

# Virtual Education

It Doesn't Have to be Boring!



# Poll

- In your experience, what is the biggest challenge in virtual teaching right now?



# AGENDA

- ① Challenges & Research Findings
- ② Synchronous Strategies
- ③ Asynchronous Strategies
- ④ Instructional Design & Tools
- ⑤ Health Science Applications
- ⑥ Q&A



# Learning Objectives

By the end of our discussion, you should be able to:

## Identify

- key challenges in delivering effective online health science education

## Apply

- evidence-based engagement strategies for synchronous and asynchronous instruction

## Analyze and Evaluate

- how instructional design principles—including active learning and gamification—can enhance learner engagement in virtual settings

## Create

- an actionable plan to integrate at least one new tool or strategy into your virtual health science curriculum





# Why Virtual Education Matters

**Online learning can be as effective as face-to-face<sup>1</sup>**

**Blended learning often outperforms purely face-to-face<sup>1</sup>**

**High-level of interactivity and well-structured design are critical to success**

U.S. Department of Education. (2010). Evaluation of evidence-based practices in online learning: A meta-analysis and review of online learning studies. Retrieved from <https://www2.ed.gov/rschstat/eval/tech/evidence-based-practices/finalreport.pdf>

# Synchronous Engagement Strategies



**Frequent Interaction**



**Instructor as Facilitator**



**Interactive Tools**



**Clear Structure & Pacing**

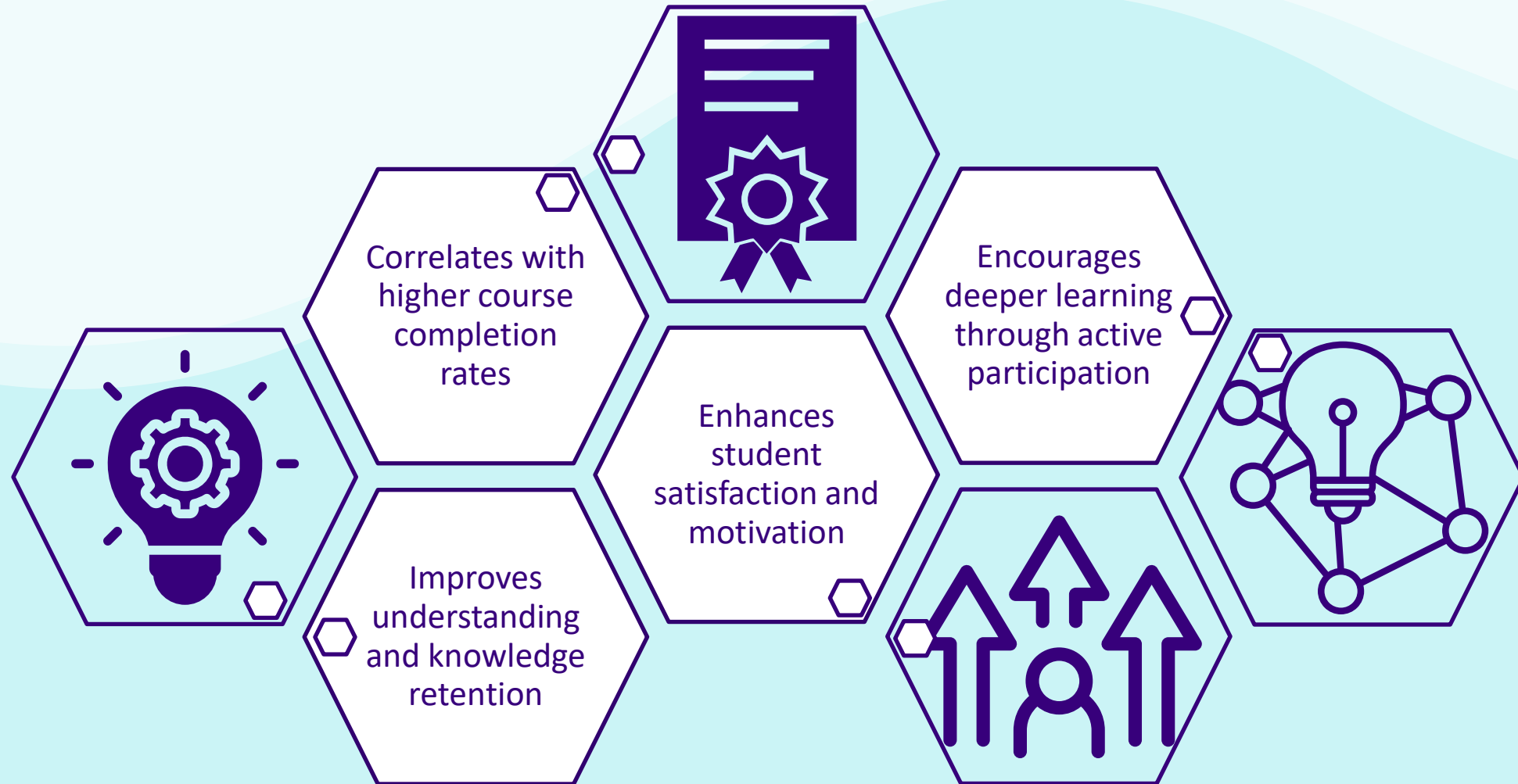


**Building Community**



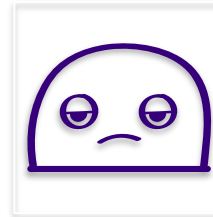
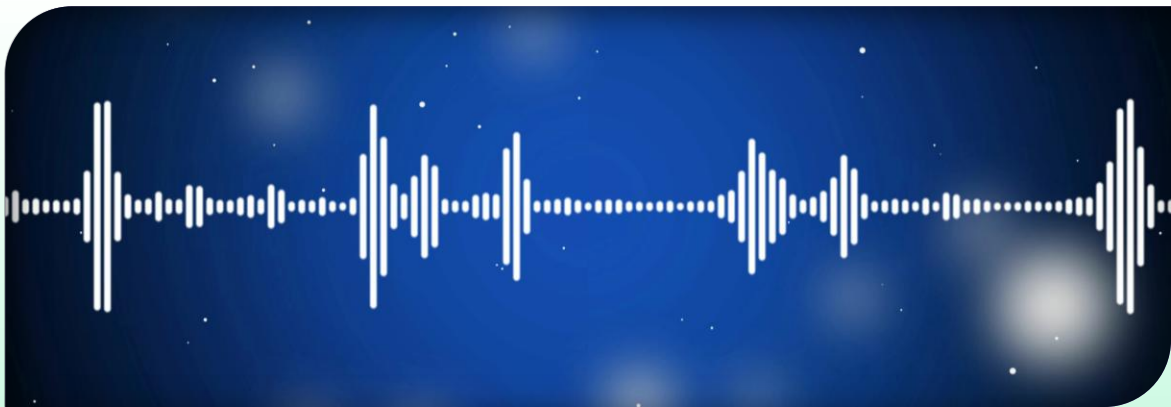
**Managing Technical & Cognitive Load**

# Impact of Interaction on Learning Outcomes



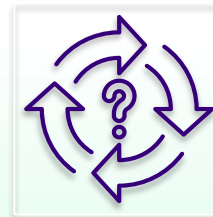
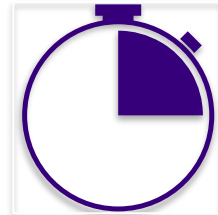
# Finding a Good Rhythm

- What is the ideal frequency of engagement?



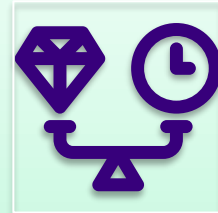
**Attention wanes  
after 10-15 minutes**

**Insert short  
interactive elements  
every 10-15 minutes**



**High-frequency  
questioning can  
boost alertness**

**Balance frequency  
with quality**





# Methods & Strategies for Effective Interaction

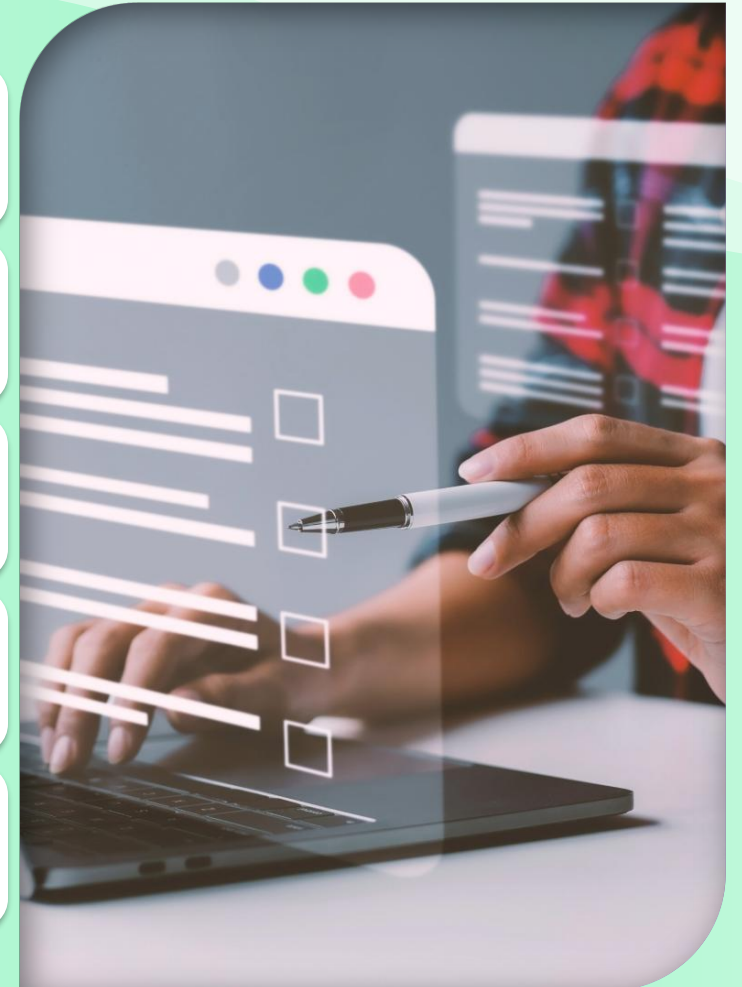
Live polls & low-stakes quizzes

Structured questioning & discussions

Breakout rooms for peer collaboration

Multimodal tools (chat, emojis, shared docs)

