



VII EDYCJA E-LEARNING FUSION
DIGITAL LEARNING & training market
CONFERENCE & EXHIBITION 2023

NEW

14-15 Listopada 2023
WARSZAWA

Wil Procter

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Zaprezentuję temat:

Getting started with data-informed learning design

Organizator:





E-LEARNING FUSION 2023

Organizator:

Digital Learning Centre



Let's Fintech



Wil Procter – Data and learning guy



The data tools I have



The data tools I use

Who is in the room?

Internal L&D?

Agency consultants?

Product people?

Education (School / College / University) ?

Why do people come to **you**?

I need you to help me...

- design a module or training day
- update a module
- come up with a neat way to explain something
- teach people to do something
- change the way people do something
- deliver on my business goals



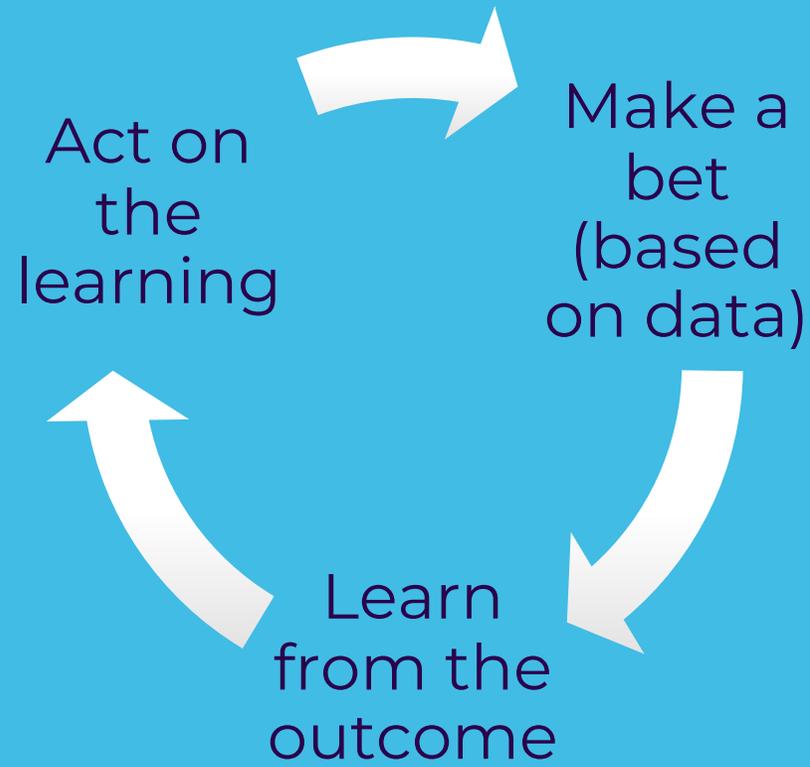
Your solution is an informed bet

- As an expert, you need to make a best bet at a solution
- To make a good bet, you need the right data
- And realise that you might be wrong

“Life is poker, not chess.”
- Annie Duke



What is data-informed learning design?



But I don't have access to data...

01

Start with what
you *do* have

02

Be clear with
what else you
want and why

03

Show people
what you can
do with it

But I don't have access to data...

01

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Show people
what you can
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Create a joined-up view of your audience

