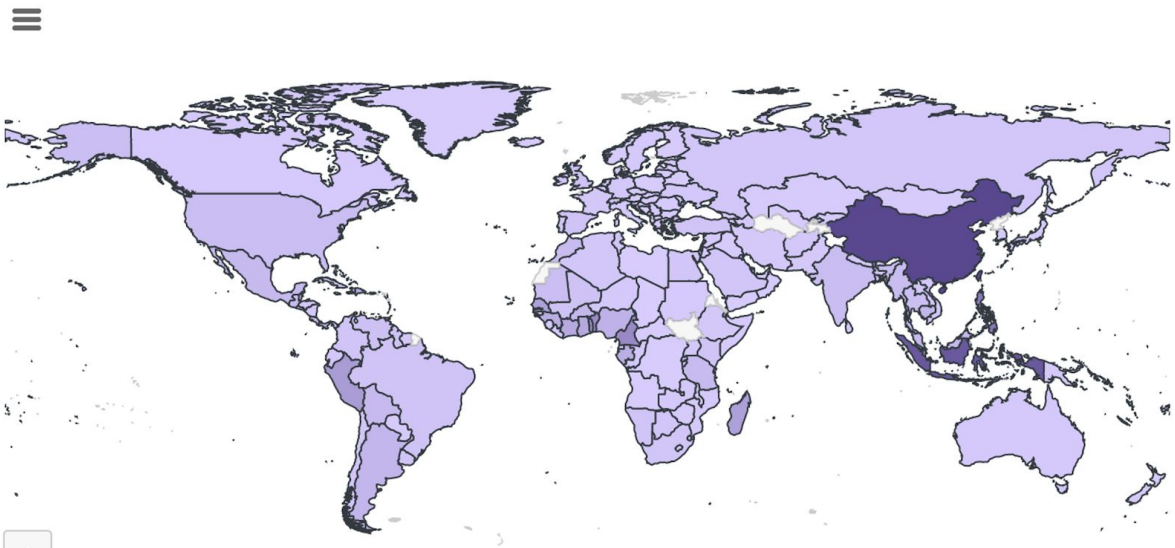
UNDA WEBINARS

BLENDED LEARNING EXPERIENCE

Total: *10430 participation(s)*

TFT COVERAGE

Residency country

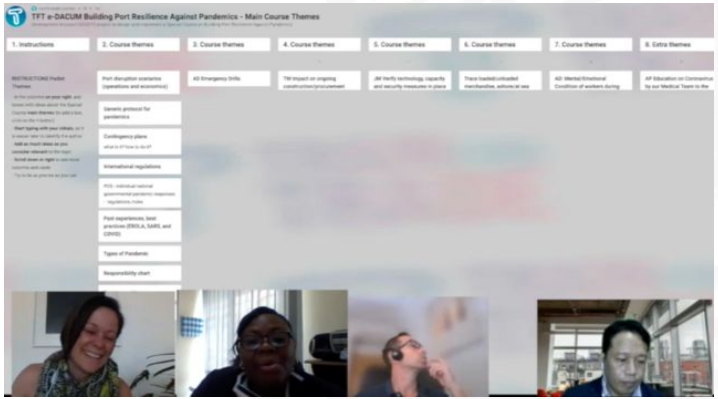


Nb. of countries	202
China	851
Indonesia	737
Philippines	523
Cameroon	421
Benin	415
Togo	346
Peru	304
Madagascar	281
Senegal	274
Ghana	225
Côte d'Ivoire	223
Dominican Republic	219
Guinea	200
Gabon	192
Nigeria	167
Argentina	139
Cambodia	138
Burkina Faso	126
Bolivia (Plurinational State of)	115

- 202 Countries & Areas
- >10'000 participations
- 250 Events
- Audience 25 – 1000
- 3 Components (ECommerce, Port Management, Trade Stat)

