

ASYNCHRONOUS

DEFINITION:

Learning that does not require real time interaction. Learning takes place according to the students' pace. Engagement and efficacy are determined by deadlines and a required competency component.

ALTERNATE DESCRIPTIONS:

- Self-paced learning
- Student directed learning
- On demand
- Pre-recorded

EXAMPLES:

- Pre-recorded videos or webinars
- Video and note-taking
- Collaborative documents (e.g. create a sequence together on Google Docs)
- Trainee video uploads
- Self-reflection exercises

SYNCHRONOUS

DEFINITION:

Learning that requires real time interaction with either a trainer or other students. Engagement and efficacy are determined by demonstrated engagement and integration of content.

ALTERNATE DESCRIPTIONS:

- Real time learning
- Live virtual instruction
- Fixed start and end time
- Interactive

EXAMPLES:

- Live webinars
- Live chats and instant messaging
- Live, real time Q+A
- Live feedback from trainer to trainee on their video uploads
- Breakout sessions with peers facilitated by trainer and/or faculty