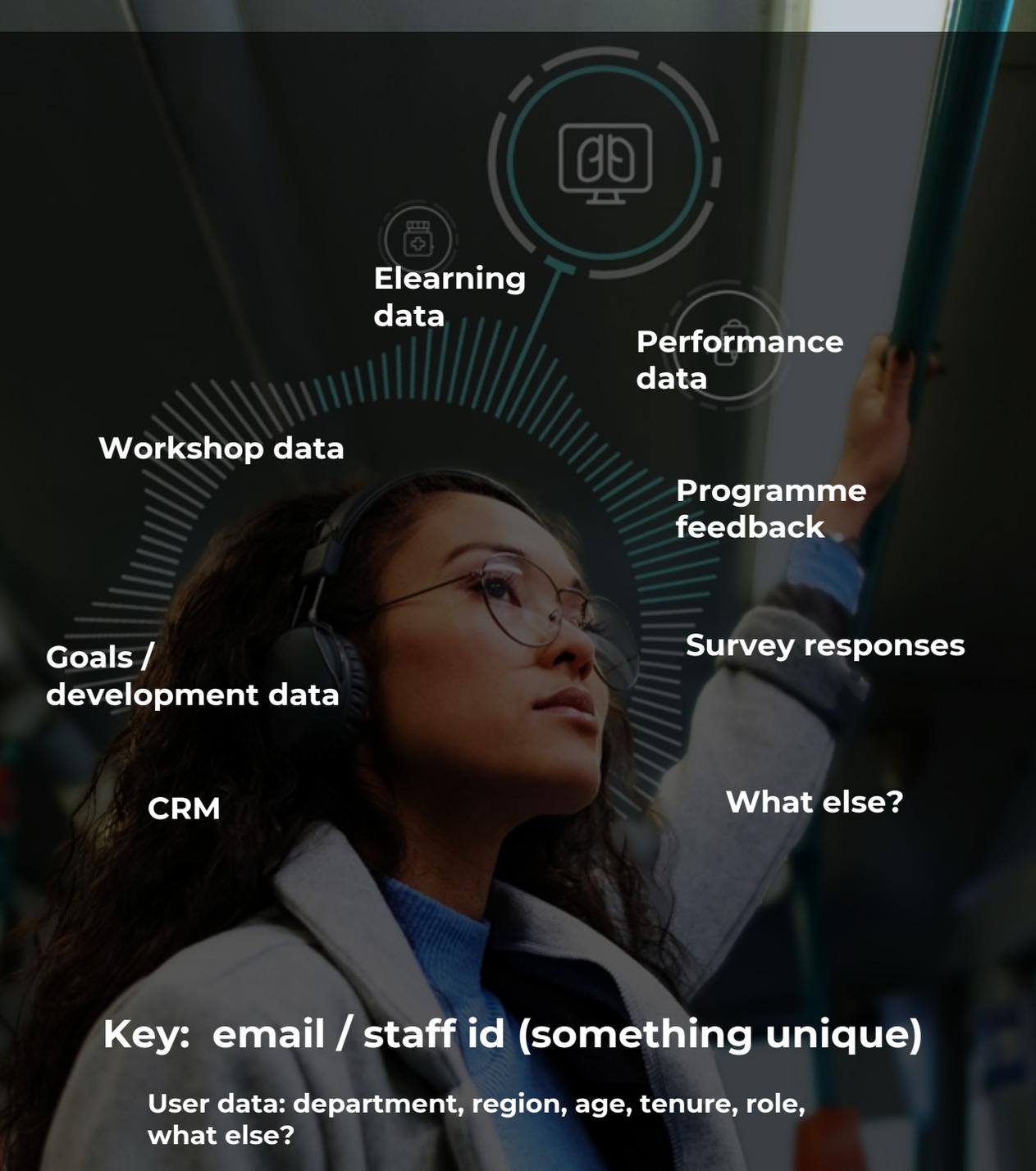
Elearning data

Workshop data

Course name	Completion	Date	email	email	Ideas contributed
Ideation 101	60%	24/10/23	me@example.com	me@example.com	7

Using your key:

- In Excel / Google Sheets: **VLOOKUP**
- In MS BI: **MERGE / APPEND queries**
- In Tableau / SQL: **INNER JOIN**



Key: email / staff id (something unique)

User data: department, region, age, tenure, role, what else?

What works now?

At:

- Programme / business level
- Intervention level
- Interaction level



What works **elsewhere**?

Stand on the shoulders of giants with:

- journals / studies
- conferences
- books (remember them)

If in doubt – read this



DONALD CLARK

LEARNING EXPERIENCE DESIGN

How to Create Effective
Learning that Works



But I don't have access to data...

