## 10 KILLER EXAMPLES OF MOBILE LEARNING

Here is a list of our 10 killer examples that feature use of Mobile Learning for varied training needs (**Formal training**) and as **Performance Support** (just-in-time learning aids). Our examples show how you can create high impact training for the entire range of your corporate training needs.

We showcase strategies including:

1. Microlearning

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- 2. Gamification
- 3. Scenario based learning
- 4. Learning paths
- 5. Social Learning
- 6. Personalisation

We showcase high impact delivery formats including:

- 1. Apps for learning
- 2. Videos
- 3. Interactive Videos
- 4. Our award winning Interactive Parallax design nugget

(9)

Take Me to the Examples!

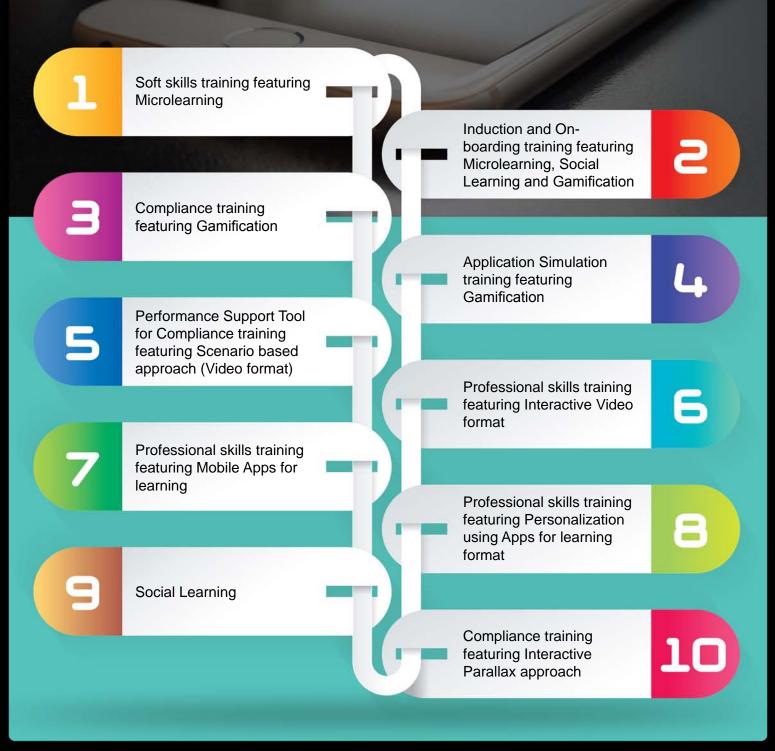


rformance, you can use mLearning Learning in the form of:



## **10 KILLER EXAMPLES**

Select each example to learn more.





Soft skills training featuring

Adaptive design (Works on Tablets and Desktops/laptops)

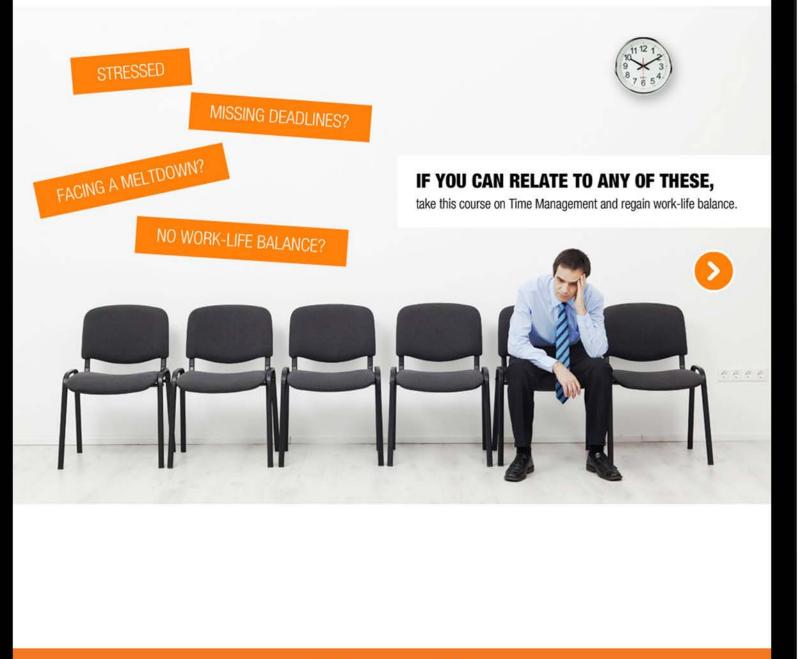
This microlearning nugget uses two innovative strategies, namely:

- 1. Scenario-based learning.
- 2. Gamified activities.

A short intro sets the context of what to expect over the next 10 minutes. The objectives are further broken into 2-3 minute sessions.

