



**A modern, extremely user-friendly  
learning platform that takes enterprise  
learning to a whole new level**



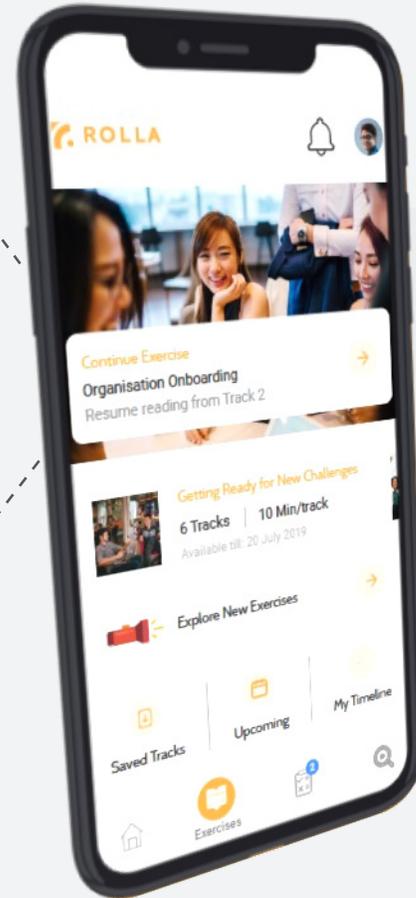
A unique cross-device platform that combines **e-learning and assessment tracking**

### Assessment Tracking

Tracks progress periodically and assesses the impact of training

### Micro-learning

Delivers learning through 2-10 minute bite sized information



### Engaging UI

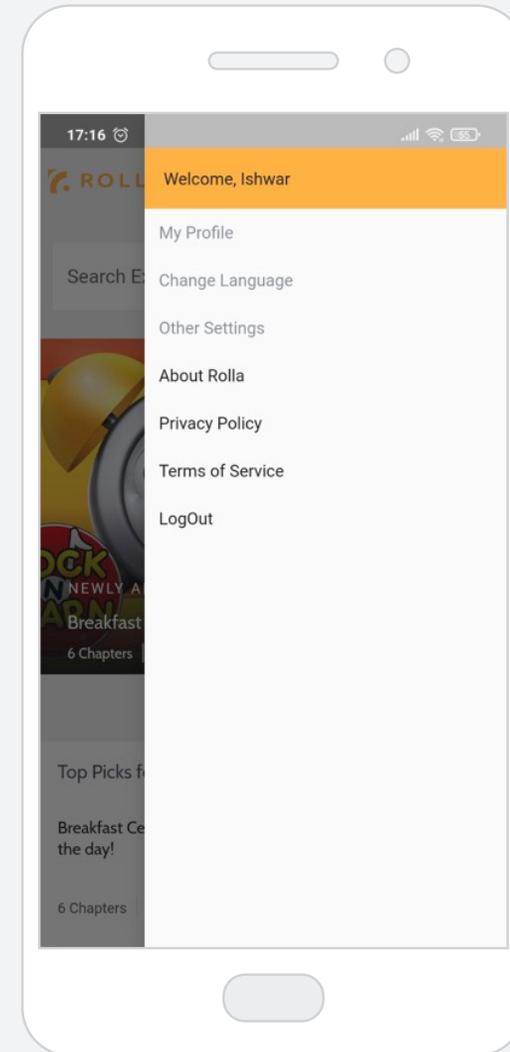
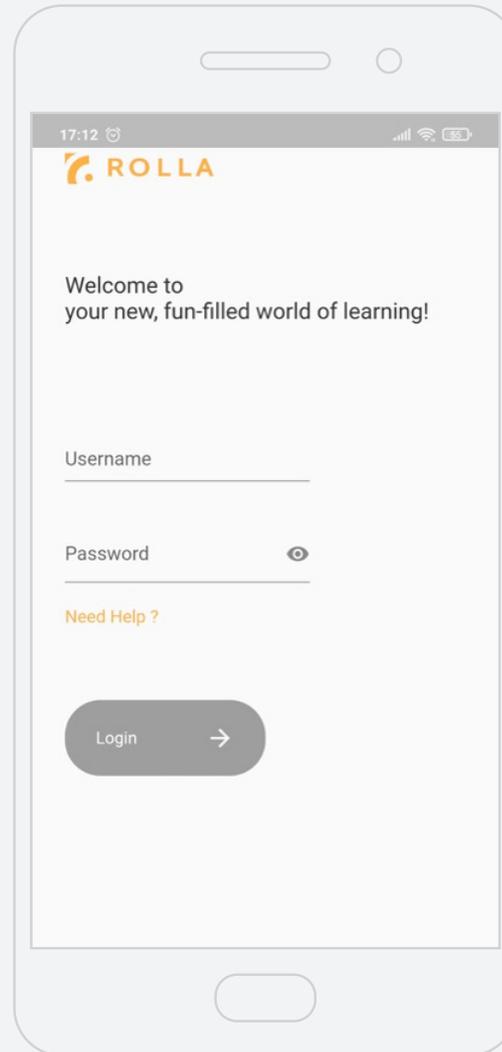
Provides content in a truly engaging manner

