

KARL M. KAPP

AN
***ACTION-FIRST
LEARNING***
TIP SHEET

Instructional
Design Techniques
to Engage and Inspire

atd
PRESS

ABOUT THE ILLUSTRATIONS

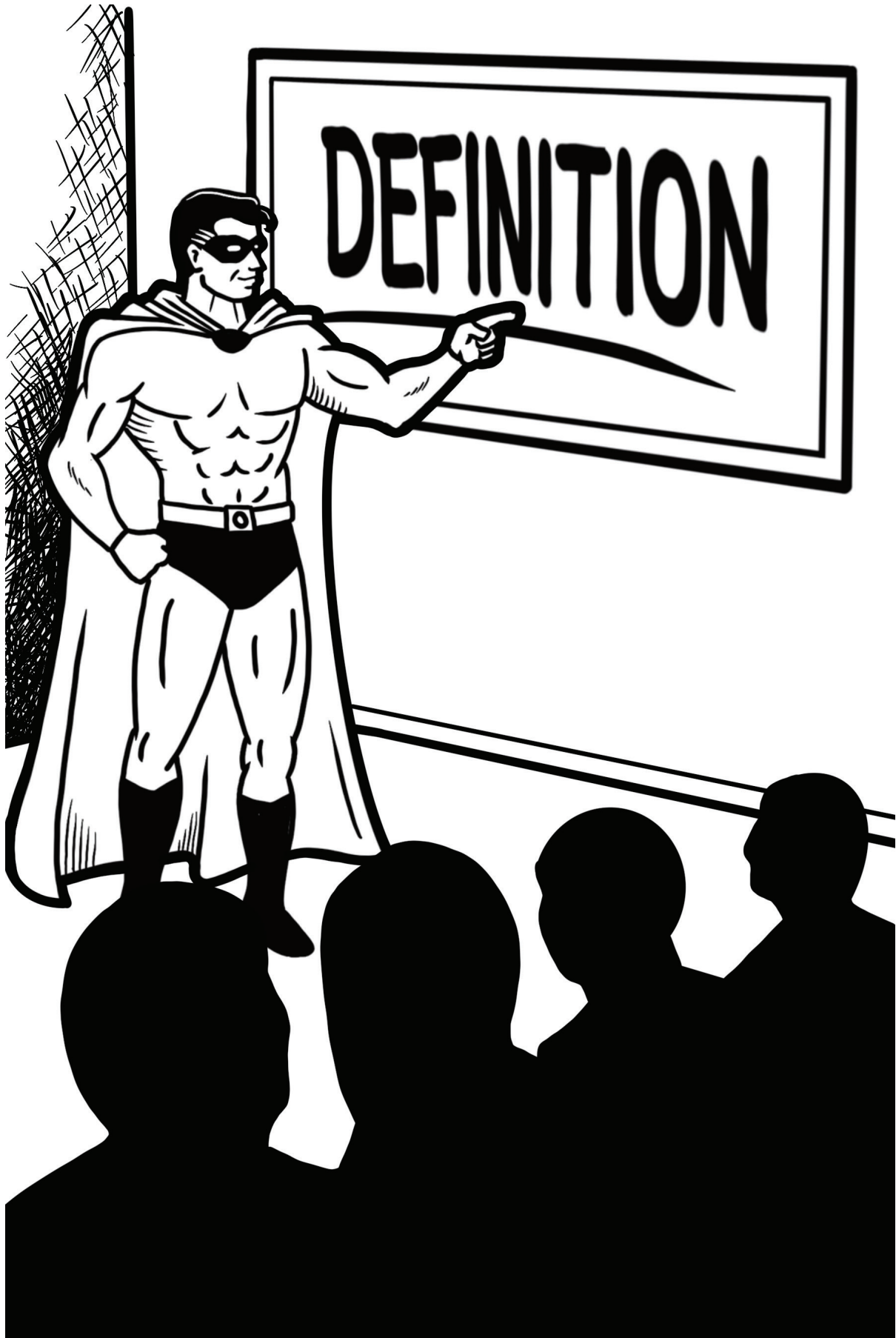
The cover art for *Action-First Learning* was created by ATD's talented creative director, Rose Richey. The illustrations in the book were created by Kevin Thorn, an award-winning e-learning designer and developer, owner of NuggetHead Studioz, and the author of chapter 5, "Super Storytelling: Instructional Comics for Learning."