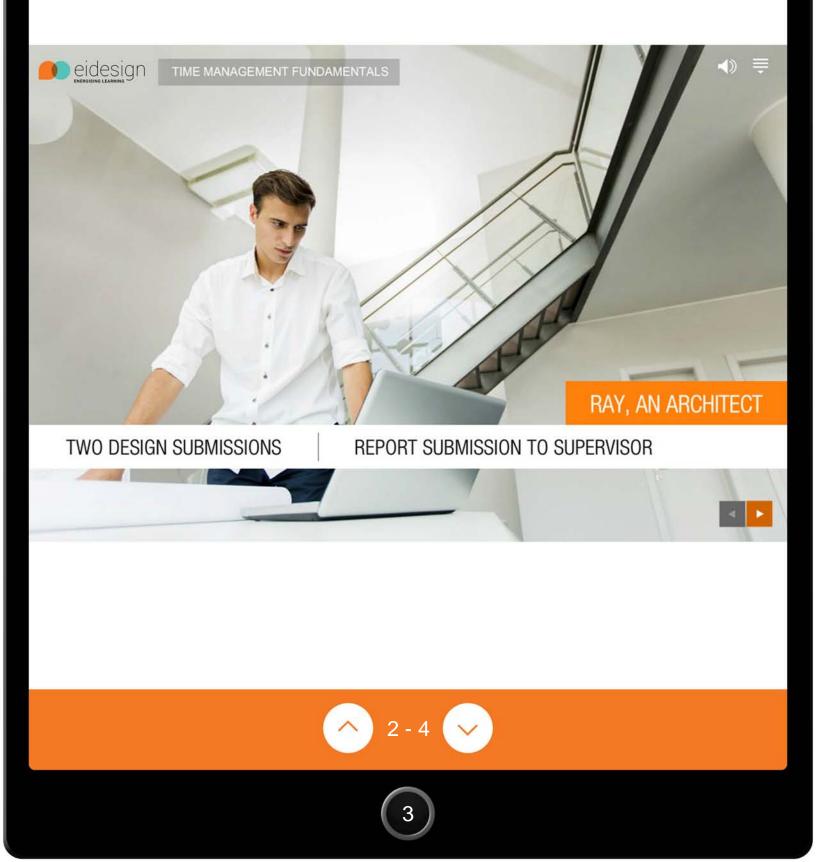


























# Induction and On-boarding training featuring Microlearning, Social Learning and Gamification

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

This example is from our own onboarding and induction program. The average age in our organization is 28 and we have taken this approach (videos, microlearning, learning path that can be customized, and so on) that appeals to this age group.

This features microlearning media pieces (largely videos) and guided exploration through very simple and intuitive interactivities.

Action images of team members and video nuggets make the learning interesting, sticky, and easy to internalize.

New team members are enrolled to the onboarding and induction program on day 1 of joining with the flexibility to access it on the device of their choice.











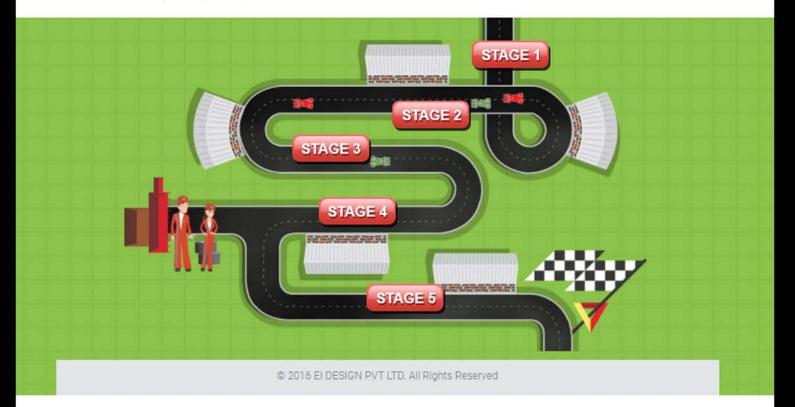
#### The Road Map

Welcome to EI Design's onboarding program. This program is divided into five sections. Along this journey, you will learn about EI Design: its culture, mission, vision and values and its various programs and policies.