01

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02

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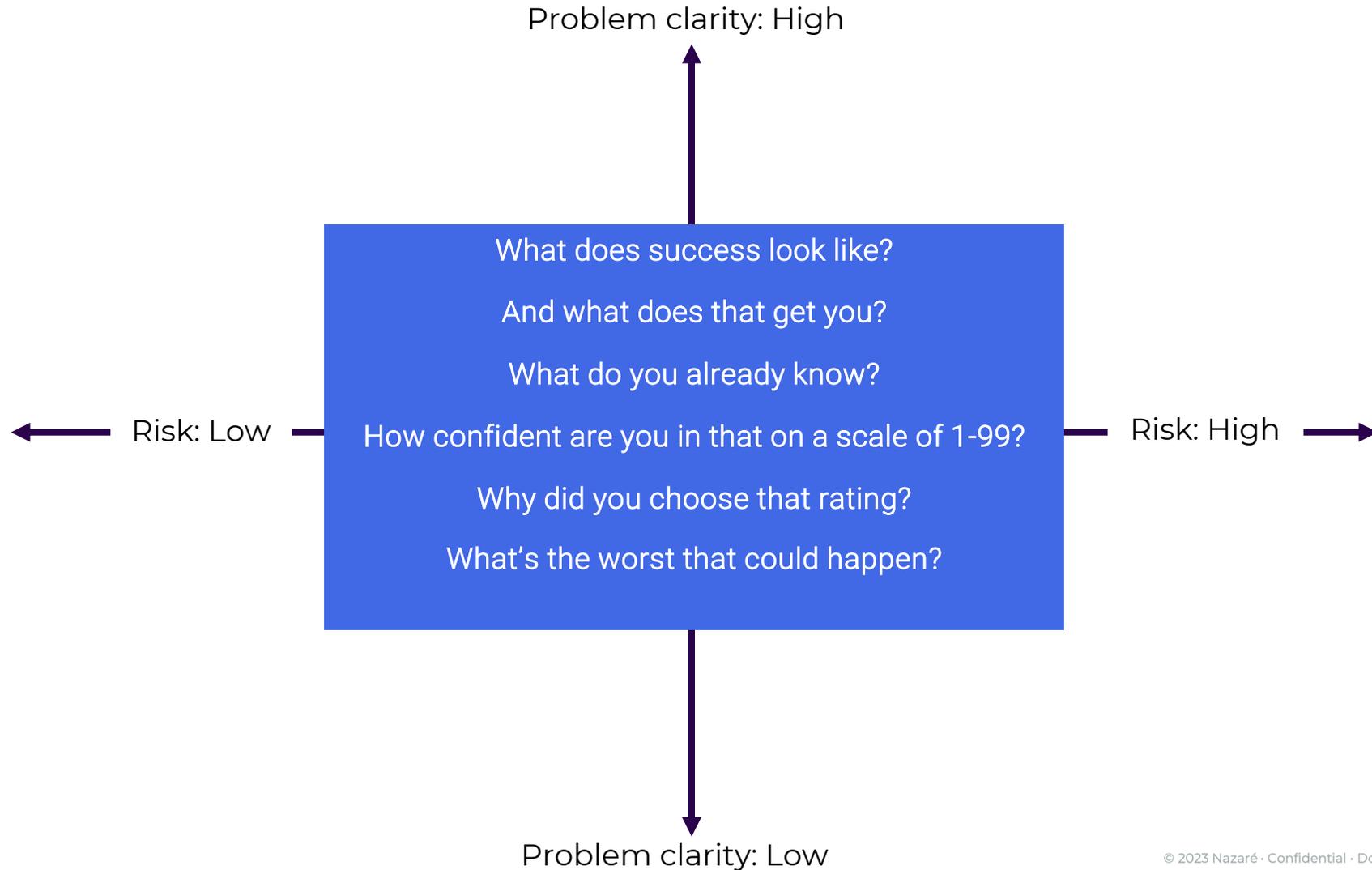
Show people
what you can
do with it

Getting the data
you want is like
**coaching someone
to peel an onion**

‘Yes, and...’
Not ‘No, but...’

