INNOVATIVE VIRTUAL FORMAT IDEAS

Format	Description	More Details
Traditional Panel	Ideal session includes no more than three presenters who present from a slide deck for the entire duration of the session	
Rapid-fire Panel Presentation	Panelists give a short presentation (anywhere from 40 seconds, to five minutes) followed with audience Q&A.	
Rapid-fire Panelist Words of Wisdom	Panelists share quick "tidbits," "quick wins," or "best practices" in a short, defined amount of time followed by audience Q&A.	
Survivor Debate	Panelists debate hot topics using their knowledge and persuasion to avoid getting voted off the island. Debaters are gradually eliminated by an audience vote, until one is left standing.	
Roundtable Discussions	An opportunity for participants to get together in an informal setting examine an issue or set of issues. There is no formal agenda, but there are specific topics. The facilitator needs to be well-versed on the topic and engage the group member in the discussion. There should be no presentation deck available during these sessions.	One format for a roundtable is to have the questions prepared in advance and provided to the participants. If this is the chosen methodology, identify the key topics the roundtable is to address. Then develop thought-provoking, open-ended questions to get at and discuss the issues surrounding these topics. Be detailed in the formulation of the questions. Develop enough questions to completely explore the issues. You do not need to expect a specific answer to each individual question, the discussion can address multiple questions. The best source for topics and related questions are the people who will participate in the roundtable.
Case Study	A focused presentation highlighting findings from relevant initiatives and projects, followed by audience Q&A. Should only be used in situations where there is highly transferable knowledge to be share.	
Standalone Q&A Sessions	If you hold the Q&A on the second day, you can ask people to submit questions at the end of day one. That evening, the facilitator can select the best questions and add ones they feel should have been asked. This approach ensures that a cross-section of questions are answered in a way that brings substance to what is often an empty	

Think-Pair-Share	First, give audience a question or problem to consider – give them a few minutes individually think and jot down notes. Then, divide the students into pairs to discuss their answers with each other. Finally, call on random pairs or all the pairs in turn for discussion. With well designed questions, short case studies, or examples, debate and analysis can emerge as audience members try to convince each other
Dragon's Den Sessions	Teams can pitch ideas, projects, or problems to an expert panel ("friendly dragons") and receive feedback. If a pitch is chosen, teams will not only have to think creatively, but also come up with some
Guided Discussions	Participants break into groups and spend 10 minutes in a conversation, guided by a template document. A member of each group records the results of the conversation on the template. Another template is used to capture the suggestions from all groups
Facilitator Round Robin	Audience breaks into tables. Each facilitator chooses one topic to speak about and rotates among tables to cover topic and answer
Campfire Sessions	A speaker (or multiple speakers) presents an idea to a group of people. After 15 or 2 minutes, however, the focus shifts from the presenter to the audience. For the remainder of the session, the presenter becomes a facilitator, inviting comments, insights, and questions from those around the room. Campfire sessions allow attendees to drive their own learning
Think Tank	Session focusing on a single issue or question. Initially, a chairperson orients attendees to the issue or question and relevant context. Then, attendees break into small groups to explore the issue or question and finally reconvene to share their enhanced understanding through a discussion facilitated by the chairperson. Session description should succinctly identify the question or issue to be addressed, the relevant contextual factors, and the roles of the individual breakout groups (Will they each address the overall topic
Solution Room	Participants are then divided into groups of 6-8 and each person takes it in turns to present their problem and have it brainstormed by

Workshop - General	A workshop is a (virtual) hands-on exercise designed to teach or introduce to participants practical skills, techniques, or ideas which they can then use in their work or their daily lives. Should be designed for interactivity and networking among participants, along	
Point/Counterpoint Debate	Allows opposing views to emerge. The topic is presented and each panelist presents their "side" of the topic which is then rebutted by another panelist. You can also extend the conversation into the audience and ask for feedback as well, and/or have the audience vote for most compelling argument.	1. The first affirmative speaks for a maximum of 3 minutes. 2. The second negative then joins the first affirmative and cross-examines for a maximum of 2 minutes. 3. The first negative then gives his or her presentation while both affirmatives listen, and with the second affirmative taking notes. The first negative speaks for a maximum of 3 minutes. 4. The second affirmative then joins the first negative and cross examines for a maximum of 2 minutes. 5. The second affirmative then presents the rebuttal--rebuilding the case and explaining why you were successful in the cross examination. Two minutes maximum. 6. The second negative then presents the rebuttal--rebuilding the case and explaining why you were successful in the cross examination. Two minutes maximum.