KEEP YOUR PROJECT RUNNING - DIGITALISE

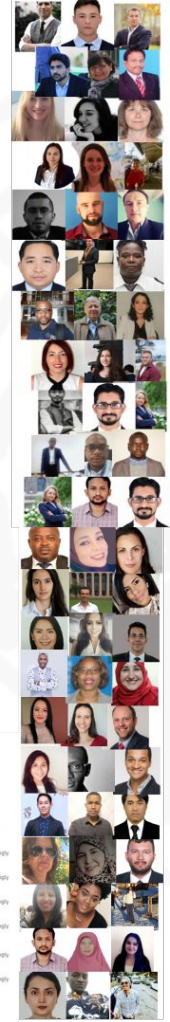
- BRAINSTORMING SESSIONS
  - Pre-sessions one-on-one with lead experts
  - Test technology with different scenarios (high-low capacity)
  - In between “live” sessions extra work
  - Keep it short (max 70’) and spread it (3 sessions)



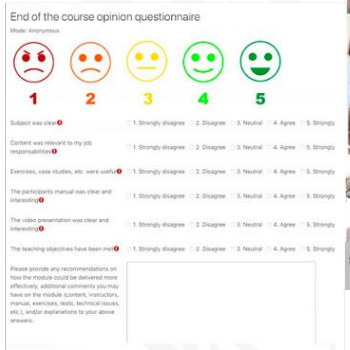
- ASSESSMENT PANELS
  - Time factor 2 days vs 2 weeks!
  - Need more resources (people)
  - Timely availability of experts (tracking through WhatsApp, Signal, Viber)
  - Discipline
  - ”Joker” time

KEEP YOUR PROJECT RUNNING - DIGITALISE

- SEMINARS, WORKSHOPS AND SIMILARS
  - Collect registration data (know your audience!)
  - Forum and moderation with experts!
  - Follow up webinars
  - Showcase selected participants experience/cases
  - Increase participation using social media campaigns (timing and frequency)

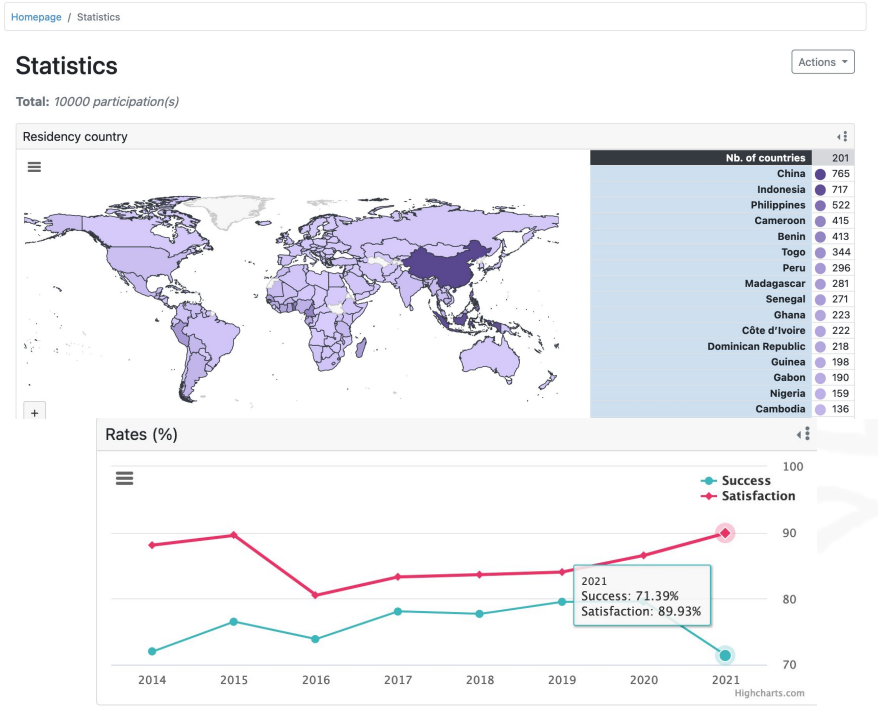


- LESSONS LEARNED
  - Reverse time factor: More time in preparation than actual event
  - Set as many intermediary meetings as necessary
  - Change language and style!
  - Incentives
  - Test, test and test (3x)

