Assortment of Interaction Elements
Multi-Media, Gamification & Infographics

Submission from
OIS Training Team
Office of Information Security
US Department of Health and Human Services

Start
This sign within the training means “click on the icon”
This is an engaging instructional video, easy to follow, visually dynamic, and speaks to our diverse audience in all levels in a simple fashion. To avoid cognitive overload and boost engagement, the video pauses for quick questions that force the learners to respond and demonstrate their knowledge. The video resumes when the learners answer the question.
This is an informational infographic poster that communicates concepts/definitions clearly and captures the learner’s attention through alternating between different colors, types of visuals and directions. The main sections are numbered as well to help the information flow and keep readers engaged.
Learners who work best in the reading modality demonstrate a strong learning preference for newsletters. With real life stories included, those newsletters engage our learners, allow them to absorb information through the written word, and give them the opportunity to understand clearly the message of the newsletter.
Gamified learning is an active learning approach that teaches through using game-style activities. This game includes competition with scoring and a leaderboard, as well as visual accolades for successes. The game helps the audience perform better, retain more knowledge, be more empowered, excited, and possess a deeper and conceptual understanding of the topics learned.

* This game is accessible and 508 compliant.
There are 10 technical questions. Learners roll the dice, and then have two minutes to answer the question correctly. They’ll lose a point if two minutes pass with no activity; or they selected the wrong answer...
Game Features

Music, sound effects, timer*, leaderboard, name entry field, multiple attempts, and more...

*Users with disabilities and/or any other limitations have the option to turn off the timer and continue playing without losing points.
Feedback Actions

When a learner wins or loses, a point is either added to learner's or the opponent's score. Sound effects change according to the answer and thumbs-up/down banners appear to provide the answer key and the explanation.
The End