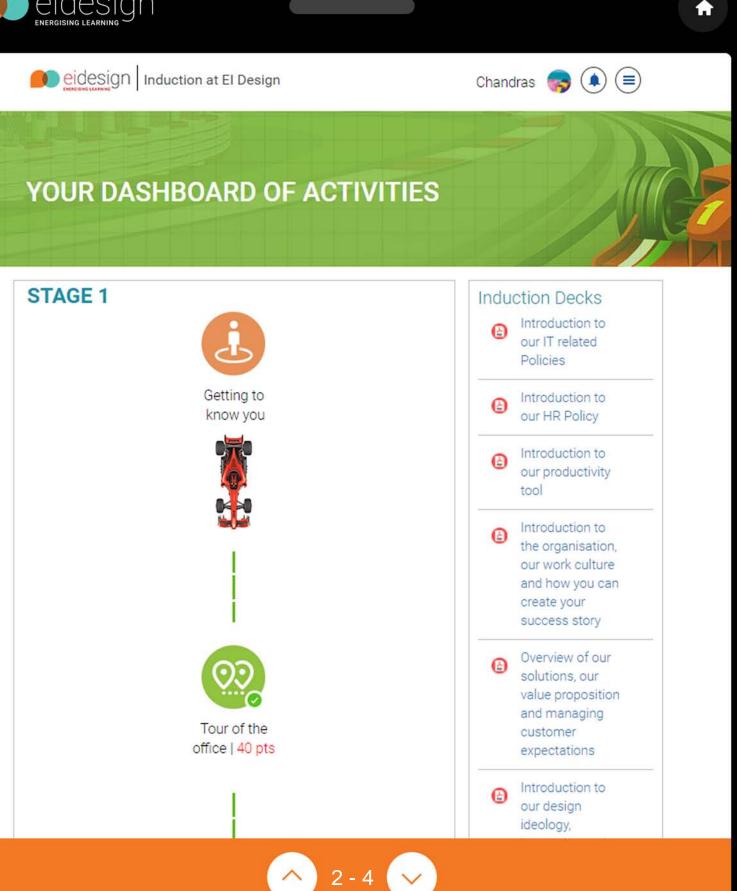
The program spans across four weeks with something new and exciting for you every step of the way. Select the PDF icon to view the details of your onboarding journey along these four weeks.



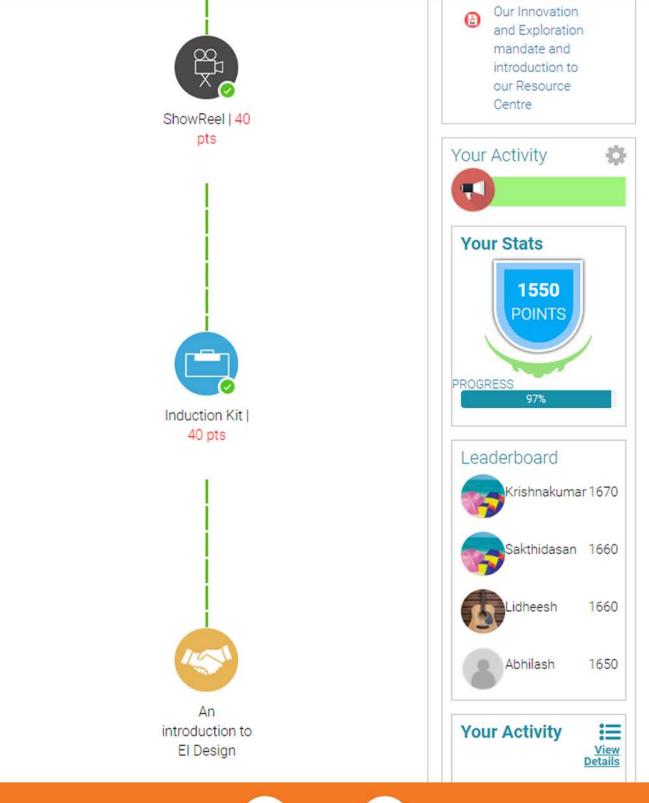






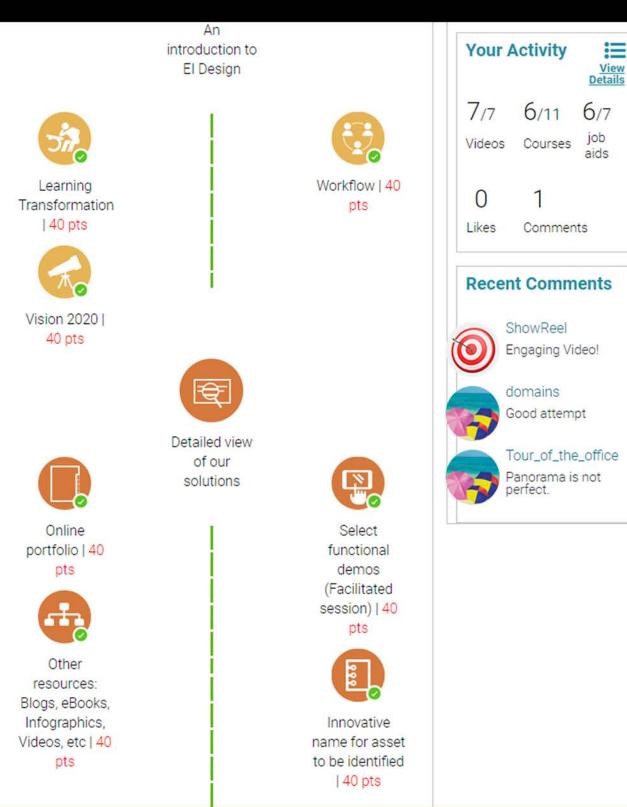






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## Compliance training featuring Gamification

Adaptive design (Works on Tablets and Desktops/laptops)

We came up with a gamification of learning approach that was task oriented and simulation based.

