

Transforming Arts Organizations Worldwide

# Rethinking Education in the Crisis

28 APRIL 2020

### Today's Guests



Bridget Cavaiola Interim Director of Education and Outreach La Jolla Playhouse



Cevin Owens Senior Learning Solutions Manager Harvard Business School, Corporate Learning

### Special Chat Guest:



Dr. Marisa Plowman, Harvard Business School, Corporate Learning

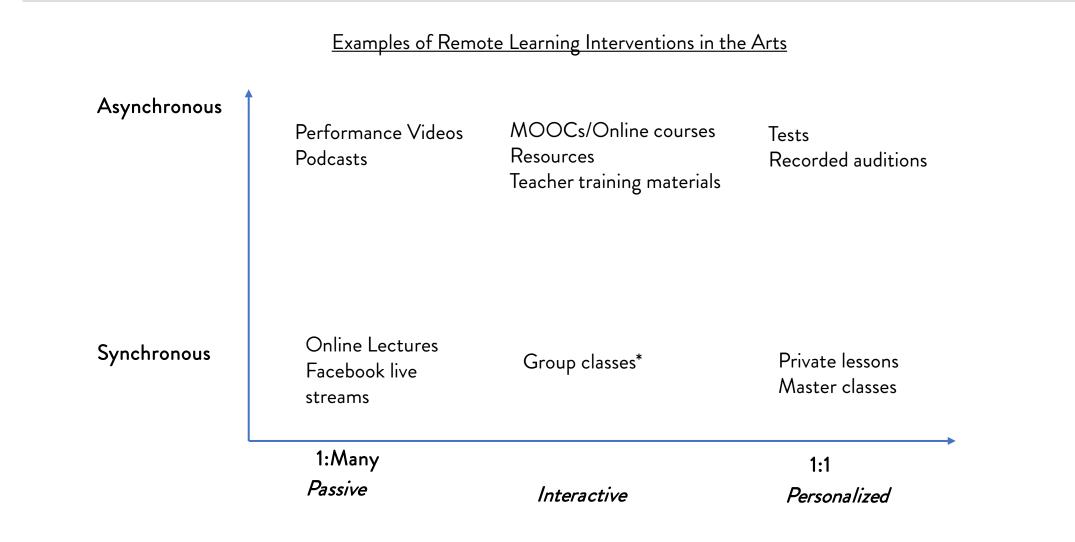
Ask her your instructional design questions by chat

