A Why-To and a How-To VIRTUAL CONFERENCES IN THE COVID-19 ERA



virtual conference

- : Web-based event that replicates aspects of a traditional place-based conference, membership meeting, or trade show
- : standalone or as a hybrid
- : multiple sessions, not just a single Webinar or Webcast
- : in real time (synchronously), on demand (asynchronously), or both

Have you offered a virtual conference?

- Yes
- No, but plan to in the next 12 months
- No, and don't plan to in the next 12 months

How has COVID-19 impacted you?

- We have plans to offer our 1st virtual conference.
- We're considering offering our 1st.
- We're expanding our virtual conference offering(s).
- We're considering expanding offering(s).
- It hasn't impacted what we're doing or not with virtual conferences.

agenda

- 4 key aspects of virtual conferences
 - planning
 - preparation
 - delivery
 - follow-up
- Q&A
- parting thoughts

Use **Q&A** to send questions.



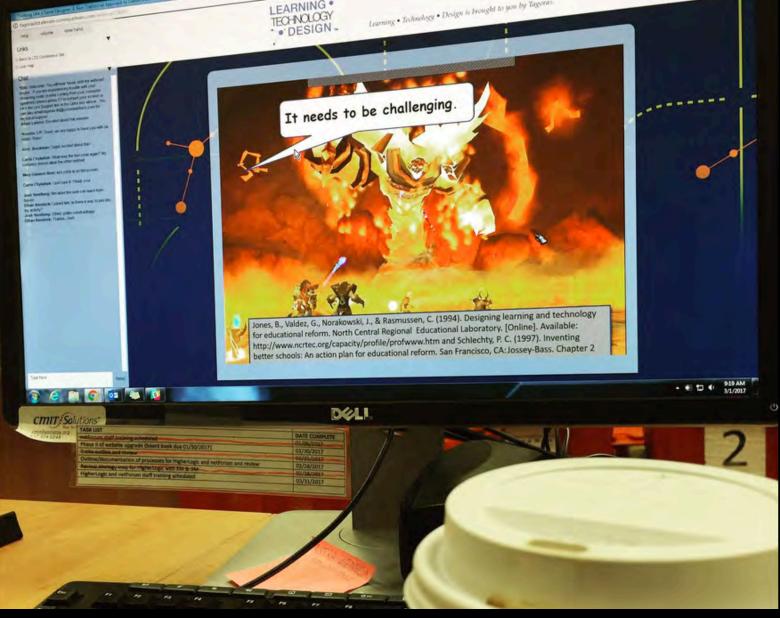
Use **Chat** to share comments and to see what others share. So everyone may see what you share, **select "All panelists and attendees"** in the dropdown beside To.







Learning • Technology • Design May 2016 | **Arlington, VA**



Learning · Technology · Design March 2017 | **online**



Learning · Technology · Design February 2018 | **online**



Why microlearning?

Learning · Technology · Design February 2019 | online



Learning · Technology · Design February 2020 | online

planning

- timeline
- location
- structure
- value proposition
- decisions about sponsorship
- pricing It needs to be challenging.
- marketing

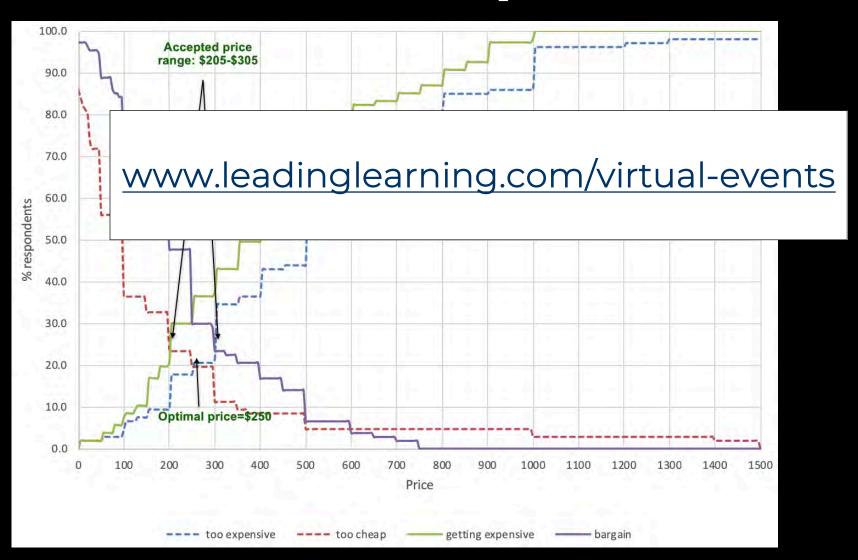
2016 (f2f)

- 11 sessions
- 2 days
- reception
- sponsor + exhibitors

2017

- 20 sessions
- 2.5 days
- sponsors + exhibitors
- 10 demos

Van Westendorp



2016 (f2f)

- 11 sessions
- 2 days
- reception
- sponsor + exhibitors

2017

- 20 sessions
- 2.5 days
- sponsors + exhibitors
- 10 demos

2018

- 23 sessions
- 11 days/1 month
- online community
- no sponsorship

2019

- 16 sessions
- 2 days
- online community
- patrons

2020

- 20 sessions
- 2 days (gap day)
- online community
- patrons







www.leadinglearning.com/virtual-events





planning

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preparation

- work with SMEs
- work with sponsors
- communication with attendees
- use of a theme
- adequate support



delivery

- GRAZIE E ARRIVEDERCI use of Web cams GRAZIE E ARRIVEDERCI
- use of chat
- priming and synthesis (thematic arc and pre-suasion)
- Collaborative Coaching and Follow-Up Friday
- execution and technical points

follow-up



follow-up

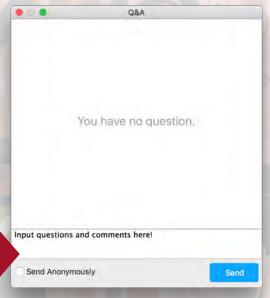
- recordings
- online community
- evaluation (testimonials)
- boosting and e-book
- persistence of Web site and interest pop-up

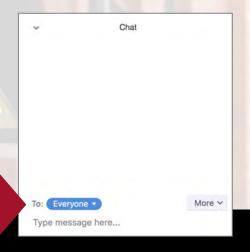


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WHO WE ARE

We help organizations and individuals host virtual conferences that foster meaningful conversations and promote high audience engagement.





Return to Virtual Conference

Matchbox Virtual Media







Psychiatric









THE VIRTUAL EVENTS REPORT

www.leadinglearning.com/virtual-events



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