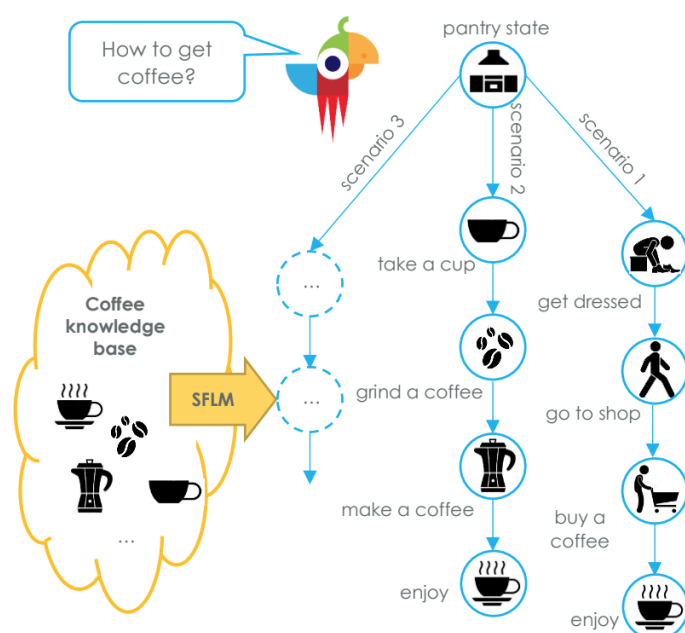


DEFINITION AND DESCRIPTIONS

Scenario-Based Learning (SBL) uses interactive scenarios involving learners working their way through a storyline i.e. a description of the scenario that helps learners understand the lesson (Kokoulina 2019; Hursen and Fasli 2017).

SBL's storyline is a realistic situation where a sequence of stages is presented, and possible choices allow the learner to reach an outcome. Learning occurs when the user goes through the storyline and is guided to discover principles and develop critical competencies. The easiest way to build a scenario is to use a pattern case following arbitrarily chosen practical task.



BENEFITS

1. Virtual scenarios let learners gather professional experience faster than in course of real tasks performance.
2. Trial-and-error approach is as effective as getting an on-the-job training but without any costs of the wrong decisions consequence.
3. SBL is well-suited to teach the learner hone skills that involve decision-making.

CHALLENGES

1. Selection of storyline implementation of which will allow the expected learning outcomes to be obtained.
2. Predetermined context of storyline may lead to teaching routine behaviors instead out-of-the-box thinking.
3. Not every topic can be easily presented with help of a scenario.

REFERENCES

- Kokoulina O., Beginner's Guide to Scenario-Based Learning, Instructional Design, Nov. 28, 2019, <https://www.ispringsolutions.com/blog/scenario-based-learning>.
- Hursen C., Fasli F.G., Investigating the Efficiency of Scenario Based Learning and Reflective Learning Approaches in Teacher Education, European Journal of Contemporary Education, 2017, 6(2), 264-279.