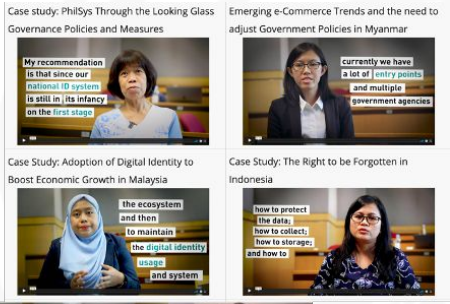


LOOKING AT THE BENEFITS OF IT

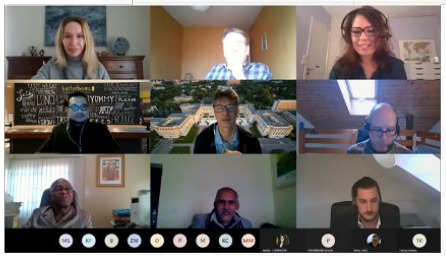
- Expand scope
- Collect data
- Develop new ideas, Training packages, Products
- Update/upgrade content and tools



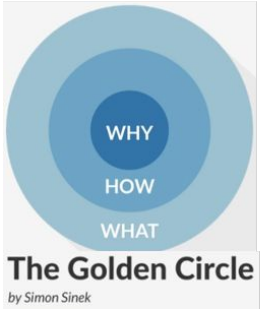
WAY FORWARD



- TRY NEW WAYS
  - Technology, platforms, digital tools
  - Multiple sessions different target/audience
  - Lessons learned, Data collection
  - Benchmark with colleagues, other entities, partners
  - Prepare (3x)



- KNOW YOUR LIMITS
  - Digital tools & technology can boost your performance but will NOT replace resources, ability and time
  - Risk control
  - Time zones
  - Stick to your original mission, “raison d’être”



Development Account
Department of Economic and Social Affairs

LEAVING NO ONE BEHIND

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Digital capacity building for sustainable urbanization

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Capacity Development and Training Unit,
UN-Habitat

UN HABITAT

AGENDA

1. **Interactive virtual workshop** — 7 min
2. **Cost-efficient self-paced online course** — 3 min

UN HABITAT
FOR A BETTER URBAN FUTURE

I. INTERACTIVE VIRTUAL WORKSHOP — CONTEXT

- **UNDA project closing** — May 2020
- **COVID-19**: Had to find alternative to physical workshop
- **25 local government officials** from LAC. 4 facilitators.
- 3 days, 2.5 hour sessions

UN HABITAT
FOR A BETTER URBAN FUTURE

1. INTERACTIVE VIRTUAL WORKSHOP — FEATURES

Interactivity

- Cameras on
- Icebreakers
- Polling
- Group discussions in breakout rooms
- Networking opportunities

Multilingual presentations

- Presentations in Spanish and Portuguese

Real-time **subtitles**

Collaborative exercise in Mural

UN HABITAT
FOR A BETTER URBAN FUTURE

3

ES: ¿Cuáles son los siguientes pasos? ¿Cuáles son las acciones para garantizar la sostenibilidad del proyecto y las actividades?

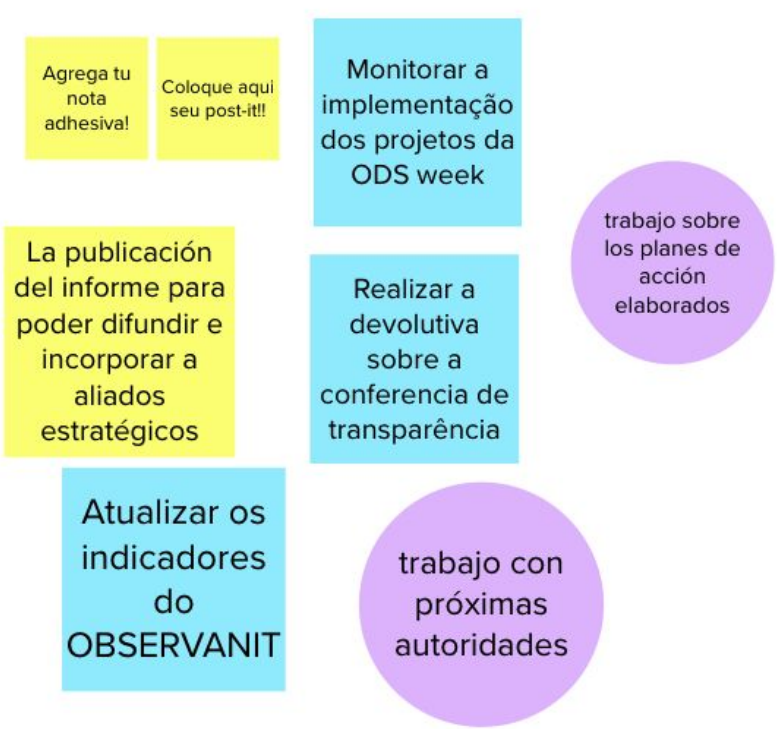
PT: Quais são os próximos passos? Quais são as ações para garantir a sustentabilidade do projeto e atividades?