- In line with the contextual requirement, we mapped the game scenario with the risk management theme. We posed challenges to learners at every stage of the game. As they cleared each of these challenges, they experienced incremental learning after every stage.
- 2. We provided the learners with a work setting (visual) that resembled their day to day environment.
- 3. The challenges were presented in the form of bonuses and bombs and the rewards came in the form of caps and badges.
- 4. That apart, we enhanced their learning experience with activities that evoked feelings of surprise and delight.
- 5. We provided the option of seeking help to the learners as they went about their tasks. This resonated well with the learners as they would do the same in real life in times of need.





#### **Risk Management**

#### ★ RATE THE COURSE STRECOMMEND THE COURSE STRESOURCES

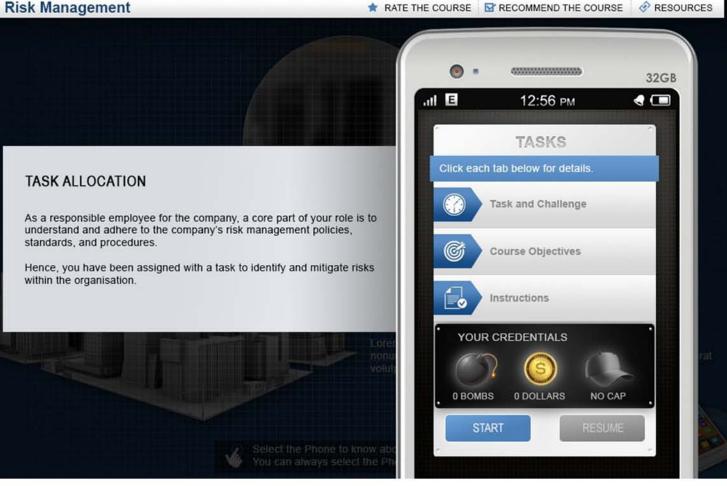






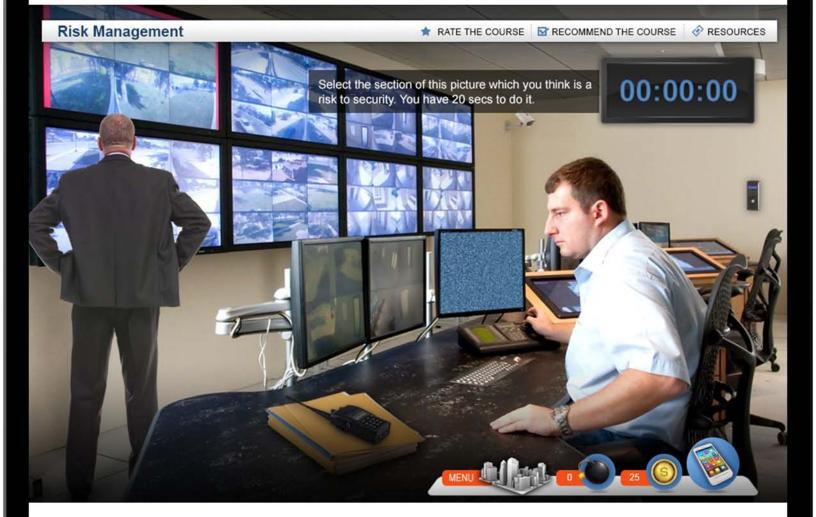


#### **Risk Management**





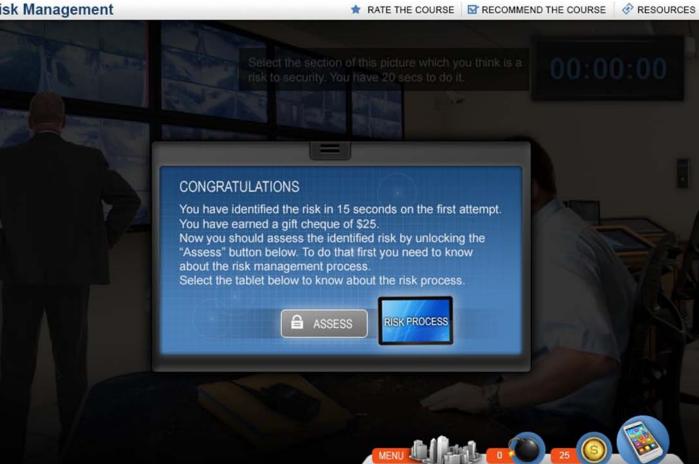








#### **Risk Management**







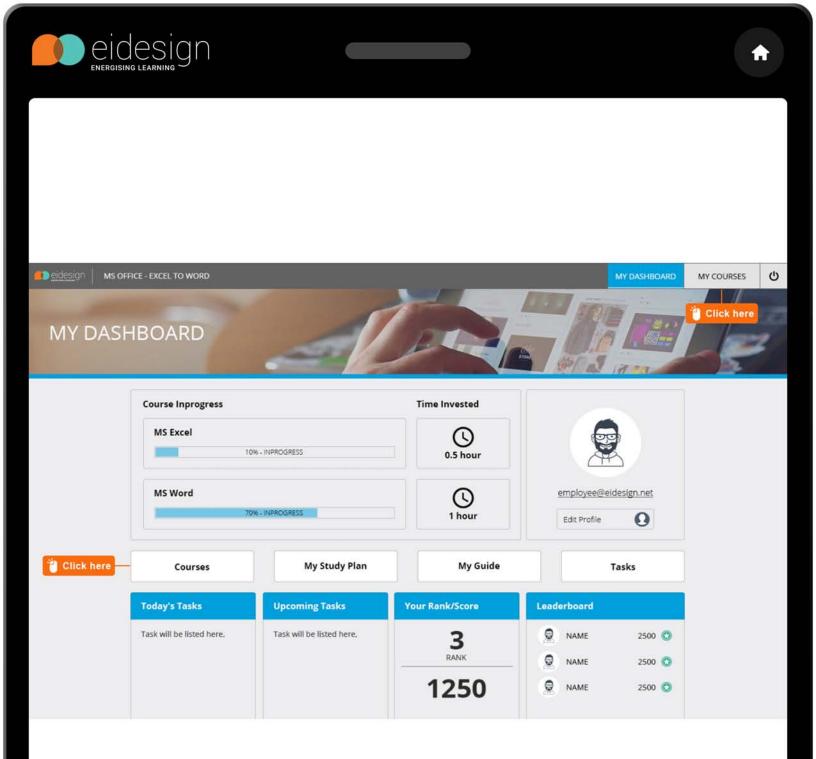
## Application Simulation training featuring Gamification

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

The need was to have a way to provide training on application simulation in a gamified environment.

- 1. Learners should be able to view demos, try them and test themselves in real tasks in a real environment.
- 2. Learners would be challenged to perform tasks through a point system and given hints at various steps.
- 3. The learners can pick and choose what they want to learn and follow that as a learning path.
- 4. They can see progress of courses, the points gathered, rank and leaderboard in a dashboard.