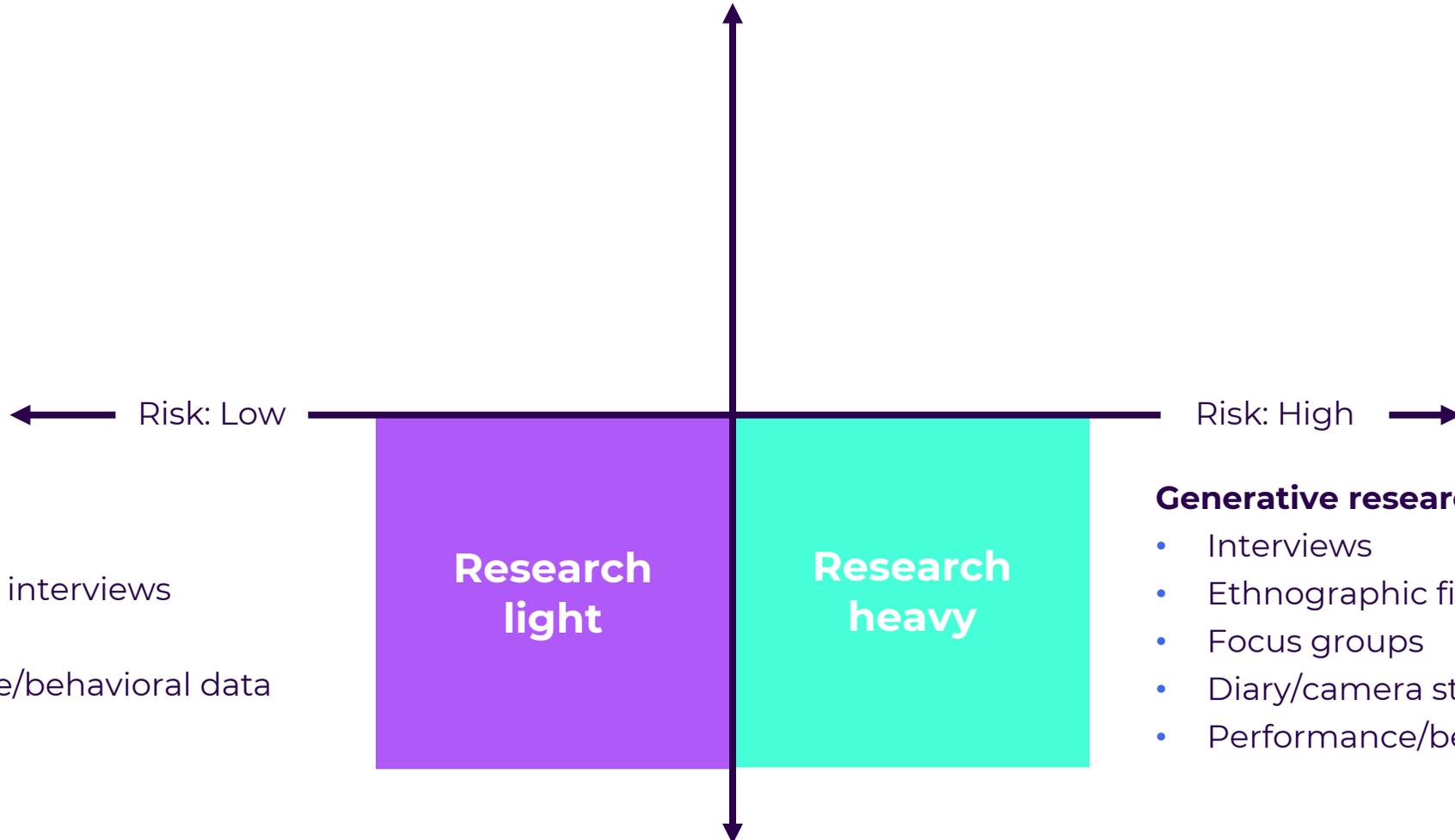


What other data do I need and why?



Problem space – Making the right bet

Problem clarity: High



Lean research

- Surveys
- Lightweight interviews
- Card sorting
- Performance/behavioral data

Generative research

