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COURSE BROCHURE

Scenario-Based and Microlearning Experience Design Training

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Registered in the United Kingdom and Saudi Arabia

Scenario-Based and Microlearning Experience Design Training

Ref: 1008_38160 **Date:** 15 – 19 February 2027 **Location:** Amsterdam **Fees:** 5600 GBP

Scenario-based and microlearning experience design is a 1-week training course for learning experience designers and L&D specialists who need short, decision-rich learning that people actually finish. Participants map a learner journey, write branching scenarios, plan spaced practice and test prototypes with real learners. The work product is a tested scenario and microlearning prototype pack for one live capability gap. Jupiter Prime Training delivers this course for practical design teams.

Why Scenario-Based and Microlearning Experience Design Matters Now

Three shifts make this design approach urgent. Employees learn in short moments between tasks, so long modules sit unfinished. Leaders ask for evidence that learning changes decisions on the job, not just completion rates. Authoring tools now let small teams build branching content quickly, yet many scenarios still read like quizzes. A team that designs realistic choices, spaced retrieval and quick learner tests produces learning that sticks; a team that converts slides into short clips gains little. Examples come from retail customer service and hospital patient safety.

Who Gains Most from Scenario-Based and Microlearning Experience Design

- Learning experience designers who build digital and blended learning
- L&D specialists who turn business problems into learning briefs
- Instructional designers moving from long modules to short formats
- Digital learning producers who manage authoring tools and platforms
- Training managers who approve designs and report learning impact

Design teams gain most when a designer, a producer and a business partner attend together and agree one testing routine.

Scenario-Based and Microlearning Experience Design Capabilities

Each design choice is linked to a decision learners make at work.

- Map learner journeys that show moments of need and friction points — business sponsors
- Write branching scenarios with realistic consequences and feedback — subject matter experts
- Chunk content into microlearning units with one clear action each — learners and line managers
- Plan spaced practice and retrieval prompts across several weeks — training managers
- Prototype and test designs with small learner groups before build — digital learning producers
- Define engagement and behaviour metrics that reveal real impact — L&D leadership

Key Scenario-Based and Microlearning Experience Design Terms

- Learner journey map — a visual of steps, emotions and moments of need a learner meets while building a skill.
- Branching scenario — an interactive story where each learner choice leads to a different consequence and feedback.
- Microlearning unit — a short learning asset, usually under five minutes, focused on one action or decision.
- Spaced practice — retrieval activities repeated at growing intervals to strengthen long-term memory.
- Low-fidelity prototype — a rough draft, such as paper screens or slides, used to test ideas cheaply.
- Engagement metric — a measure such as return visits, choice paths or drop-off points showing how learners interact.

Scenario-Based and Microlearning Experience Design Day by Day

Day 1: Learner Journeys and Moments of Need

- Performance Problem Framing — Separating Skill Gaps From Process Issues
- Learner Persona Interviews — Capturing Context, Pressure And Habits
- Journey Mapping Canvas — Locating Moments Of Need On The Job
- Action Mapping — Choosing The Decisions Worth Practising
- Design Brief Agreement — Aligning Sponsor Goals With Learner Reality

Day 2: Writing Branching Scenarios

- Scenario Structure Patterns — Linear, Branching And Mini-Decision Formats
- Realistic Dilemma Writing — Plausible Wrong Choices From Expert Interviews
- Consequence And Feedback Design — Showing Results Instead Of Telling
- Character And Dialogue Craft — Voices Learners Recognise From Work
- Branch Flow Mapping — Keeping Paths Manageable For Build

Day 3: Microlearning Units and Spaced Practice

- Content Chunking Rules — One Unit, One Action
- Format Selection — Video, Card, Quiz Or Job Aid By Need
- Spaced Retrieval Schedule — Planning Prompts Across Several Weeks
- Mobile-First Layout — Designing For Small Screens And Short Breaks
- Nudges And Reminders — Prompting Practice Without Overload

Day 4: Prototyping and Learner Testing

- Paper And Slide Prototypes — Testing Ideas Before Authoring
- Think-Aloud Testing Sessions — Watching Learners Make Choices
- Usability And Clarity Fixes — Prioritising What Learners Struggled With
- Accessibility Checks — Captions, Contrast And Plain Language
- Engagement Metrics Plan — Choice Paths, Drop-Off And Return Visits

Day 5: Practising the Scenario and Microlearning Prototype Pack

- Journey Map Refinement — Applying Day 1 Insights To The Final Design
- Scenario Peer Review — Testing Day 2 Branches For Realism
- Spaced Practice Calendar — Applying Day 3 Retrieval Schedule
- Test Findings Integration — Using Day 4 Learner Feedback
- Scenario and Microlearning Prototype Pack — Presenting The Tested Design To Sponsors

Applying Scenario-Based and Microlearning Experience Design After the Course

- Run a think-aloud test of one existing module with five learners and list the top three fixes.
- Rebuild one long module as a branching scenario plus three microlearning units with a four-week spaced practice plan.

Scenario-Based and Microlearning Experience Design Questions FAQ

What is scenario-based and microlearning experience design, and why does it matter now?

It is the craft of building short, choice-driven learning around real work decisions. It matters now because people learn in brief moments and leaders want proof that behaviour changes.

Which roles gain most from scenario-based and microlearning experience design?

Learning experience designers, L&D specialists, instructional designers and digital learning producers gain most, especially when they test designs together.

How does scenario-based and microlearning experience design differ from a general instructional design course?

A general course covers the full design process for any format. This course focuses on branching decisions, short units, spaced practice and testing prototypes with learners.

What do you bring back from scenario-based and microlearning experience design?

You bring back a tested prototype pack for one live capability gap, with a journey map, scenario branches, microlearning units and a practice calendar.

Scenario-Based and Microlearning Experience Design: The Way Forward

The scenario and microlearning prototype pack is the starting point. Its first use is choosing which long module to rebuild first. Designers and producers use it during build, while sponsors use the metrics plan to judge impact. After the first release, review choice paths and drop-off data and refresh the weakest scenario branch.