



CyberBahn Federal Solutions LLC

www.CyberBahnERP.com

StoryPulse is a Gaming based Learning and Assessment Platform that empowers organizations to educate their employees and conduct assessments using fun and engaging methods. While working professionals across the globe are busier than ever, always on the go and difficult to engage, current learning platforms fall short of addressing their needs. Statistics from elearningindustry.com for the year 2015 have also shown that adults learners have a 9% higher retention rate, 14% higher assessment performance, and 11% higher in factual-knowledge when they learn using Game Based materials.

StoryPulse challenges the status quo by seamlessly weaving together digital assets, assessments and games into a unique platform that delivers delightful experiences to end users. The platform is available as Software as a Service or can be hosted on premise depending on the customer need. End users can access any of the modules on the web or mobile device of their choice.

StoryPulse leverages concepts from the Kirkpatrick Assessment Model with a proven instructional design methodology.

DRIVING LEARNING THROUGH GAMIFICATION

WE MAKE LEARNING SIMPLE, INTERESTING AND ENGAGING BY BREAKING THE CONTENT INTO SMALL GAMES/INTERACTIVE LEARNING CAPSULES AND DELIVERING IT ON MULTIPLE PLATFORMS & DEVICES MAKING IT FUN, SOCIAL AND CONVENIENT FOR THE END USERS TO LEARN AT THEIR OWN TIME AND PACE.



EDENGAGE PLATFORM

Use Cases

Some typical use cases are listed below:

- Assessments
 - Voice of the Customer Surveys
 - Employee Engagement Surveys
 - Property Assessments
 - Audits
 - Checklists
- Learning
 - Continuous Reinforcement of Values
 - Employee Compliance
 - Cognitive Behavior
 - Collaborative Learning
 - Personalized Learning
 - Blended Learning
- Analytics
 - Individual Learning Baseline
 - Cognitive Behavior Analytics
 - Instructional Design Intelligence

Features

Assessment Administration

- Manage and maintain the assessment life cycle. Assessments can be of the following types:
 - Basic:
 - Each question under the assessment type can be crafted to look visually engaging using representation such as mind maps and toggles
 - Survey
 - In this assessment type, multiple questions render in the same page and can be valuable for audits and check lists
 - Game
 - Custom designed functionally rich games for better engagement with end users. Every game can be optionally classified under a genre and subgenre
 - Form
 - Pdf forms and custom HTML forms can be delivered to end users. Typical use cases include consent and approval forms
- Manage and maintain role based visibility
- Publish assessments to end users and make them available over the web or on mobile devices
- Analyze insights delivered by the platform

Content Administration

- Define courses and associate SMART (Simple, Measurable, Achievable, Realistic and Time Based) objectives with each course
- Upload various types of content (Digital Assets or SCORM/TinCan compliant training material) and map them to courses
- Organize digital assets and games into a set of storyboards
- Publish courses to users based on federated enterprise roles

Offline/Online Availability

Content, assessments and games can be made available in the online and offline modes

Collaboration

- Nonlinguistic Representation of content
 - Time Sequence Patterns
 - Mind Maps
 - Ishikawa – Cause & Effect Diagrams
 - Generalization Patterns
- Cooperative Learning through socialization of content and learning

Gamification and Game Enablement

Two recent techniques, Gamification and Game Enablement have shown remarkable improvements in learning outcomes:

Gamification is the integration of game mechanics such as points, badges, certificates into a non-game experience. In training and learning, it is about adding elements of gaming into the instructional strategy with the goal of increasing engagement, behavior change, motivation and participation.

Game Enablement is about integrating simulations, board games, scenarios etc into the learning experience.

Developing custom learning using games can be expensive and arduous. However, Our framework provides corporations, enterprises, associations, academic institutions to develop content and enable gamification of their learning in a cost effective manner. Our platform can empower you to focus on delivering award winning content at a remarkable speed to your end users. Learning administrators can bring in real world scenarios into the learning experience and tie in gamification and game enablement of the content into your business process.

For example, a Cyber Security application development Project Managers learn how to navigate the benefits and issues associated with their decision while managing a project in the form of a game

that awards points for good and correct decisions, and deducts points for wrong decisions. They learn how their actions affects the project resources, schedule and cost in the form of a Game. This enables the learning to be effective, fun and rewarding thereby increasing the job performance of the employees.

Pre-built Integration

StoryPulse has pre-built integration with enterprise platforms such as Oracle, Salesforce and others. This reduces the risk and the total cost of owernship.

Benefits

- Better Engagement for learning with gamification and game enablement
- Motivating learners through rewards, points, or badging
- Improved personalized content delivery
- Corporate Compliance
- Create real-time analytics to improve instructional design and overall learning
- Lower Cost of Ownership due to pre-built integration points with enterprise systems
- Remarkable Support