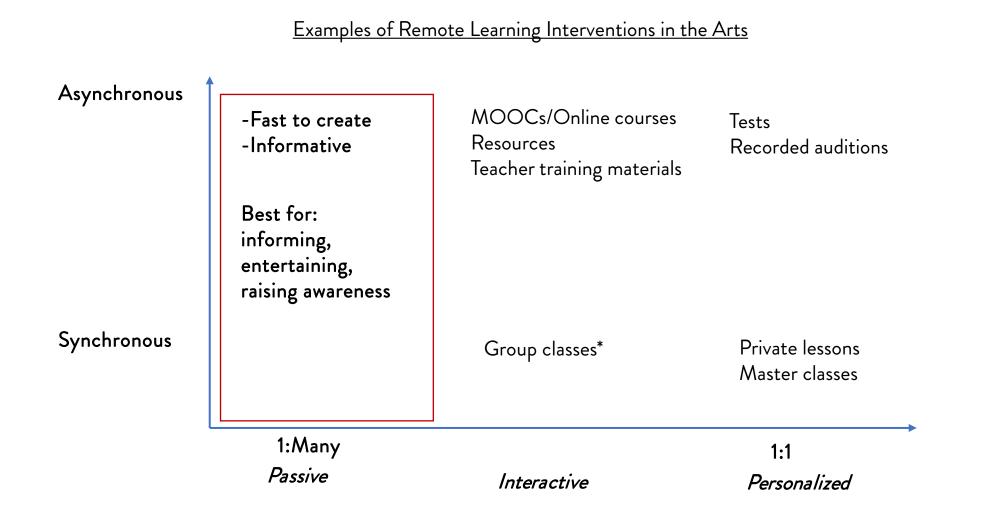
# Remote Learning Use is Increasing

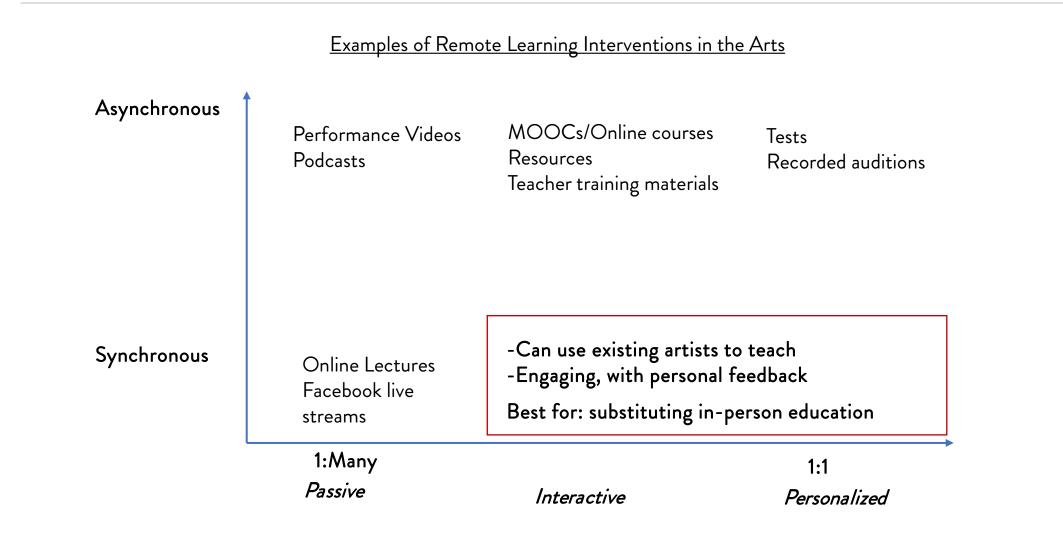
Have you used or done any of the following since COVID-19 started? <sup>1</sup>										% of new and increased users			
% of respondents							0	1 10	20 30	40 50+			
		US overall			Generation				Income				
		Increased users	New users	Combined	Gen Z	Millennials	Gen X	Boomers	<\$50K \$	\$50K-\$100	K \$100K+		
	Online streaming	41	3	44	53	54	50	29	39	44	51		
Öï	Grocery delivery	10	8	18	27	20	18	14	14	18	23		
	Restaurant delivery	13	5	18	29	23	17	12	13	18	24		
	Videoconferencing for profession	onal use 11	7	18	21	27	21	8	9	17	31		
	Virtual/video chat for personal u	ise 12	6	18	21	27	21	7	9	16	31		
$[]{}^{L}$	Playing video games	15	2	17	39	24	18	3	13	15	22		
	Watching e-sports	7	2	9	28	15	9	1	8	7	14		
	Remote learning for my children	n 5	8	13	8	20	22	3	9	14	18		
	Remote learning for myself	7	5	12	32	14	9	5	10	10	15		
Ĵ	Online personal training/fitness	5	3	8	17	15	5	4	4	9	13		
	Wellness app	5	3	8	15	14	4	3	6	9	8		
	Telemedicine for physical healt	h 2	4	6	4	4	9	6	5	5	8		
	Telemedicine for mental health	2	2	4	2	7	4	2	4	3	5		
	TikTok	5	3	8	33	12	5	1	7	8	9		

<sup>1</sup> Q: Have you used or done any of the following since the COVID-19 situation started? If yes, which best describes when you have done or used each of these items? Possible answers: "just started using since COVID-19 situation started," "using more since COVID-19 situation started," "using more since COVID-19 situation started," "using less since COVID-19 situation started."