- 5. Additionally they can post any questions they have to their guide through the platform.









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	Tables and Graphics	200 Point	Learn to use a table and insert graphics in a document.	0
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Upcoming Tasks

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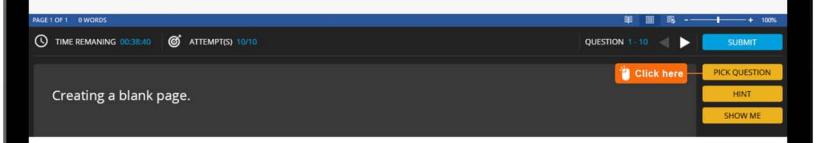
#### Overdue

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Performance Support Tool for Compliance training featuring Scenario based approach (Video format)

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

This nugget features a video that uses high impact, contextual imagery and recaps the basic aspects of an HSE compliance course. It reinforces the need for constant risk assessment of hazards at workplace. Specifically, it uses a scenario to help learners identify a potential hazard and prompts the right action through the feedback.











Floors in the workplace must be suitable for use, in good condition and free from obstructions so that slippage and injuries are avoided and people move around safely.





If you spot any hazard, send a message to maintenance or the housekeeping to get them repaired.





If you spot any hazard, send a message to maintenance or the housekeeping to get them repaired.





### Professional skills training featuring Interactive Video format

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

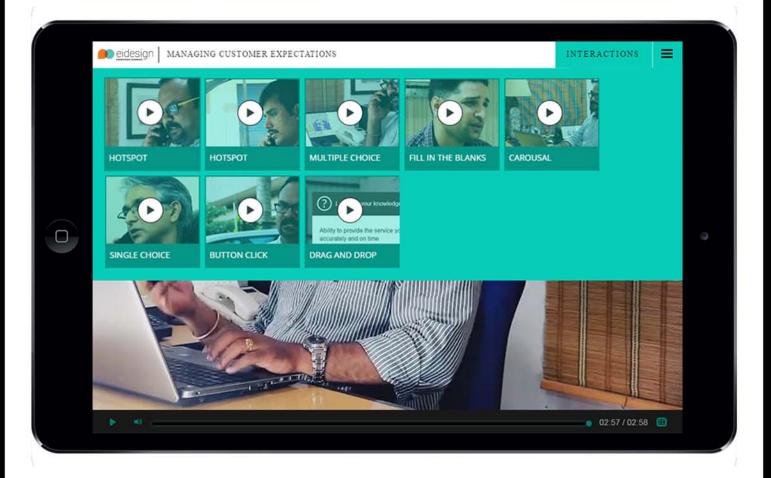
This interactive video showcases how we have transformed a scenario-based video into an engaging interactive experience. The video is on Managing Customer Expectations and while the story plays out in a logical flow, viewers get to pause the video at regular intervals and check their understanding of the concept along the way.