- Interviews
- Ethnographic field studies
- Focus groups
- Diary/camera studies
- Performance/behavioral data

Based on prioritization framework used by Pendo and shared by Jeanette Fucella

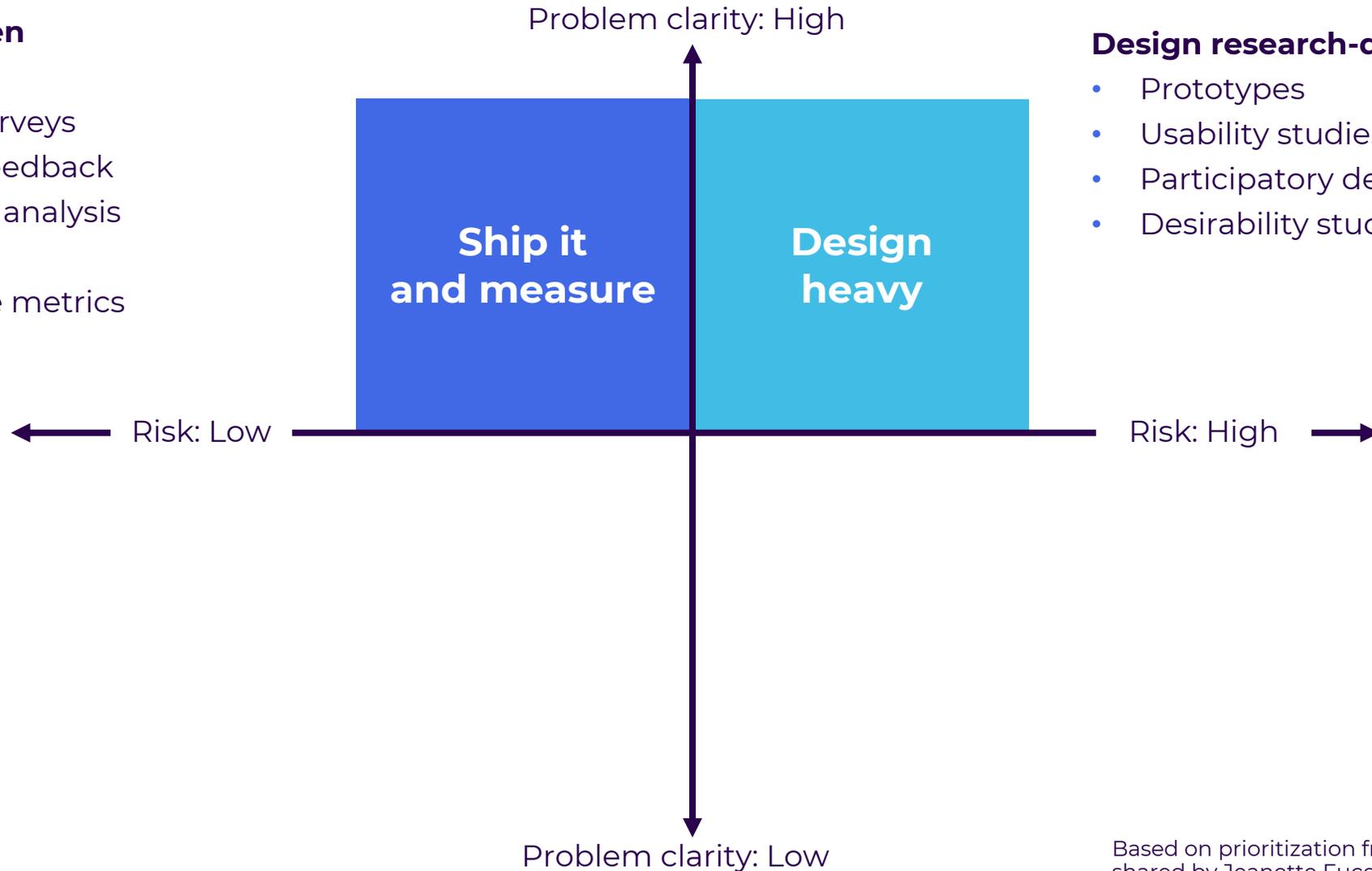
Solution space – Is it going to work?

