



Simulation-based skill training for improved learning outcomes

CLIENT OVERVIEW

The client is an education and technology company built for learners. The company serves the higher education, K-12, professional, library and workforce training markets worldwide.



BUSINESS NEED

The Department of Labor (in the US) had projected that by 2024, the construction industry will need to add 12,850 more workers each year to keep up with calculated growth. Other industries will face similar requirements over the next few years. The present learning materials and skill training processes are grossly inadequate, hence; it necessitates the use of innovative and interactive learning methodologies that allow workers to gain practical experience and be industry-ready.



CHALLENGE

The client had to create over 60+ interactive simulation modules for skill training that provided almost real-time experience to workers. This required

- High-quality instructional designs with voiceover and storyboards
- Customized audio recordings
- Ability to distribute device-agnostic content
- Detailed real-time analytics to monitor progress and learning outcomes

Moreover, the client had to work with optimized budgets and concurrently deliver these modules in a short turnaround time.

SOLUTION

The client-provided content was analyzed by our subject matter experts to ensure that it was industry-compliant and reflected the current training needs. The content was then converted into visual storyboards via an instructional design team with art specifications. A well-defined and detailed architectural analysis process was utilized to implement the tools necessary for the simulation. Other provisions that proved useful in the final solution were:-

- An open line of communication to ensure timely delivery of modules with a collaborative workflow
- Each module was designed to satisfy customer end-results including assessment points, scoring and response time
- A state of the art high-availability server with 24x7 monitoring was built to ensure proper maintenance of the modules as well as provide full access to users
- Device-agnostic content was provided via handheld devices for anytime and anywhere access

CLIENT SPEAK

“ You are now a model of best-practices in the world of building simulations using complex organizational structures. But more than just evolving really smart processes to do this, there have been some exceptional professional performances across this team. Well done and thank you and may the success continue with many more builds. ”

- Software Development Manager

BENEFITS

- Learners showed remarkable improvement and exceeded training outcomes by 40% compared to the traditional methods
- The time required to train was reduced by over 30%
- The simulation methodology pinpointed strengths and weaknesses of the learners with detailed analytics

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