### Anywhere Anytime

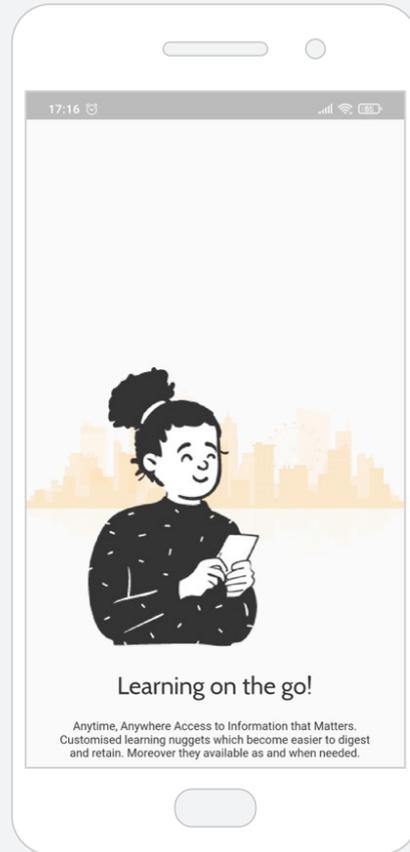
Allows you to upgrade skills even while travelling on work – on any device, at any location



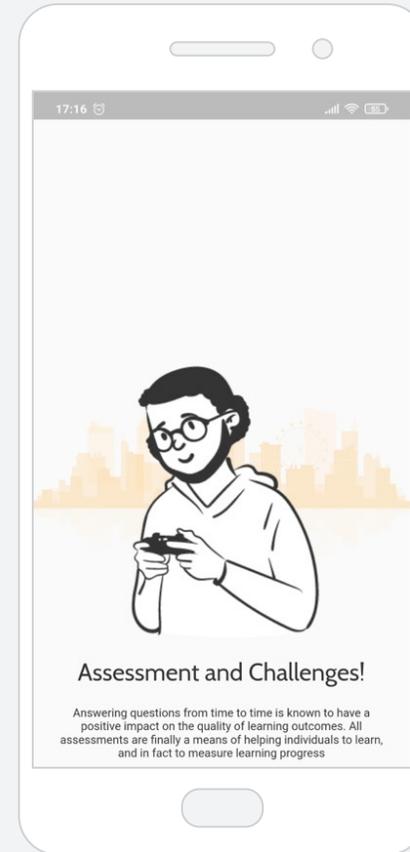
# MobileApp Walk-through



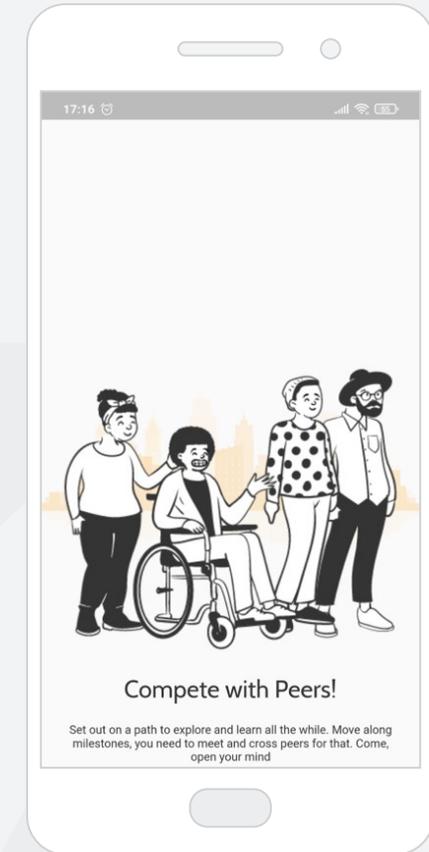
## Setting the tone for first time users



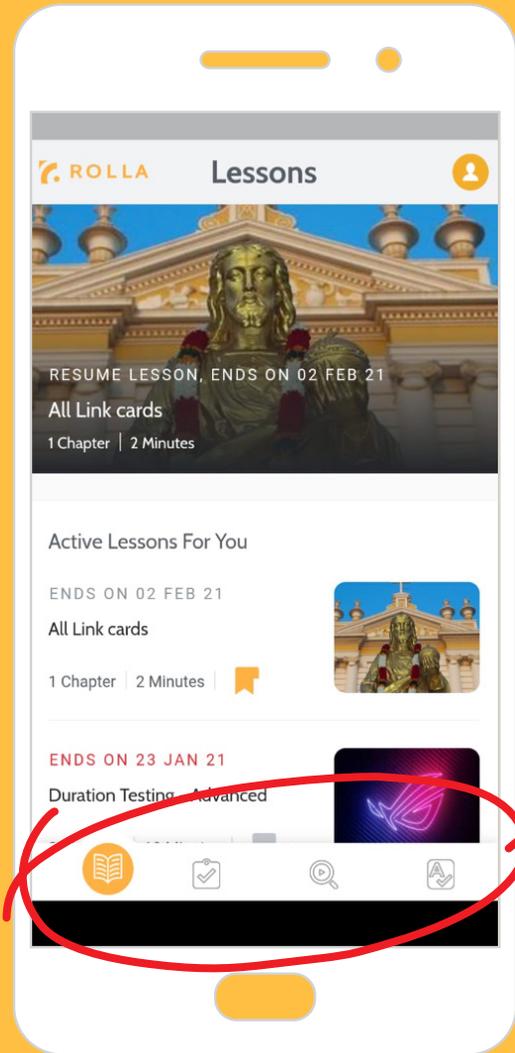
Anytime, Anywhere Access to information that Matters. Customised learning nuggets which become easier to digest and retain. Moreover they are available as and when needed.



Answering questions from time to time is known to have a positive impact on the quality of learning outcomes. All assessments are finally a means of helping individuals to learn, and in fact to measure learning progress.



Set out on a path to explore and learn all the while. Move along milestones, you need to meet and cross peers for that. Come, open your mind.