ESPAÑOL

Use notas adhesivas para escribir ideas sobre siguientes pasos y acciones (una idea por cada nota adhesiva).
Haga doble clic en el espacio blanco a la derecha para agregar una nota adhesiva.

PORTUGUÊS

Use post-its para escrever ideias sobre próximos passos e ações (uma idéia para cada nota adesiva).
Clique duas vezes no espaço em branco à direita para adicionar uma nota adesiva.



UN HABITAT
FOR A BETTER URBAN FUTURE

INTERCAMBIO
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Daniel Gaspar
Aline Xavier
COMPARTIR
Daniel Mancebo
COLABORACIÓN
Luciana Tuszel
CIUDADANOS
Zuzana Vuova
MARAVILLOSO
edgar pacheco
Rachel Barquette
Priscila Moreira Borges
Ruby Palacios
Horacio Rodriguez
COMPARTIR
EXPERIENCIAS
jose.ochoa
Aprendizaje
Colectivo
Dayana Cardenas Carranza
COMPARTIR
Liliana Miranda Sara
Nancy Soto
Oscar Vargas
1 Asencio Guzmán...
Connecting to audio

1. INTERACTIVE VIRTUAL WORKSHOP — TOOLS

Video conferencing: **Zoom**

- Audio/video quality
- Polling (vs Mentimeter and others)
- Breakout rooms (MS Teams is catching up)

Whiteboarding software: **Mural**

- Intuitive & useful functionality
- Alternatives: Google Jamboard, Miro, ??

Facilitator coordination: **WhatsApp**

File sharing: **Google Drive**

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FOR A BETTER URBAN FUTURE

1. INTERACTIVE VIRTUAL WORKSHOP — LESSONS LEARNED

1. Virtual format needs **more organization and coordination**
2. **More participants** can take part (no travel or DSA)
3. **More facilitators** can be involved
4. Technology helps **overcome language barriers**
5. Easy to **record and disseminate** the session