To keep learners engaged, it includes review questions, click and display, hot spots, drag and drop, and other interactivities.

The scenarios in the video help learners relate to the subject and provide a realistic feel in terms of how they should be treating customers and what they should be doing to meet customer expectations. The interactive video being a short microlearning nugget also helps learners learn the bite-sized way.







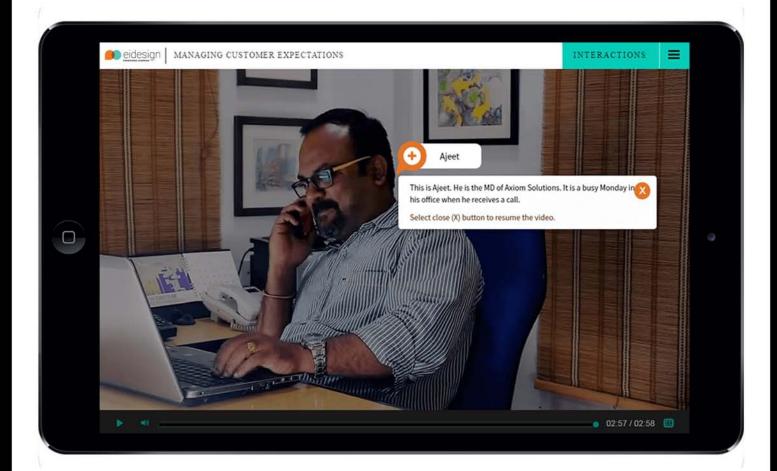




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	The knowledge, skills and credibility of staff; and their ability to use this expertise to inspire trust and confidence		Reliability	
	Physical evidence of the service you provide		Tangibles	٩
	Relationship between employees and customers		Responsiveness	
	Ability to provide a quick, high quality service to your customers		Empathy	
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### Professional skills training featuring Mobile Apps for learning

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

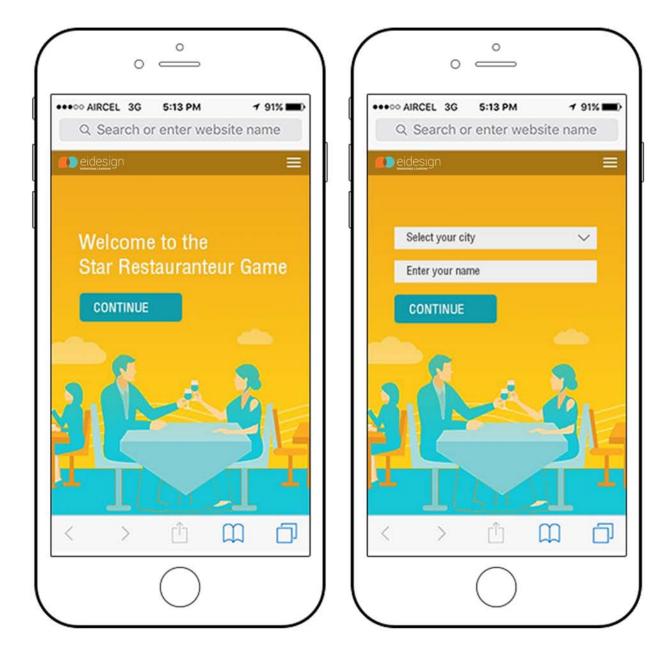
eLearning solution at EI Design is targeted at users who are always on the move and depend on their mobile devices for their digital learning needs specifically when it comes to engaging and interactive content.

- 1. Our mobile app features an assessment game which serves as an assessment module for the learners as part of a larger learning program.
- 2. The design is very flexible and the facilitator can push various quizzes and assessment games into the app to check the proficiency gained in various topics/modules covered in the program.
- 3. The app is compatible with iOS, Android, Windows, and BlackBerry devices.

While the app format uses a set of questions and challenges that play out as a game, it is designed to teach a definitive learning outcome. It enables learners to understand the power of a service quality model (RATER model).

