

Hands-On High-Touch Remote Training

Transforming hands-on, high-touch, and fine grade learning into remote training

Online Certificate Workshop



Register Today!

One of the key gaps in virtual, webinar, and remote training is how to replicate the hands-on and tactile training in handling equipment, raw materials, shop-floor facilities, processes and procedures, face-to-face co-mingling, and deep collaboration. Most webinars and virtual sessions are used for presentations and conveying knowledge. However, these are inadequate in reinforcing performance behaviors and helping learners, workers, teams, and trainers gain the necessary hands-on and high-touch experiences. In this workshop, we will share experiences, explore case studies, and do pilot projects to transform simple and complex hands-on learning into remote training.

Join me in the workshop.



Ray Jimenez, PhD



Goals

In this workshop, you will learn to:

- Learn to identify the challenges and opportunities in converting hands-on and high-touch face-to-face and on-the-job learning into remote and virtual training
- Design your content to enable hands-on and high-touch skills using virtual methods
- Develop a LAB set-up to implement hands-on and high-touch (H2) virtual learning experiences
- Select and launch technologies (simple and advance) to support your H2 Virtual Labs
- Obtain templates, prototypes, demos and examples of the H2 Virtual Labs

Designing Hands-On and High-Touch Content

- Differentiating the vital hands-on and high-touch skills and knowledge to transfer in remote training
- Separating “fine-grade” learning and “as-it-happens” learning
- Applying the “go-between experiences” models between cognitive and physical learning
- Analyzing the key elements of H2 content to create multiple senses in remote activities
- Preparing a plan and storyboard for the skills-transfer activity
- Preparing learners and workers for H2 Remote Virtual Labs

Delivery and Transfer of Skills with Hands-On and High-Touch Experiences

- Designing basic and advance H2 Remote Virtual Labs
- Maximizing multiple tools, methods, and software to accomplish the H2 Remote Virtual Labs
- Using non-software and low-tech solutions
- Utilizing deep collaboration and worker co-mingling as learning LABs
- Developing roles and responsibilities of on-the-job work and team leaders, trainers, and workers

Implementing Tools to Enhance Webinar Learning Experience - Advanced Tools

- Assessing and preparing the work environment and learner mindsets
- Preparing for digital tools, solutions, and webinar and virtual platforms
- Preparing for non-digital tools, for example, kits, models, parts, tools, equipment
- Implementing 6 Models of H2 LABs
 - Software
 - Manufacturing and process
 - Safety
 - Logistics and operations
 - Product support and maintenance
 - Troubleshooting and problem-solving
 - And other models and examples from different tasks and industries
- Assessing impacts and making reports

Scope of Examples and Illustrations

The workshop will cover the following applications in:

- Equipment training
- Software training
- Process and procedures training
- Safety training
- Compliance training
- Sales training
- Logistics and operations
- Manufacturing processes
- Product support and maintenance
- Troubleshooting, Problem-solving
- Team collaboration

Special Features

Video Tips

**Develop Fine-Grade
Hands-On, High-Touch
Remote Training**



PLAY VIDEO



**Cardboards, Kits,
Models, 3D Printers –
How Do They Help?**



PLAY VIDEO



**Become an Architect of
Remote Training**



PLAY VIDEO

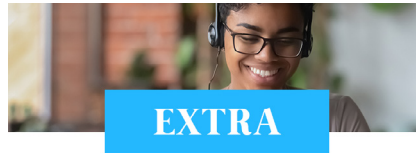


**Experience and Learn
Quickly with Proven
and Tested Models**



PLAY VIDEO





50 micro-videos

Attend the workshop and you will see 50 micro-videos and snippets from Ray's actual virtual sessions. The videos show Ray in action. This is a great resource for modeling and reference.



Build a Studio - Watch Ray's Production Studio

Ray will show participants how he has converted his garage into a makeshift studio. Learn tips on using microphones, sound, music, green screens, backgrounds, software, stylish Zoom production, sound proofing, backgrounds, others. A website will provide links to video instructions, software choices, and others. This special feature will save you countless hours by avoiding all the trial and error and costs.



If you have more than 10 facilitators and presenters, please contact us to learn more on how you can obtain the license to the "Hands-On, High-Touch Remote Training"

[Contact us!](#)



For a group of 6 or more participants, please contact us for special pricing and benefits.

[Contact us!](#)



Sessions, Coaching, eBook, video models, skills development, many others.

The Workshop Is a “Walk Our Talk” Experience

We show, exemplify and make you see and experience on how the ideas are done. We promise not to lecture on being passionate.

Who Should Attend the Workshop

The workshop is for everyone, however, participants should have at least delivered a few webinars and virtual sessions. The workshop is specially helpful for those who are subject matter experts, presenters, trainers, coaches and mentors, facilitators, teachers, and speakers.

Dates, Times, Fees, Discounts

Please visit the website for the updated workshop schedule and more information. [Click here.](#)

About Facilitators and Mentors

About Ray Jimenez, PhD - Lead Facilitator, Mentor and Coach



Ray Jimenez, PhD

Ray is a master webinar presenter. He makes participants alive, active, engaged, at ease, learning – never a dull moment.”

Ray is the architect and strategist of the webinar community TrainingMagNetwork. In partnership with Training Magazine, Ray’s team has grown TrainingMagNetwork to 175,000 members with hundreds of webinars.

Ray Jimenez, Ph.D., spent 15 years with Coopers & Lybrand in the areas of management consulting and implementation of learning technology solutions. Ray is the author of 3-Minute e-Learning, Scenario-Based Learning, Do-It-Yourself eLearning, Story Impacts Learning and Performance eBook and an upcoming book, Story-Based eLearning Design. Ray has worked with American Bankers Association, Neiman Marcus, the U.S. Air Force, NASA, Blue Cross, Goodwill Industries, Pixar Studios, Edison Missing Group, Dendreon, Netafim, Progressive Insurance, Bridgepoint Education, California Institute of Technology to name a few.

He is the Chief Learning Architect for www.VignettesLearning.com. Ray teaches at the University of California, Irvine, University of Texas Southwest Medical Center, Dallas, Assumption University, Bangkok and Open Learning University, Hong Kong. He is a sought-after expert and workshop facilitator for Training Magazine, eLearning Guild and ATD Conferences. Ray has authored and developed hundreds of Story-Based eLearning lessons including Story Impacts, Vignettes, Storytakes and Micro-Scenarios.

Webinar participants describe Ray as “fun,” “engaging,” “technically savvy,” “provocative,” “inspiring,” and “has depth and experience in Story-Based Webinar Design.

Mentors and Co-Presenters



Jonathan Workman



Victoria Darnbrough



Brenda LaRose



Crystal L. Fernandes-Harris



Nicole Dalton



Susie Tiggs, Ed.S



Melissa Erceg Dougherty



Kath Cherie



Aimee Lantzy



Roger Orberg

List of Companies