Source: McKinsey & Company COVID-19 US Consumer Pulse Survey 3/30-4/5/2020, n = 1,484; sampled and weighted to match US general population 18+ years

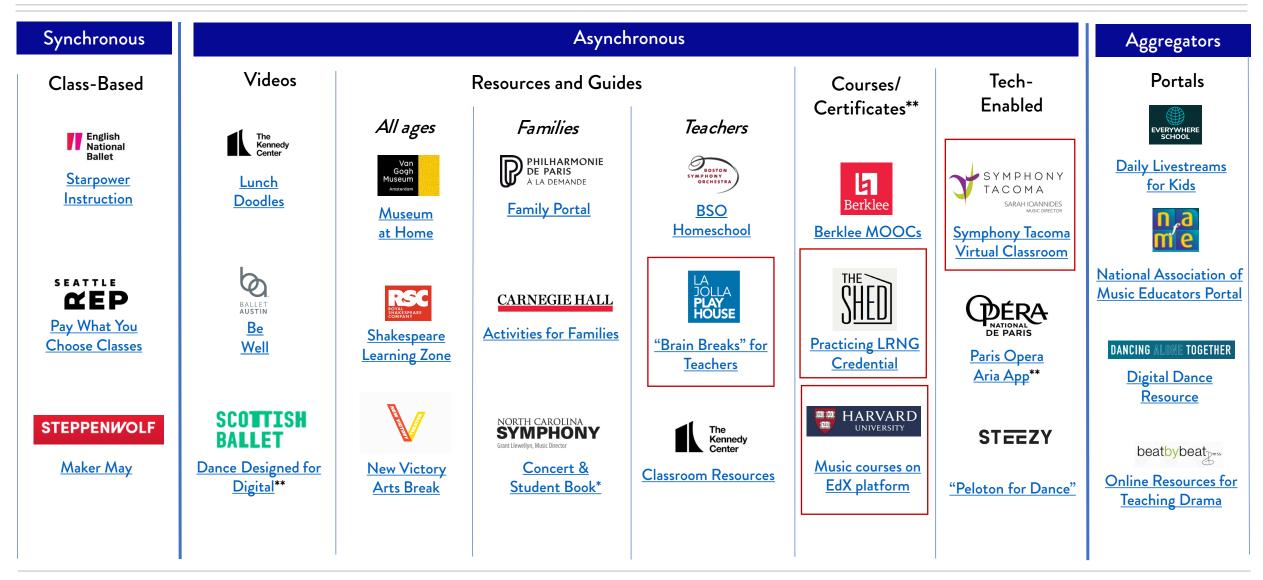




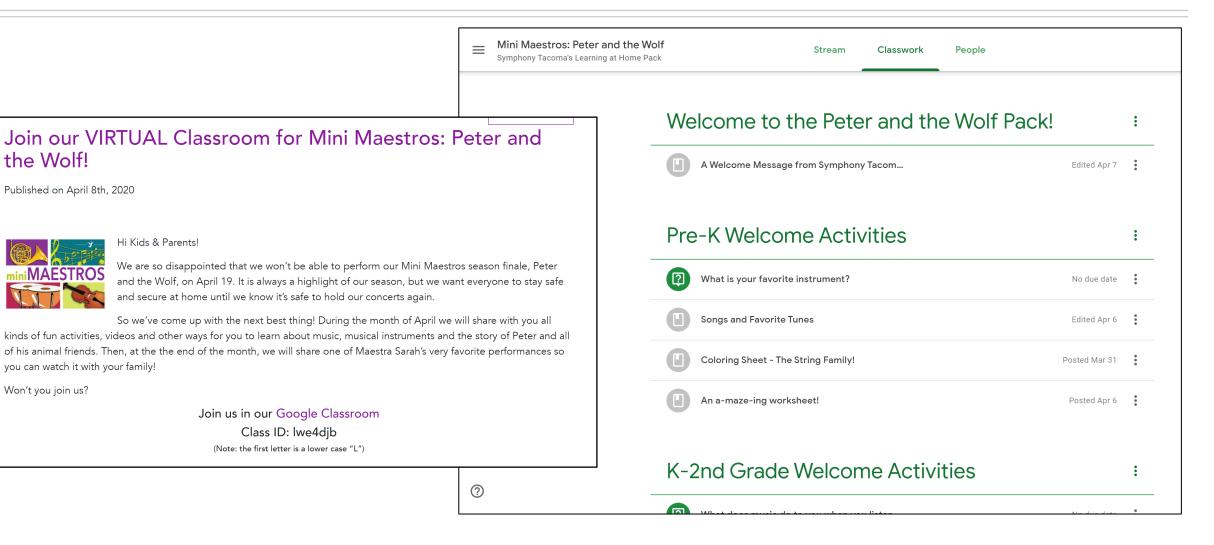


Examples of Remote Learning Interventions in the Arts Asynchronous -Scalable Performance Videos -Can be monetized Podcasts Best for: skills development at scale, continuous learning Synchronous Private lessons Online Lectures Group classes\* Master classes Facebook live streams 1:Many 1:1 Passive Personalized Interactive

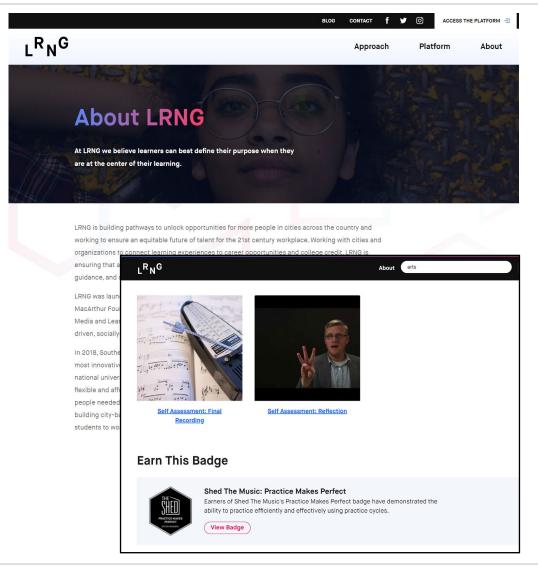
# Innovations in Arts and Culture Remote Education



# Symphony Tacoma's Google Classroom



### Credentialing Provides Motivation and Clarity



Earners of Shed The Music's *Practice Makes Perfect* badge have demonstrated the ability to practice efficiently and effectively using practice cycles.

#### Criteria

Badge earners have achieved proficiency in:

- Making a baseline recording
- Creating a goal in S.M.A.R.T. format
- Detecting rhythmic and pitch errors in a one measure musical example
- Using a variety of practice strategies
- Making a post practice recording
- Reviewing their work and reflecting on their practice and musical ability

#### Competencies

#### **Custom Alignment**

https://nafme.org/core-music-standards/

#### NAfME Core Learning Standards

- MU:Pr5.3.E.IIIa Develop, apply, and refine appropriate rehearsal strategies to address individual and ensemble challenges in a varied repertoire of music.