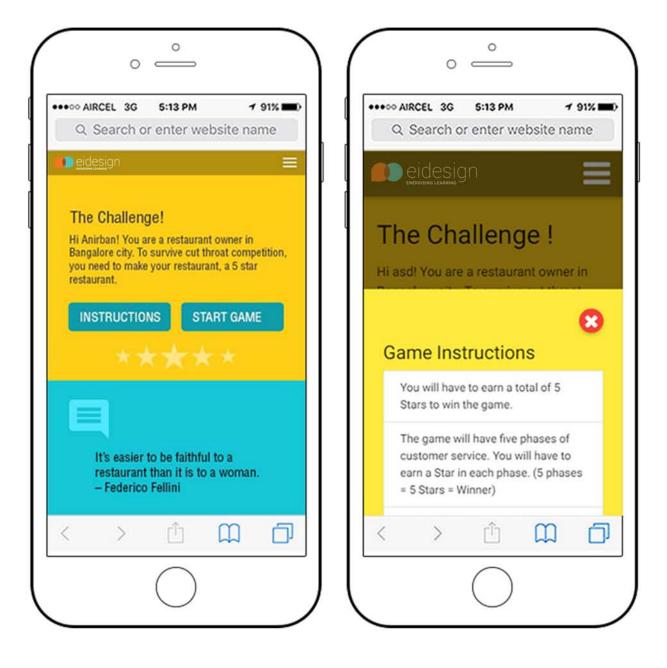






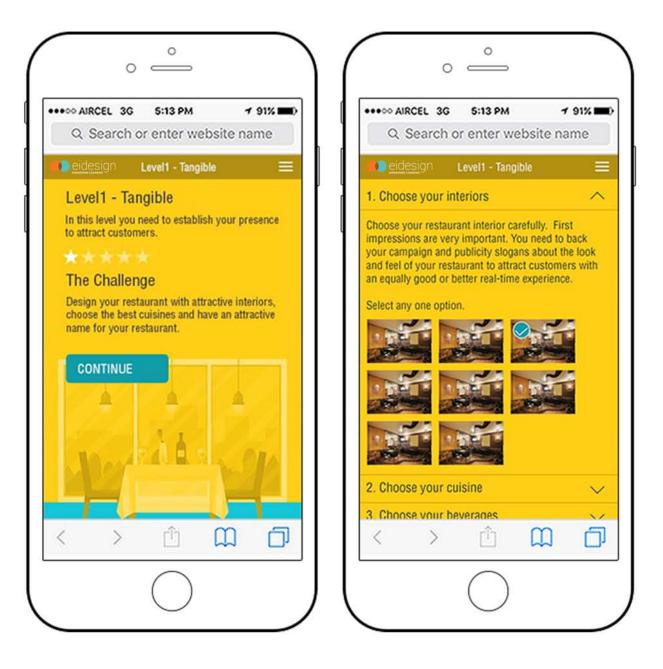






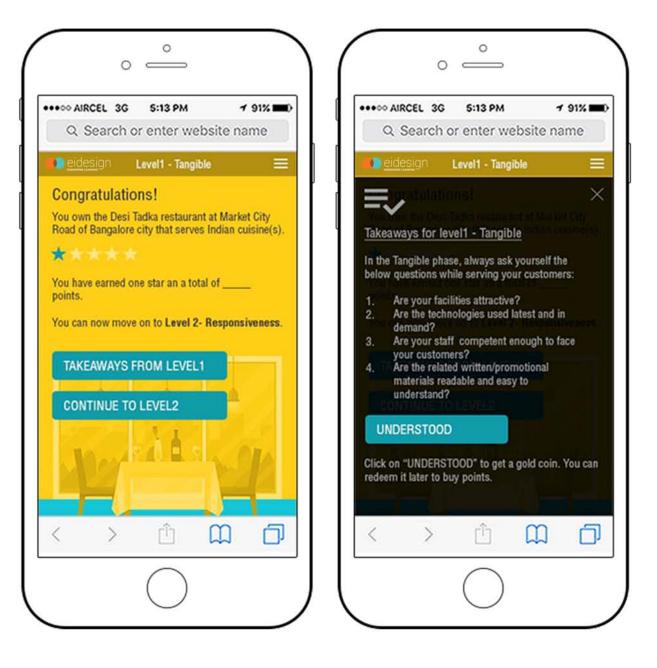
















Professional skills training featuring Personalization using Apps for learning format

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

This solution features elements of gamification, personalization, and microlearning packaged as a mobile app. The app has been built to help learners build their own personal brand by helping them understand their strengths and mitigating their weaknesses.











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MITIGATE YOUR WEAKNESSES		0
TAP INTO YOUR VALUES		0
PURSUE YOUR PASSIONS		0
DEFINE YOUR PURPOSE		0
OUR RECOMMENDATIONS FOR YOU		^

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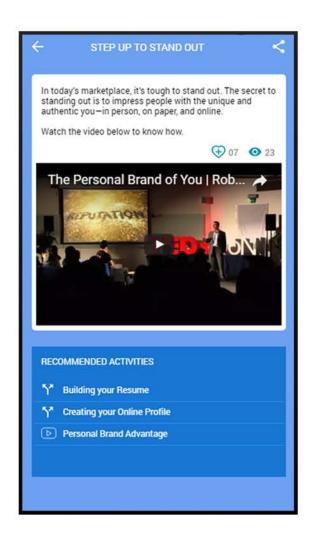


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## Social Learning

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

This example features an employee engagement program intended to spread health awareness among employees of an organization in a fun, engaging way. The need was to highlight the importance of walking and encourage employees to walk to stay healthy.