Analytics-driven

- A/B tests
- Intercept surveys
- Customer feedback
- Clickstream analysis
- Eyetracking
- Other usage metrics

Design research-driven

- Prototypes
- Usability studies
- Participatory design
- Desirability studies



Based on prioritization framework used by Pendo and shared by Jeanette Fucella

What additional research do I need?

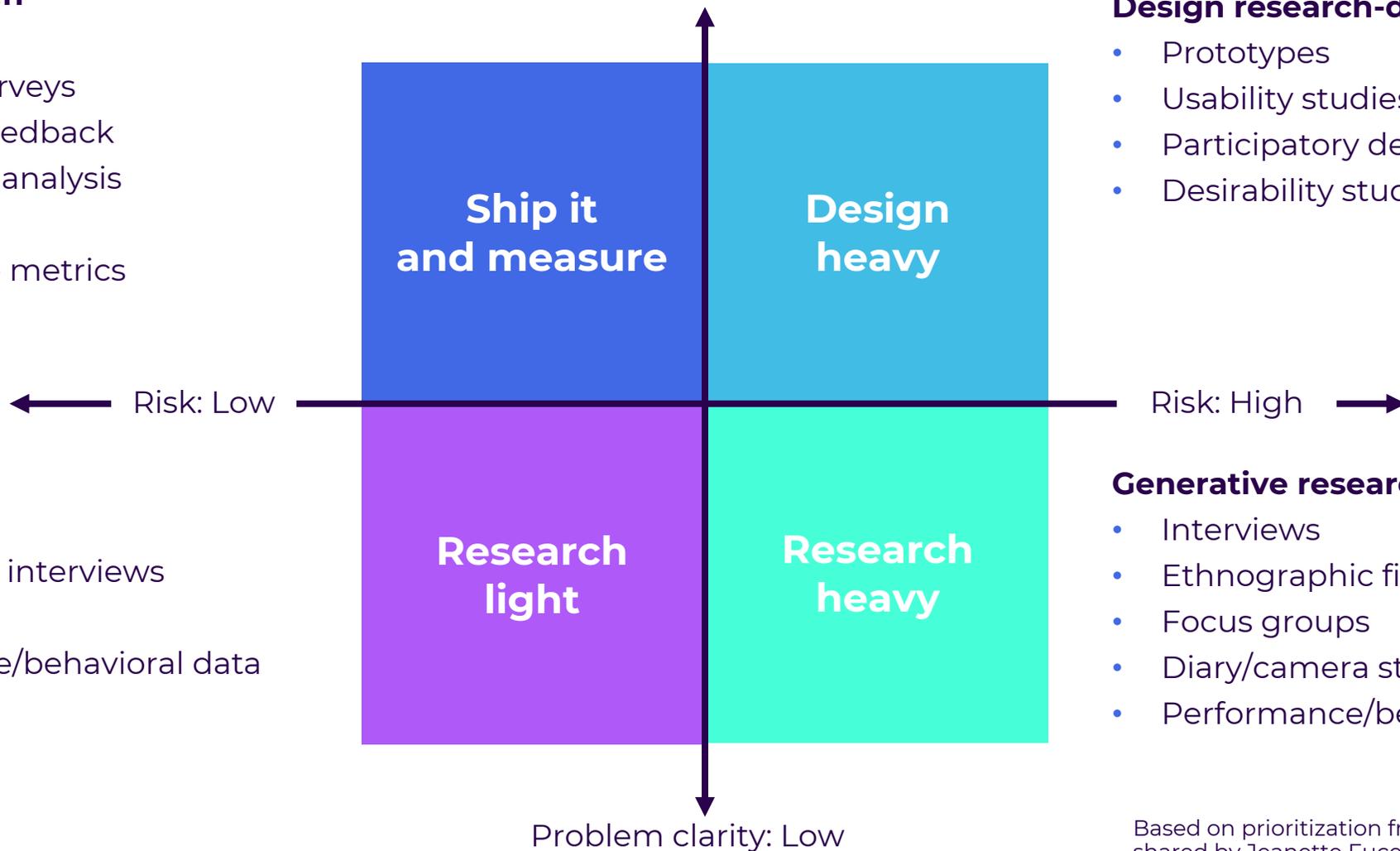
Analytics-driven

- A/B tests
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Lean research

- Surveys
- Lightweight interviews
- Card sorting
- Performance/behavioral data

Problem clarity: High



Design research-driven

- Prototypes
- Usability studies
- Participatory design
- Desirability studies

Generative research

- Interviews
- Ethnographic field studies
- Focus groups
- Diary/camera studies
- Performance/behavioral data

Problem clarity: Low

Based on prioritization framework used by Pendo and shared by Jeanette Fucella

Think in hypotheses

What do you expect to happen?

How will you measure it?

What does success look like?

Test Card

Strategyzer

Test Name	Deadline
Assigned to	Duration

STEP 1: HYPOTHESIS

We believe that

Digital roleplay will help sales staff listen more effectively

Critical:   

STEP 2: TEST

To verify that, we will

Run a simple prototype with a small group

Test Cost:    Data Reliability:   

STEP 3: METRIC

And measure

How many questions they ask in sales conversations before & after

None Required:   

STEP 4: CRITERIA

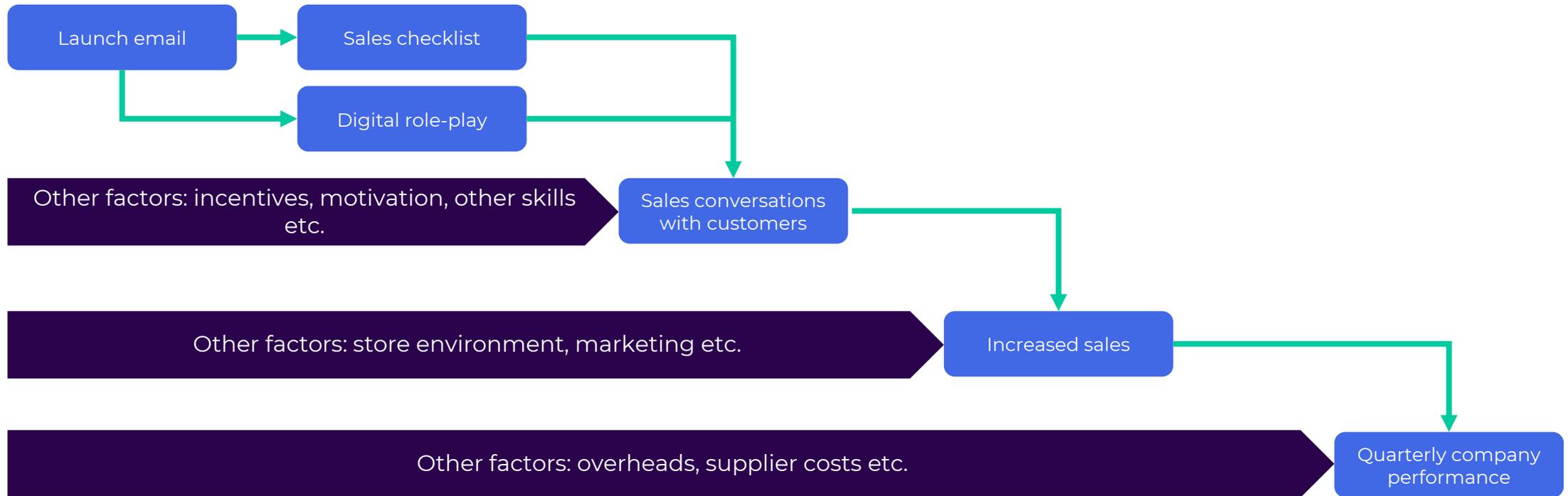
We are right if

They ask on average at least 3 more questions

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Strategyzer Test Cards available to download at:
<https://www.strategyzer.com/blog/posts/2015/3/5/validate-your-ideas-with-the-test-card>