- MU:Pr6.1.E.Ia Demonstrate attention to technical accuracy and expressive qualities in prepared and improvised performances of a varied repertoire of music representing diverse cultures, styles, and genres.



Elearning Strategy based on Mission Organization Needs User Experience

Questions to ask:

- How does it support your mission?
- What's driving those needs?
- What are your desired outcomes?
- What is your learner profile?
- What technology is available?



Learning

**Experiences** 

### Learner needs shape the experience

- Targeted audiences, scale, geographic dispersion
- Urgency, time, budget
- Extent of focus on work application



### Learn

- Engaging Content
- Blended Components

### Organizational Needs

& User Experience to Build Successful Digital Experience

### Practice

Application of Work

Allow to Learn From Mistakes

### Reflect

- Experiential
- Compare, Rate or Write



	Asynchronous				
Sample Technologies Used		YouTube Website	Adobe Captivate Articulate Lessonly Brainshark	Blackboard Canvas Google Classroom	
	Synchronous	Facebook Live YouTube Live	Zoom, Tea Hangouts	ms, Facetime	
		1:Many		1:1	
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# Building an experience with impact

# Learning design, contextualized for your organization and learner

### **Tools, Connection, Sustainment**



Tools & Content Connecting with your audience

Sustainment



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## Thank You