Social & emotional check-ins



# Synchronous Engagement Best Practices

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**Plan frequent, purposeful interactions**



**Balance quality & quantity of engagement**



**Use a variety of formats**



**Establish clear participation norms**



**Foster a supportive online environment**

# Asynchronous Engagement Strategies



Clear, Organized Content (modules, easy navigation)



Short, Focused Video Lectures (5–15 mins)



Active Learning Assignments (case studies, reflection)



Timely Feedback & Peer Interaction



Regular Deadlines & Community Building

# Instructional Design Principles

## Active Learning

- Problem-solving, case studies, interactive modules

## Gamification

- Points, badges, and competitions

## Adaptive Learning

- Personalized pathways

## Cognitive Load

- Manage multimedia carefully (Mayer's Principles)



# Chunking Content: Manageable Learning



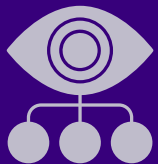
**Present course material in short, focused segments (5–10 minutes each)**



**Reduce cognitive overload by limiting each segment to a single concept**



**Insert quick knowledge checks (mini-quizzes or reflection prompts) after each segment**



**Use visual cues (headers, icons) to clarify topic boundaries**



# Discussion Boards

## Facilitating Reflective Dialogue

- Provide open-ended, thought-provoking prompts
- Set clear participation guidelines (due dates, length, quality criteria)
- Encourage meaningful peer responses, not just “I agree” statements
- Summarize or “wrap up” discussions to highlight key themes.





## Asynchronous Video



## Bringing Social Presence Online

- Use video-based discussion tools to enhance social presence
- Keep individual video responses under 2 minutes for ease of viewing
- Provide clear prompts and guidelines (topic focus, time limits)
- Incorporate captions or transcripts to ensure accessibility.

# Collaborative Documents: Building Knowledge Together

Assign group tasks using tools like Google Docs or Wikis

Establish clear roles or guidelines for contributions

Use revision history to monitor individual participation

Incorporate peer feedback through commenting features.



# Other Communication Tools

- Quick instructor response keeps students supported

Emails/LMS  
Messaging



- Weekly wrap-ups and previews maintain momentum

Announcements



- Student's critique each other's work, deepening learning

Peer Review  
Platforms



- A casual space for peer support and informal Q&A

Student Lounge



# Active Learning

## Case Studies



Diagnose and propose solutions to real-world scenarios

## Problem-Based Learning



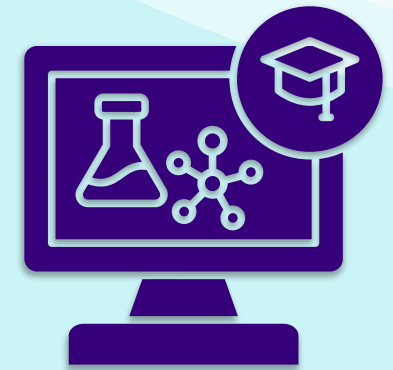
Small groups tackle open-ended health science problems

## Reflection Journals



Help to connect theory and learning to experience

## Virtual Labs



Simulate clinical or experimental settings



# Practical Tools & Platforms

## High-Quality LMS

- User-friendly, integrated discussion/forums

## Key Features

- Quizzing, analytics, adaptive pathways

## Simulations & Virtual Labs

- Essential for Health Sciences)
- VR/AR: Future-forward, optional integration



# Application in Health Science Education

## Peer-Led Reflection on Dispensing Errors

Students pair up to review each other's short reflections on real or simulated dispensing errors.

Provide timely peer feedback (via shared docs) about preventing future mistakes and clarifying standard protocols.

## Pharmacology Asynchronous Video Discussion

Students record 2-minute video "mini-demonstrations" of drug mechanism explanations (e.g., how beta-blockers function).

Classmates watch and post follow-up questions or clarifications.

## Discussion Board: Drug Interactions

Prompt: "Share one drug-food interaction and explain the mechanism behind it."

Require students to comment on at least one peer's post with additional research or clinical considerations.

# Key Takeaway

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## Next Steps

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**Implement 1 new  
synchronous or  
asynchronous  
strategy**

**Explore 1 new tool  
that supports  
active learning**

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**Contact Me** | I would love to hear from you, whether you have questions or feedback.



[aaron@pharmacytechscholar.com](mailto:aaron@pharmacytechscholar.com)



[Linkedin.com/in/aaronemmel](https://www.linkedin.com/in/aaronemmel)

