



Outcome mapping online practical skills



What are practical skills?

Motor skills; in interaction with people, animals or non everyday objects that occur in an authentic professional context

1. Didactics



- ✓ Start with your learning goals
- ✓ Constructive alignment
- ✓ Added didactic value
- ✓ Sufficient and timely feedback
- ✓ Well-designed integrated learning environment

“Developing good online practical skills education = developing good education. It is not a copy of physical skills education.”

2. Technology

Advantages



- ✓ Unlimited practice
- ✓ Objective environment
- ✓ Limited teacher input needed
- ✓ Scalable

Disadvantages (differs per medium)



- Costly
- Low-maturity level
- Dependent on developers
- Privacy issues
- Logistics (lending)

MORE IS POSSIBLE THAN YOU THINK, BUT LESS THAN YOU WOULD LIKE

The current use of the large range of technological applications is fragmented, small-scale and diverse. We do see a lot of potential in VR/AR applications.

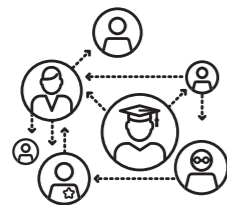
3. Requirements



There is still little or no cross-institutional cooperation, vision/policy and evidence on online practical skills.

NOT A REPLACEMENT (YET), BUT A NICE ADDITION

THE SHOW MUST GO ON(LINE)



Based on

150+
network

50+
conversations

This stands out:

Distribution

More large projects in research education, more smaller initiatives in higher vocational education, little cooperation across institutions

Domain

Often: Health Care, Defence/Police, Engineering, Behaviour/Society

Largest number of projects:
Domain paramedical

Few: Agriculture & Natural Environment; Language & Culture; Economy

Do you have good examples of online education in practical skills or would you like to participate? [Please contact us.](#)



Acceleration plan
Educational innovation with ICT