The illustrations include:

- 1.** Cover/Title Page Art.
- 2.** Introduction. From "Introduction."
- 3.** Definition. From Chapter 1, "Actions Speak Louder Than Words."
- 4.** Card Games. From Chapter 2, "It's in the Cards: Card Games for Learning."
- 5.** Board Games. From Chapter 3, "Pass Go, Collect \$200: Board Games for Learning."
- 6.** Escape Room. From Chapter 4, "The Great Escape: Escape Rooms for Learning."
- 7.** Comics. From Chapter 5, "Super Storytelling: Instructional Comics for Learning."
- 8.** Branching Scenarios. From Chapter 6, "Choose Your Path: Branching Scenarios for Learning."
- 9.** Live Interactive Classroom. From Chapter 7, "Live and In-Person: Live Interactive Experiences for Learning."
- 10.** Augmented Reality. From Chapter 8, "Get Real: Augmented Reality for Learning."
- 11.** Metaverse. From Chapter 9, "Becoming an Avatar: Metaverse for Learning."
- 12.** AI Powered Assistant. From Chapter 10, "An Anytime, Anywhere Coach: AI-Powered Coaching for Learning."
- 13.** Accessibility. From Chapter 11. "Action-First for Everyone: Improve Learning Experiences through Accessibility."
- 14.** Journey Next Steps. From Chapter 12, "What's Next? Design Your Action-First Learning Project."



From *Action-First Learning: Instructional Design Techniques to Engage and Inspire*, by Karl M. Kapp.
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BRANCHING SCENARIOS



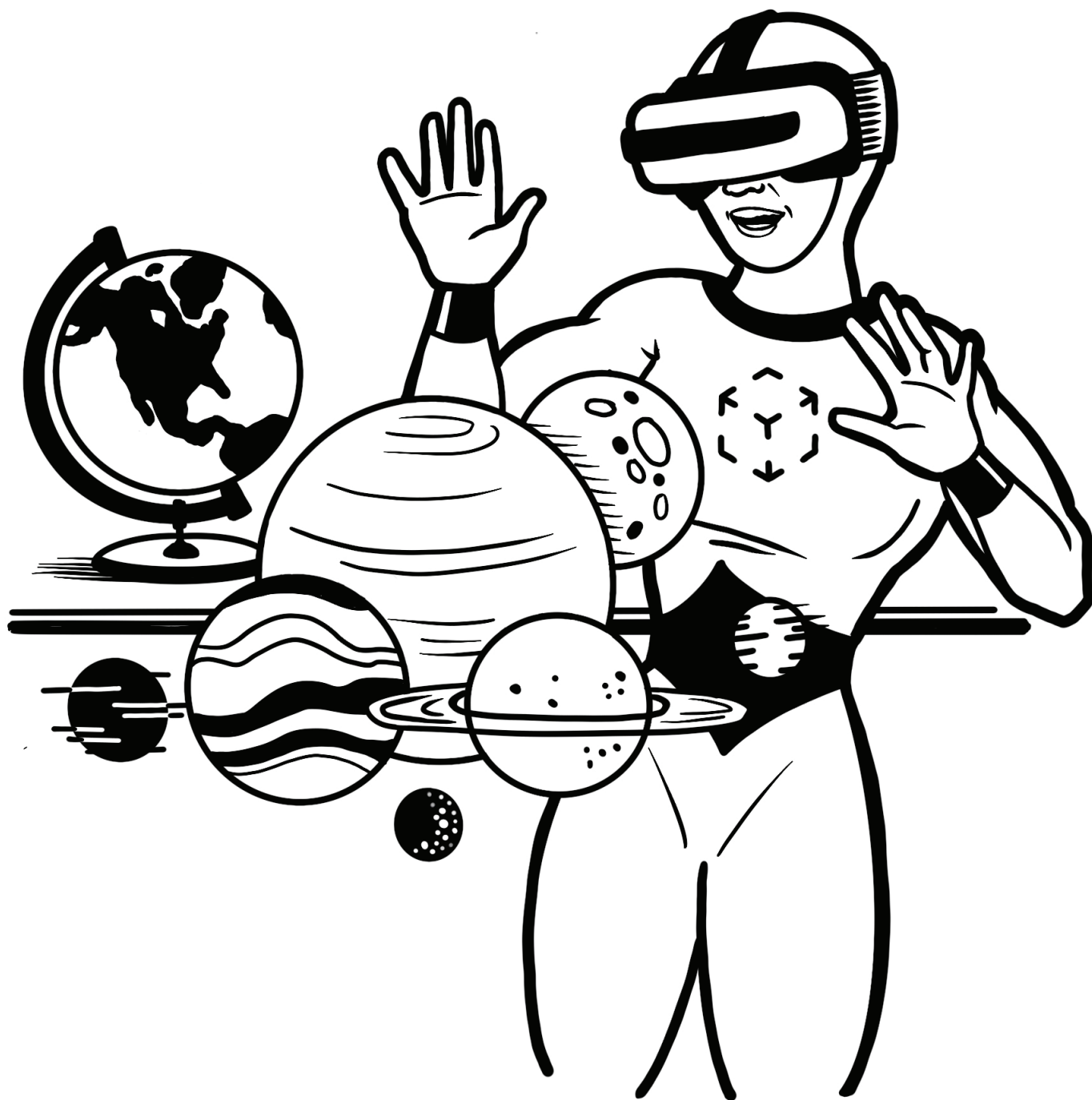
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LIVE INTERACTIVE CLASSROOM