Zoom in and out – and be aware of other factors



Look at leading *and* lagging indicators

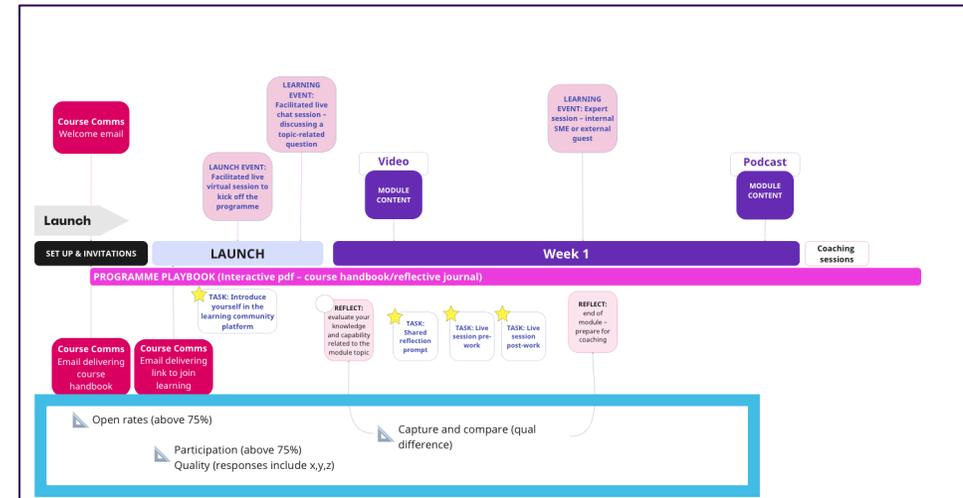


Put hypotheses and measures somewhere useful

Storyboard / lesson plan

Timing	Activity instructions	Expected behaviour / design logic	Materials
15 mins	Put participants in groups of 5. Explain the activity: - You have 10 minutes to come up with as many ideas as possible - The winning group is the one with the most ideas, regardless of quality - Write each idea on an individual	Participants come up with more than 15 ideas per group Ideas are in an appropriate format for the next activity Ideas incorporate elements from earlier in the session At least 3 ideas will be of value to the	sticky notes, pens

Service map



Project documents / dashboard

Country	User count	Average app logins per user per month	Average % deals closed	Customer satisfaction (1 bad -10 excellent)
Sweden	900	15	25%	8
France	12,000	9	20%	8
UK	70,000	9	18%	7

But I don't have access to data...

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Show people
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Return to your hypothesis

- What did you expect to happen?
- What *actually* happened?
- What did you learn?
- What *else* did you learn?

Learning Card

Strategyzer

Insight Name _____ Date of Learning _____

Person Responsible _____

STEP 1: HYPOTHESIS

We believed that _____

Digital roleplay would help sales staff listen more effectively

STEP 2: OBSERVATION

We observed _____

Avg 4 More questions asked per convo but variable quality

Data Reliability:

STEP 3: LEARNINGS AND INSIGHTS

From that we learned that _____

The roleplay raises awareness but doesn't improve ability

Action Required:

STEP 4: DECISIONS AND ACTIONS

Therefore, we will _____

Look at customer feedback and conversions to see if question quality is important

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Roll up data, insight, recommendations

Test	Open rate	Clickthrough rate
Launch email (no manager CC, no signposting)	25%	10%
Launch email (manager CC'd, no link signposting)	50%	10%
Launch email (manager CC'd w. link bold and instruction)	50%	70%

