GLOBAL VIRTUAL LEARNING MODEL

DESIGN PROCESS

INPUTS

- Stakeholders' needs
- Local partner input
- Best practices in instructional design

MODES

- Action-based
- Learner-centered
- Blended
- Expert-supported

PROGRAM IMPLEMENTATION

LEARNER OUTCOMES

SKILLS

- Digital literacy
- Digital citizenship
- Teamwork
- Cultural competency

RESULTS

- Connections
- Global network
- Personal development
- Employment