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AUGMENTED REALITY



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METAVERS

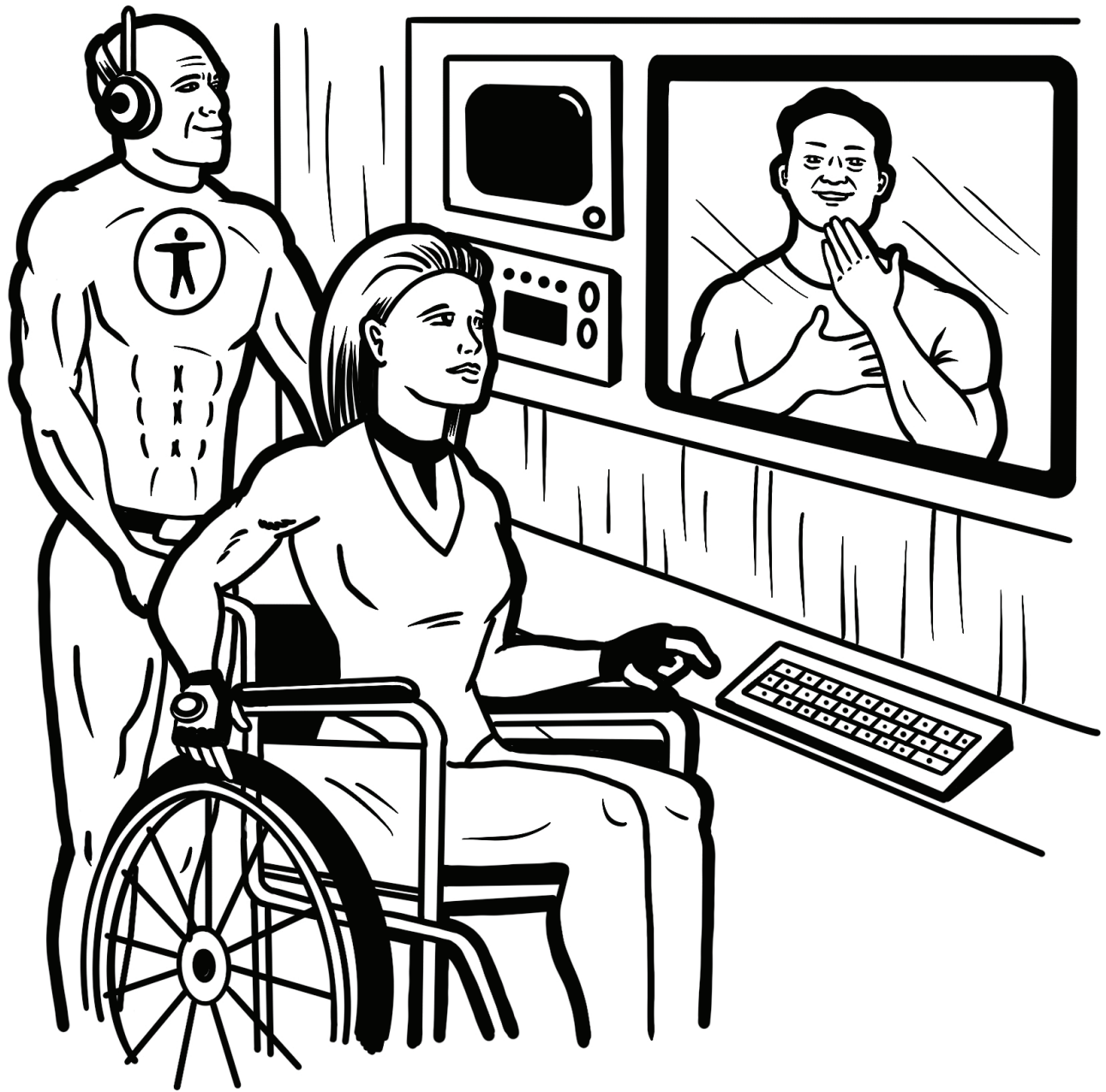


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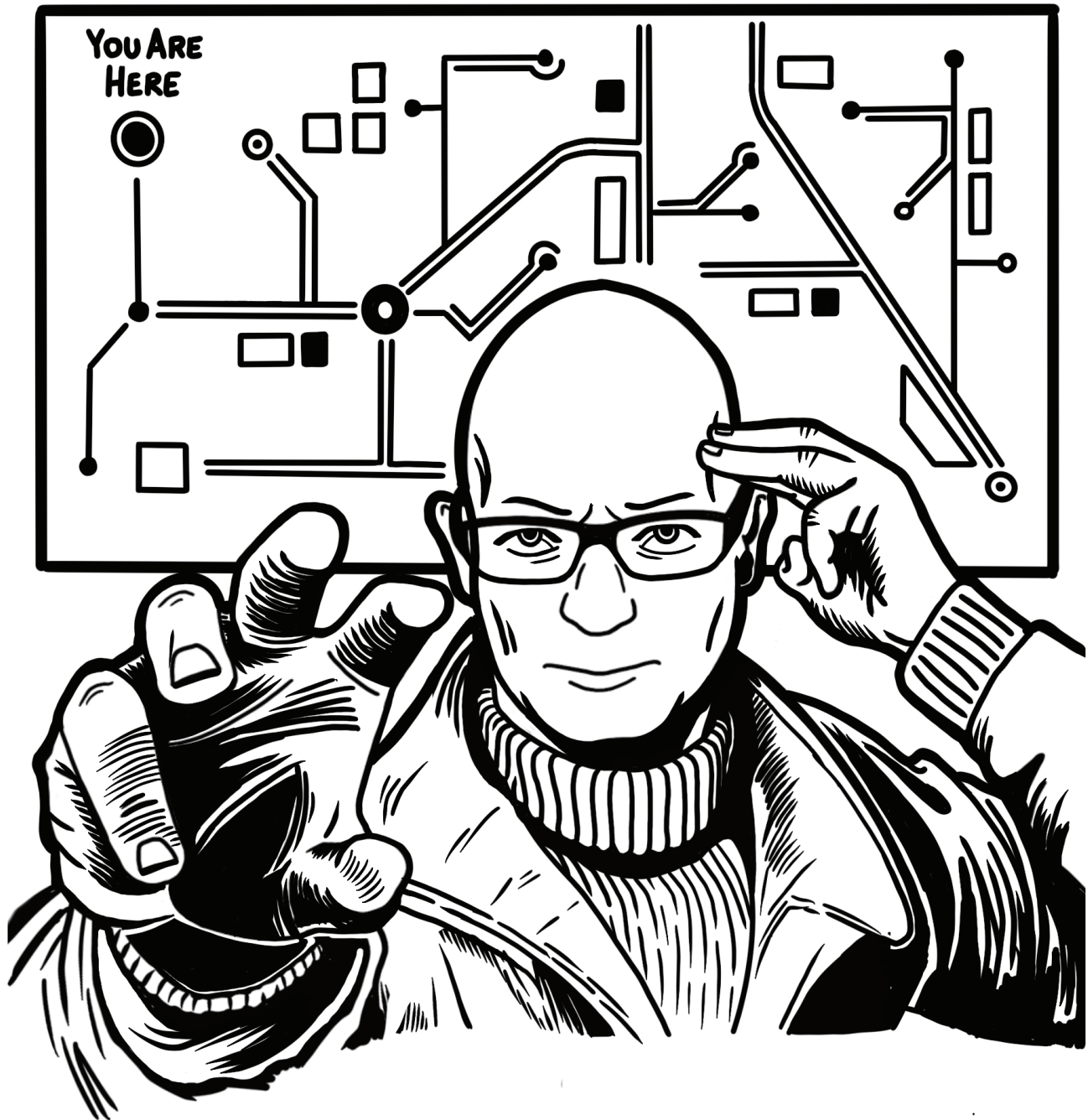
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Accessibility



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JOURNEY NEXT STEPS



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ABOUT ACTION-FIRST LEARNING

In *Action-First Learning*, educator and tech expert Karl M. Kapp covers nine distinct types of action-first activities in one volume—including card and board games, escape rooms, branching scenarios, augmented reality, and AI-powered coaching. He explains why each design works and how to choose, plan, and execute the right kind of project for your goals. Each chapter includes a detailed case study, a design checklist, and tips on how to leverage AI in creating action-first learning.

Included in this book are chapters by instructional designer Amy Pape and L&D expert Kevin Thorn. They cover how to improve action-first learning through accessibility and the use of comic applications.

Available via Amazon, Barnes & Noble, ATD Press, and wherever books are sold!



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A pioneer in the gamification of learning and instruction, **Karl M. Kapp** is an expert in creating engaging, interactive, and meaningful learning events including interactive presentations and high-stakes card and board games for learning. He works around the world helping employers (from Fortune 100 companies to start-up organizations) deliver effective, meaningful instruction using the interactive techniques outlined in this book. He is a TEDx speaker, an international keynoter, and the author of more than a dozen LinkedIn Learning courses.

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