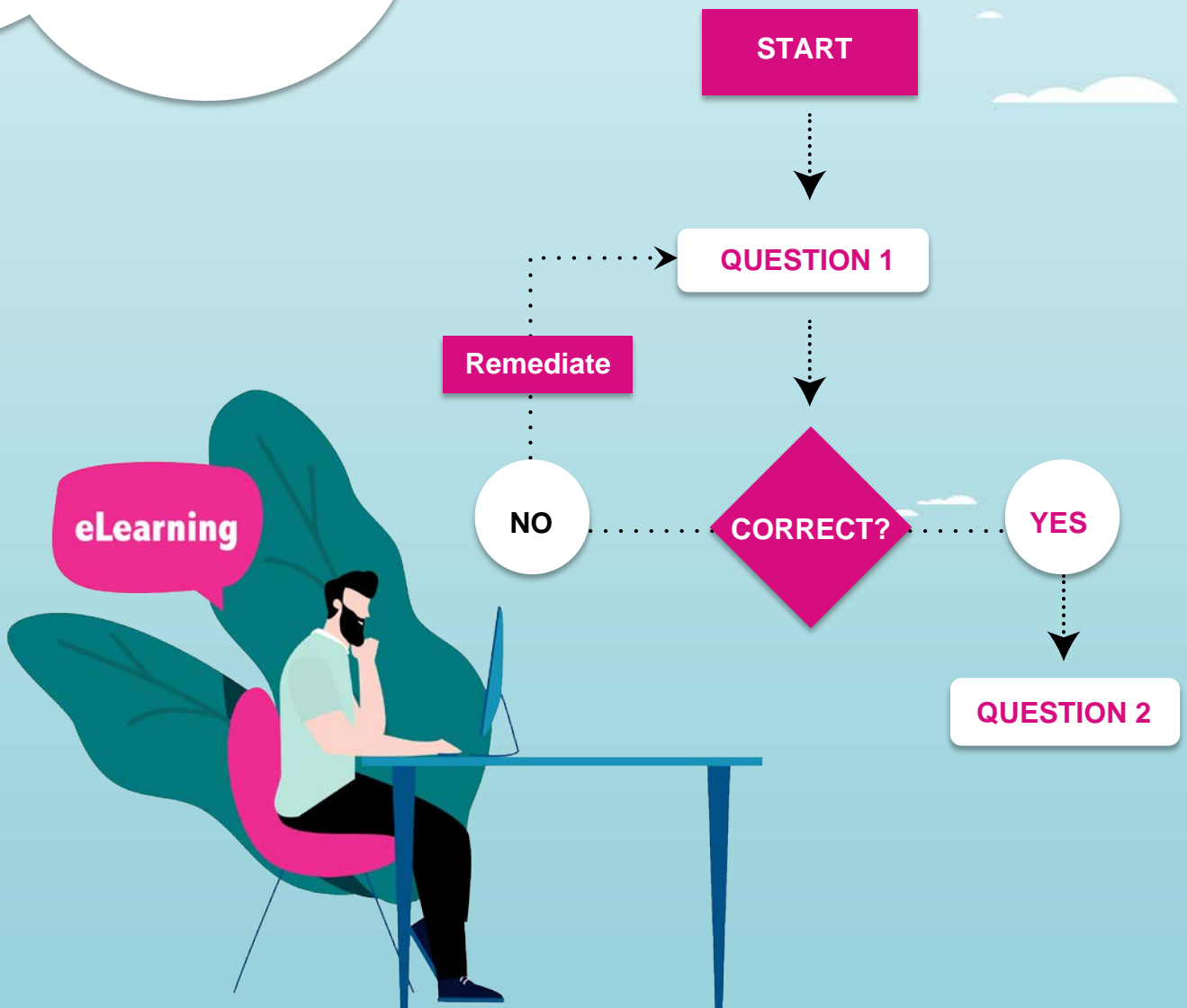


SCENARIO DESIGN: GOOD, BETTER, BEST

GOOD

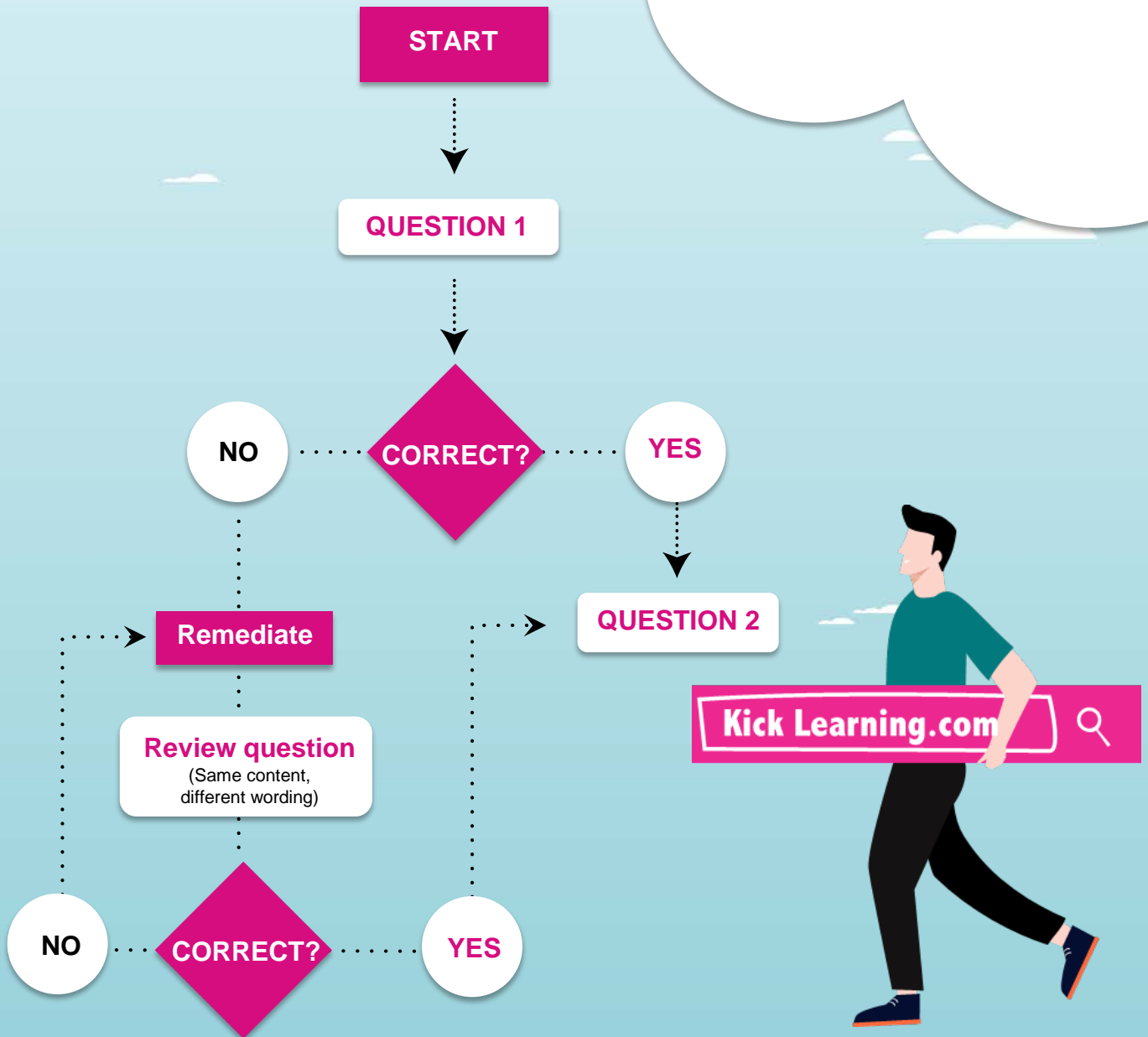
This is the simplest form of scenario and the least costly to create. In this type of scenario, each question is a discrete item, with individual feedback for each answer, whether correct or incorrect.

This form does not allow branching for individual decisions and, while effective for practicing learning, is the least effective for presenting content: unmotivated learners can simply guess their way through, avoiding cumulative feedback.



BETTER

In this type of scenario, each question is still a discrete unit, but the learner is not able to move to the next question until mastery has been shown. In this case, remediation is offered after an incorrect answer and the learner is questioned again in a different way on the same content. Real-world feedback is given, as well as an opportunity to practice learning to mastery.



BEST

The most complex form of scenario is more difficult and costly to create, but offers the opportunity for questions to be presented and practiced with a variety of outcomes. Thus, if the learner makes an incorrect decision early in the scenario, the cumulative effect of that decision can be shown. In this case, remediation is offered at the end of the scenario and the learner is given the opportunity to return to the poor decision and follow the correct path to compare cumulative effects.