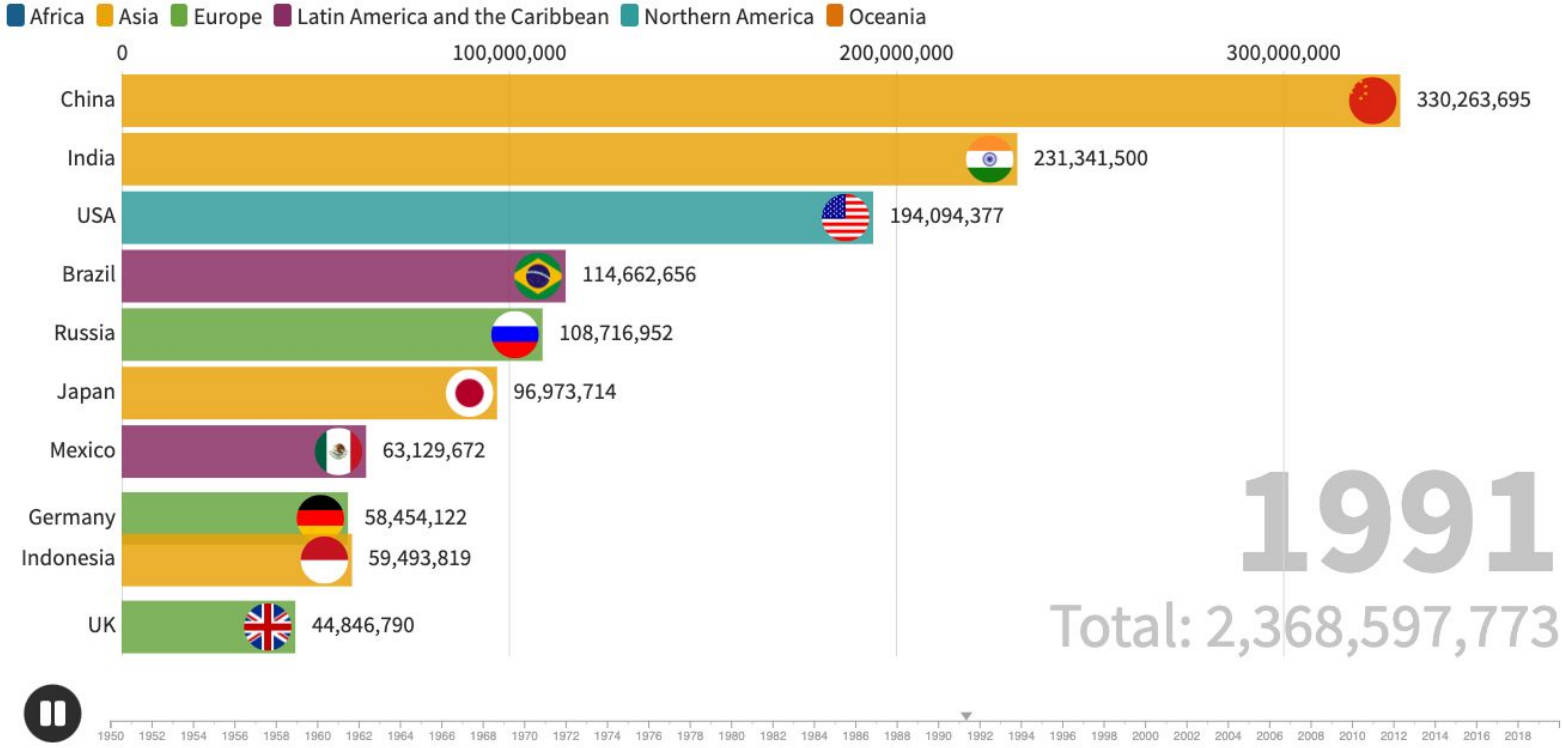
2. COST-EFFICIENT ONLINE COURSE — CONTEXT

learn.urbanagendaplatform.org

- Based on **New Urban Agenda Illustrated** handbook
- Global focus
- Demand in UNDA project to adapt trainings to COVID-19 limitations
- Focus on **cost-efficient** quality and interactivity