The platform can be used to foster a collaborative work environment, fuel interactions between team members, create communities of learning and practice, and provide a medium to our employees to receive on-the-job support.

The platform has enabled our employees to:

- 1. Feel free to seek help from their peers, anytime they want.
- 2. Receive on-the-job support.
- 3. Collaborate with members of other teams.
- 4. Learn about our processes and other organization-related learning topics in a simplified, informal way.
- 5. Be more aware of what's happening in the organization and what members of other teams have been doing.
- 6. Foster a collaborative work culture with a personalized touch.
- 7. Enrich their knowledge and learn new skills to help them in their job.



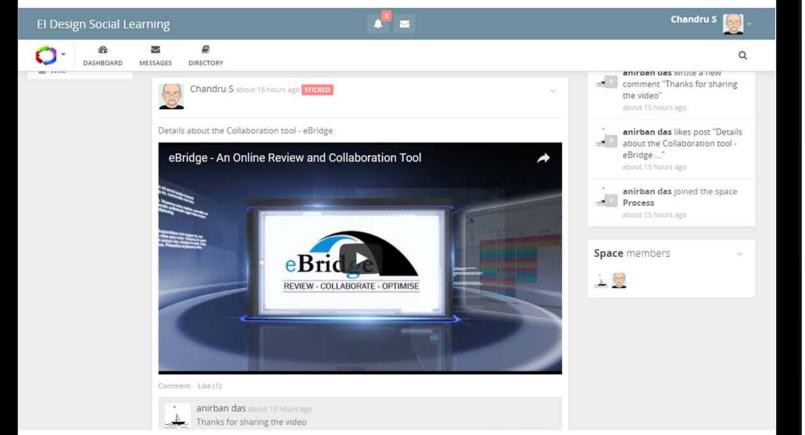


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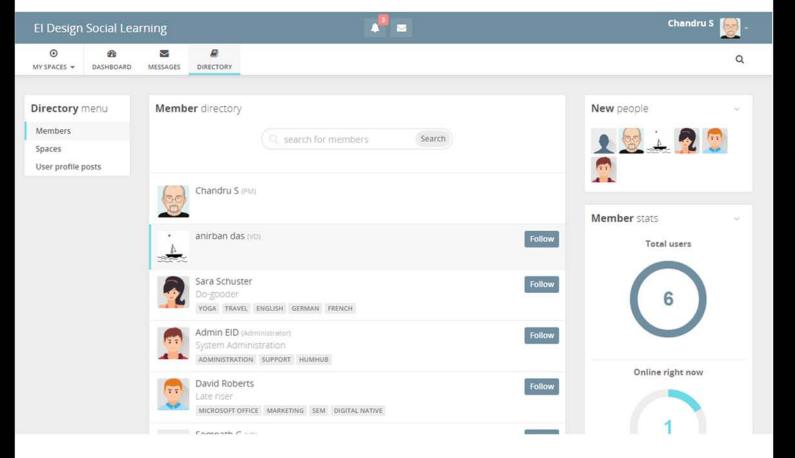
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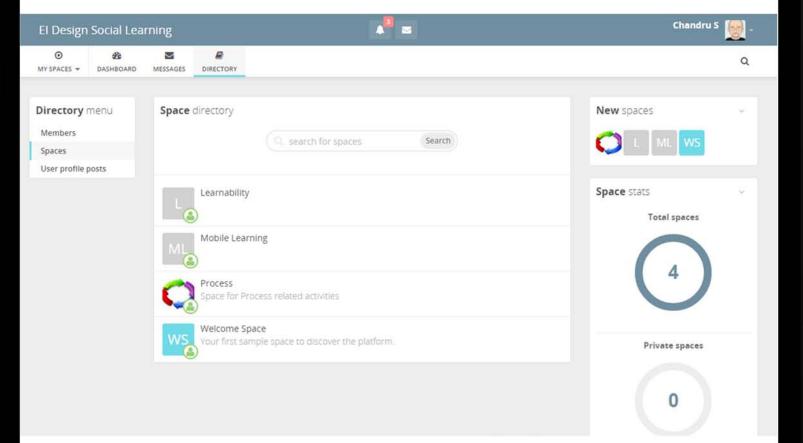
















## Compliance training featuring Interactive Parallax approach

Completely Responsive design (Works on Smartphones, Tablets and Desktops/laptops)

"A Date with Data Dave" is an informal Microlearning nugget on the Compliance subject of Data Security and is part of a larger suite of courses on Compliance that we have developed. The information provided is a prequel to a comprehensive module on Data Security and provides preliminary information about the subject. The nugget is in a responsive web-based training format called **Interactive parallax based scrolling** that is very popular on websites and is now being used as a Microlearning technique.

The solution showcases how a parallax based approach creates a highly immersive learning experience (even for a dry subject like Data Security). This demo has already won two GOLD awards at Omni and Apex Awards.





