



**Detailed information WCBL 2019 Pre-Conference workshops on Thursday , April 25,  
2019  
Workshop # 3**

<b>Presenter Name:</b>	Joe Ganci	
<b>Presenter's personal information</b>	<input checked="" type="checkbox"/> attached presenter's short bio	<input checked="" type="checkbox"/> picture <input type="checkbox"/> other
<b>Workshop Title</b>	Using Camtasia in Your Blended Learning Courses	
<b>Time</b>	<input checked="" type="checkbox"/> 10:00 am - 1:00 pm	<input checked="" type="checkbox"/> 2:00 5: 00 pm
<b>Number of times can be presented</b>	<input checked="" type="checkbox"/> two times	
<b>Workshop Objectives</b>	<ul style="list-style-type: none"> <li>• Create interactive videos for learning in Camtasia</li> <li>• Apply effects and transitions</li> <li>• Apply little-known features</li> </ul>	
<b>Audience targeted</b>	eLearning designers and developers	Number : 15-20 participants
<b>Devices needed for participants</b>	<input checked="" type="checkbox"/> laptop	
<b>Facilities required</b>	Standard classroom, laptop projector, speakers	
<b>Technical support and internet connection needed</b>	Strong wireless connection	
<b>Any Other relevant information</b>	<ul style="list-style-type: none"> <li>• Each participant will need Camtasia trial or licensed version installed on their laptop.</li> </ul>	
<b>Important Note:</b>	<ul style="list-style-type: none"> <li>• If there are not enough attendees for a particular workshop, the workshop will be cancelled.</li> <li>• Cancelation of workshops by participants and refunds is subject to the same guidelines of conference deadline, (March, 27.2019). after that no refunds.</li> </ul>	



**Detailed information WCBL 2019 Pre-Conference workshops on Thursday , April 25,  
2019  
Workshop # 7**

<b>Presenter Name:</b>	Joe Ganci	
<b>Presenter's personal information</b>	<input checked="" type="checkbox"/> attached presenter's short bio	<input checked="" type="checkbox"/> picture <input type="checkbox"/> other
<b>Workshop Title</b>	Captivate 2019 – Creating Virtual Reality and Interactive Video!	
<b>Time</b>	<input checked="" type="checkbox"/> 10:00 am - 1:00 pm	<input checked="" type="checkbox"/> 2:00 5: 00 pm
<b>Number of times can be presented</b>	<input checked="" type="checkbox"/> two times	
<b>Workshop Objectives</b>	<ul style="list-style-type: none"> <li>• Create Virtual Reality navigation and interactivity</li> <li>• Insert interactions into your videos wherever you need</li> <li>• Insert bookmarking and remediation into your videos</li> </ul>	
<b>Audience targeted</b>	eLearning designers and developers	Number : 15-20 participants
<b>Devices needed for participants</b>	<input checked="" type="checkbox"/> mobile phone <input checked="" type="checkbox"/> laptop	
<b>Facilities required</b>	Standard classroom, laptop projector, speakers	
<b>Technical support and internet connection needed</b>	Strong wireless connection	
<b>Any Other relevant information</b>	<ul style="list-style-type: none"> <li>• Each participant will need Captivate 2019 trial or licensed version installed on their laptop.</li> </ul>	
<b>Important Note:</b>	<ul style="list-style-type: none"> <li>• If there are not enough attendees for a particular workshop, the workshop will be cancelled.</li> <li>• Cancellation of workshops by participants and refunds is subject to the same guidelines of conference deadline, (March, 27.2019). after that no refunds.</li> </ul>	



**Detailed information WCBL 2019 Pre-Conference workshops on Thursday , April 25, 2019  
Workshop # 7**

<b>Presenter Name:</b>	Joe Ganci	
<b>Presenter's personal information</b>	<input checked="" type="checkbox"/> attached presenter's short bio	<input checked="" type="checkbox"/> picture <input type="checkbox"/> other
<b>Workshop Title</b>	Captive 2019 – Creating Virtual Reality and Interactive Video!	
<b>Time</b>	<input checked="" type="checkbox"/> 10:00 am - 1:00 pm	<input checked="" type="checkbox"/> 2:00 5: 00 pm
<b>Number of times can be presented</b>	<input checked="" type="checkbox"/> two times	
<b>Workshop Objectives</b>	<ul style="list-style-type: none"> <li>• Create Virtual Reality navigation and interactivity</li> <li>• Insert interactions into your videos wherever you need</li> <li>• Insert bookmarking and remediation into your videos</li> </ul>	
<b>Audience targeted</b>	eLearning designers and developers	Number : 15-20 participants
<b>Devices needed for participants</b>	<input checked="" type="checkbox"/> mobile phone <input checked="" type="checkbox"/> laptop <input type="checkbox"/> Computers <input type="checkbox"/> other specify:_____	
<b>Facilities required</b>	Standard classroom, laptop projector, speakers	
<b>Technical support and internet connection needed</b>	Strong wireless connection	
<b>Any Other relevant information</b>	<ul style="list-style-type: none"> <li>• Each participant will need Captivate 2019 trial or licensed version installed on their laptop.</li> </ul>	
<b>Important Note:</b>	<ul style="list-style-type: none"> <li>• If there are not enough attendees for a particular workshop, the workshop will be cancelled.</li> <li>• Cancellation of workshops by participants and refunds is subject to the same guidelines of conference deadline, (March, 27.2019). after that no refunds.</li> </ul>	



## **Mr. Joe Ganci Biography**

Joe Ganci is President of eLearningJoe, LLC, a custom learning company located outside Washington, D.C. Since 1983 he has been involved in every aspect of multimedia and learning development. Joe holds a degree in Computer Science and writes books and articles about eLearning. He is widely considered a guru for his expertise in eLearning development and technology, and he consults with clients worldwide, creating eLearning modules and templates, often training personnel in their use and then making himself available to assist if necessary. Of course, Joe and his team also create eLearning from start to finish, performing the proper analyses, design needs, the development of the learning and its implementation. Joe evaluates eLearning results, both for his own work and the work of others for his clients.

Joe is also a frequent teacher and presenter at industry conferences and at client sites, especially on the subject of eLearning development tools. His tool reviews appear each month in Learning Solutions Magazine (<http://learningsolutionsmag.com/authors/4/joe-ganci>) and he is the recipient of several awards and many letters of recommendation for his work in eLearning, including a Lifetime Achievement Award way back in 1999 and the second ever eLearning GuildMaster Award in 2013. His mission is to improve the quality of eLearning with practical approaches that work. He loves to help others achieve their goals.