UN HABITAT
FOR A BETTER URBAN FUTURE

2. COST-EFFICIENT ONLINE COURSE — DATA VISUALIZATION I



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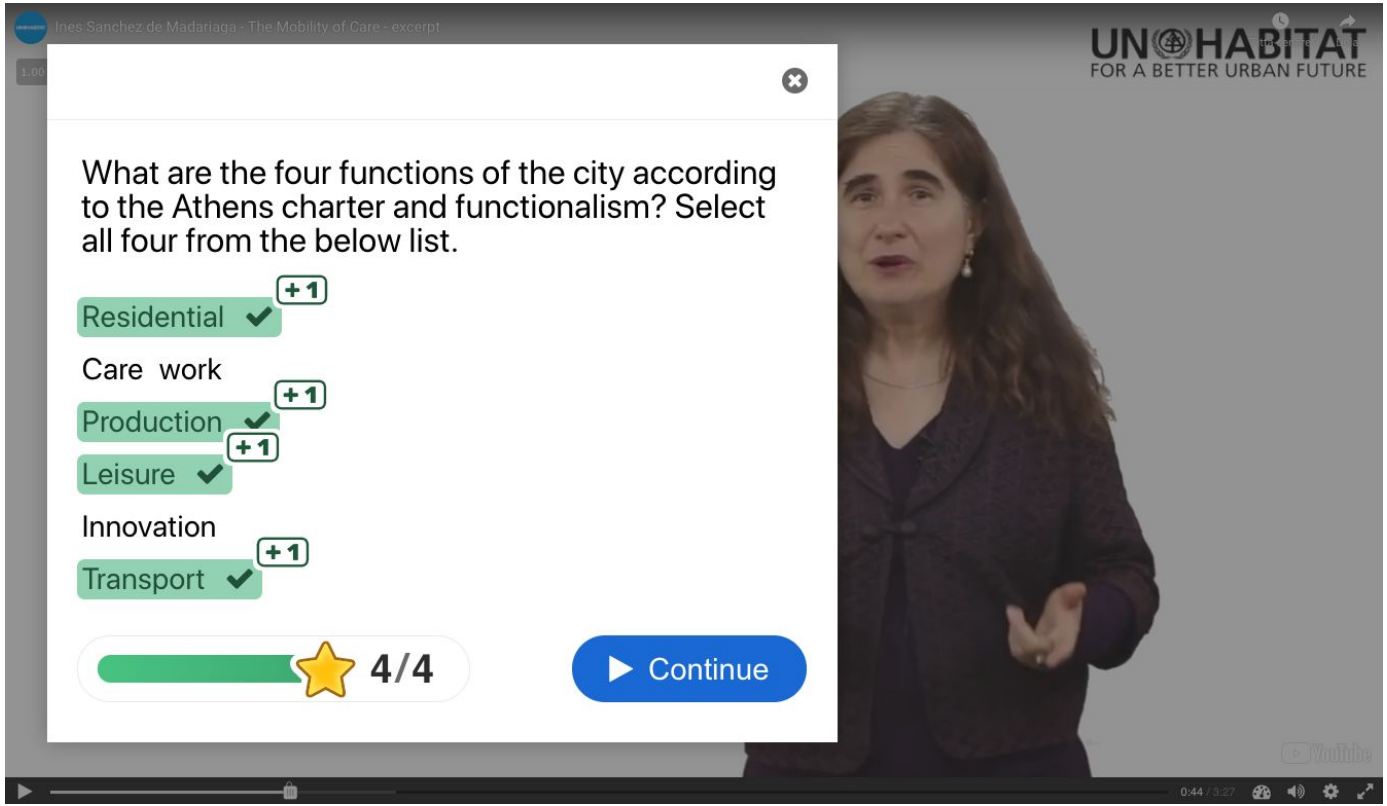
FOR A BETTER URBAN FUTURE

2. COST-EFFICIENT ONLINE COURSE — INTERACTIVE VIDEO



UN HABITAT
FOR A BETTER URBAN FUTURE

2. COST-EFFICIENT ONLINE COURSE

learn.urbanagendaplatform.org

- **Part 1** live since October 2020
- **Part 2** launches in March 2021

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Thank you!

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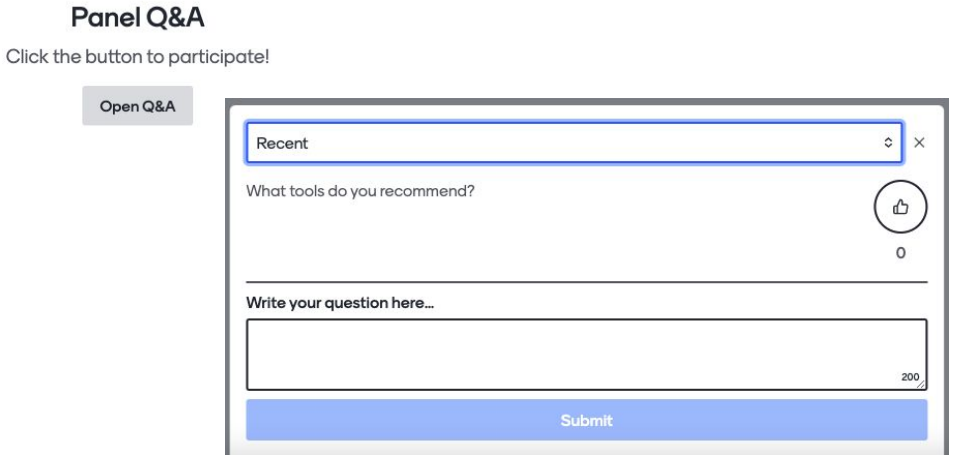

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Next Steps

- **Upcoming webinars (multiple time zones)**
  - Innovative approaches including virtual reality, gamification in learning, etc. (17 March)
  - Tips for making self-guided eLearning content more interactive and engaging (31 March)

- **Small focus sessions (hands-on design sessions)**
  - Tools for effectively delivering online training and methods to make blended learning more social and closer to engaging workshop experiences (TBD)