

# Course : Training Design, PDGO-LX certification

**DTHINKING ACADEMY certification RS6636**

**Practical course - 2d - 14h00 - Ref. DTF**

**Price : 2180 CHF E.T.**

NEW

This course offers you a seven-step process based on design thinking to enrich your training experiences and paths. Using tools such as Articulate Rise, you will design innovative systems of varying complexity (face-to-face, distance learning, hybrid, synchronous, asynchronous), with a view to continuous improvement. You will also apply the method to your own project to produce a hybrid training program (e-learning and synchronous time).

## Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Framing and contextualizing the training project
- ✓ Collect and analyze beneficiaries' needs
- ✓ Design an innovative learning system
- ✓ Test, iterate and improve the new system

## Intended audience

Anyone wishing to experiment with training design using the design thinking approach: instructional designers, instructional engineers, trainers, training course managers.

## Prerequisites

No

## Certification

La formation prépare à la certification Product Design Guides: PDGO-LX. Elle inclut un QCM de 30 minutes pour valider les compétences, un dossier projet à soutenir devant un jury de professionnels, et 6 heures d'e-learning pour renforcer les acquis et appliquer la méthode sur un projet de design de formation.

## PARTICIPANTS

Anyone wishing to experiment with training design using the design thinking approach: instructional designers, instructional engineers, trainers, training course managers.

## PREREQUISITES

No

## TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

## ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.

Participants also complete a placement test before and after the course to measure the skills they've developed.

## Practical details

### Hands-on work

Interviews, creation of a storyboard, a prototype and an improvement roadmap.

### Teaching methods

Active, experiential teaching.

## Course schedule

### 1 Discover the design thinking approach

- Understand how design thinking applies to training design
- Discover pedagogical engineering
- Get to grips with the technical toolbox

#### Hands-on work

Choosing the right training for your application

### 2 Framing training needs

- Defining the customer's needs
- Prepare an interview guide
- Experimenting with framing interviews
- Defining reference systems

#### Hands-on work

Training to conduct interviews with the client, formulate teaching objectives and use the teaching blueprint

### 3 Gather information useful for the training project

- Gathering information on beneficiaries' needs and realities on the ground
- Conduct interviews with beneficiaries, experts and stakeholders
- Conduct a secondary survey

#### Hands-on work

Interviews with business experts and secondary survey with AI

### 4 Analyze beneficiaries' needs

- Analyze and formalize needs
- Create a persona
- Identify skills and determine activities
- Define assessment methods

#### Hands-on work

Synthesis with the affinity diagram, application with the finalization of the pedagogical blueprint

## TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

## TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

## ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at [psh-accueil@orsys.fr](mailto:psh-accueil@orsys.fr) to review your request and its feasibility.

## 5 Designing a learning device

- Designing the itinerary
- Use brainstorming to define the teaching scenario
- Summarize with a synopsis
- Detail with the storyboard

### Hands-on work

Implementation with a pedagogical sequence and storyboard (proof of concept)

## 6 Develop and prototype a learning device

- Produce modules, activities and media
- Creating a synchronous module with Articulate Rise
- Prototype learning modules with AI
- Writing an educational guide
- Performing an alpha test

### Hands-on work

Creation of an e-learning system, implementation of a learning device (prototype)

## 7 Testing the device

- Deploy and test training
- Test preparation
- Taking stock of the beta test

### Hands-on work

Applying the tested learning system

## 8 Iterate the solution

- Continuous improvement
- Building an improvement roadmap
- Define and monitor key indicators

### Hands-on work

Creating a roadmap

## Dates and locations

### REMOTE CLASS

2026 : 26 Mar., 11 June, 21 Sep., 3 Dec.