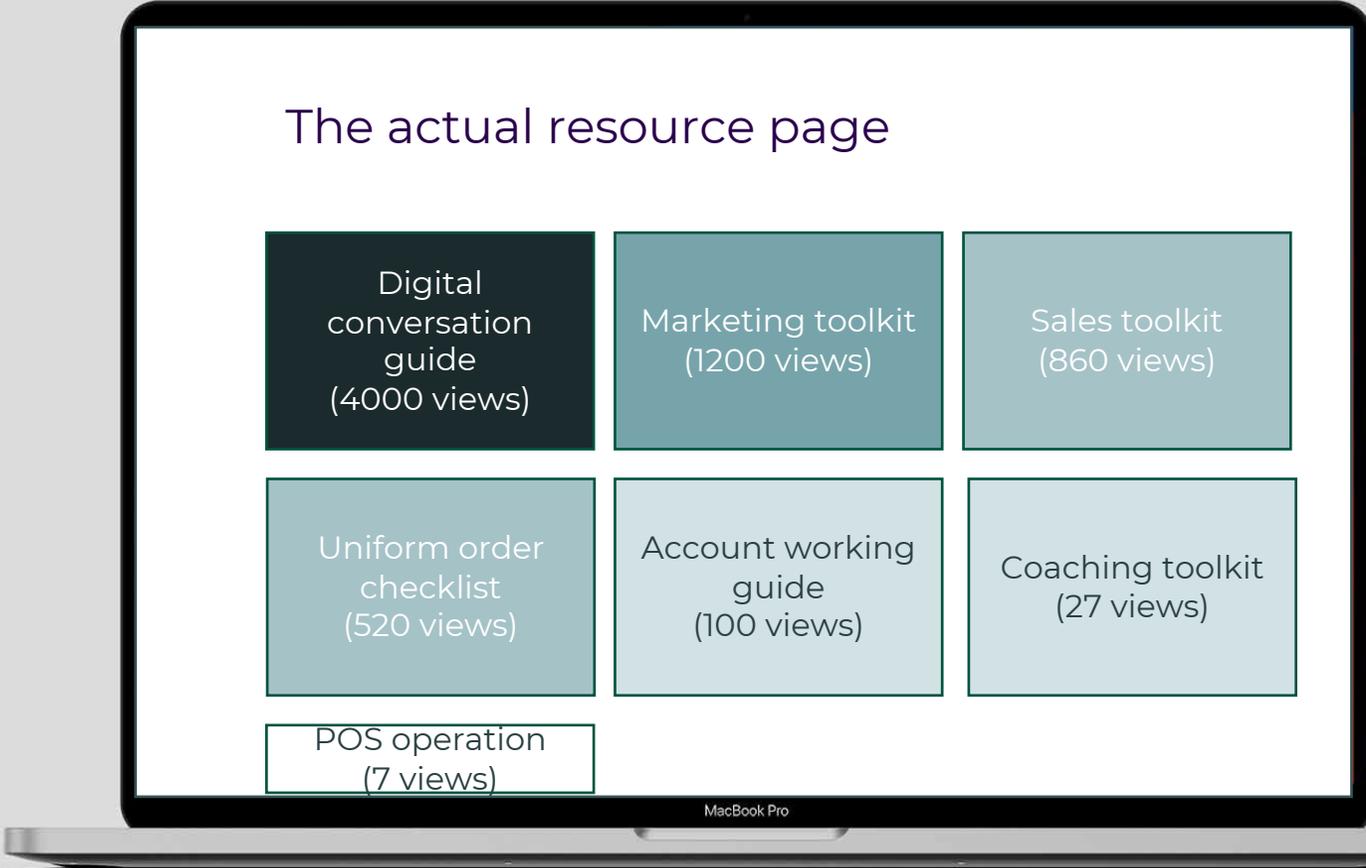
People are more likely to open with manager CC'd – Leverage perceived importance to increase open rates.

People find it difficult to notice links in emails – Make them easy to see and understand.

500 emails per test, randomized by role, and geography

Visualization can help

Resource	Monthly views
Digital conversation guide	4000
Marketing toolkit	1200
Sales toolkit	860
Uniform order checklist	520
Account working guide	100
Coaching toolkit	27
POS operation manual	7



Secret trick to get all the data you need

Country	User count	Average app logins per user per month
Sweden	900	15
France	12,000	9
UK	70,000	9
India	40,000	8
Australia	10,000	7
USA	160,000	3

Sales simulator app performance (Jan)

Show the gaps!

Look for insight – ask more questions

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India	40,000	8	18%	7
Australia	10,000	7	10%	7
USA	160,000	3	10%	3

~~The app worked – more apps for everyone!~~

Q: What was different?

A: Face-to-face app launch event

“The app was useful – once I figured out how to download it”

Q: Can we see the same data for before the app launched?

Look for insight but be aware of limitations

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“Great service – loved the personalized conversation”

“The free t-shirt made me feel really special”

“WHAT? NO T-SHIRTS LEFT??!!! 😡😡😡😡😡😡”

Now I have access to data...

01

Start with what
you *do* have
(Now you have
more!)

02

Be clear with
what else you
want and why

03

Show people
what you can
do with it

Thank you

Nazaré

Inizio Engage