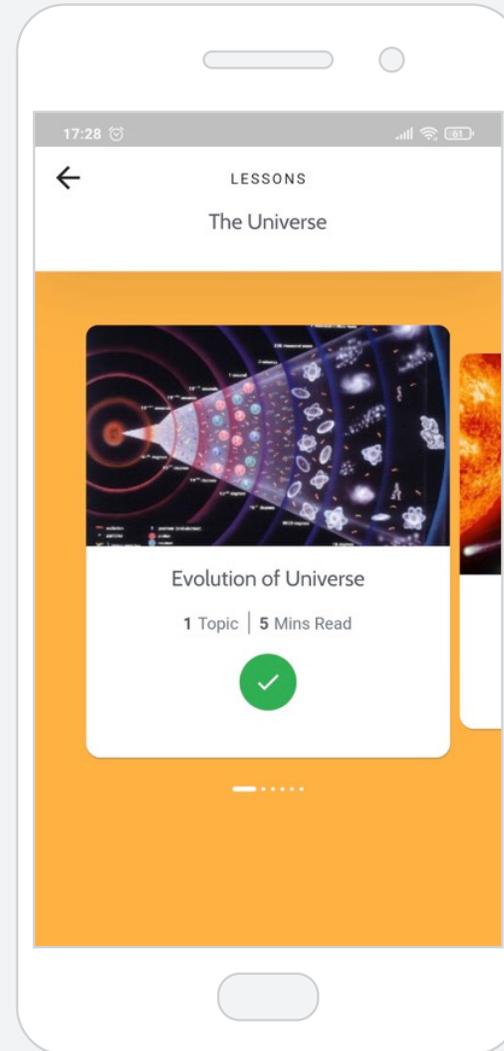


**Lessons** Tests Library Score Card



## Opening Tab: Lessons

Here the currently assigned learning material is available

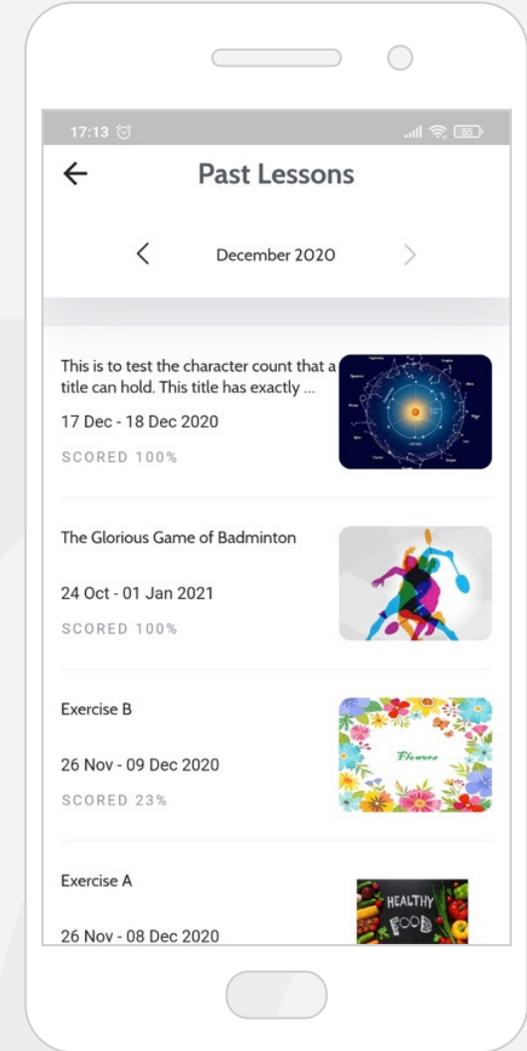
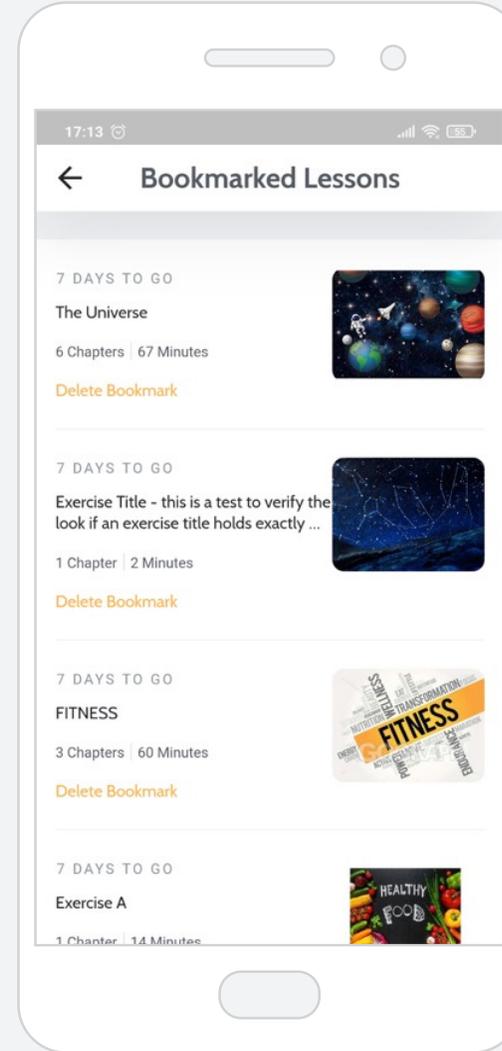
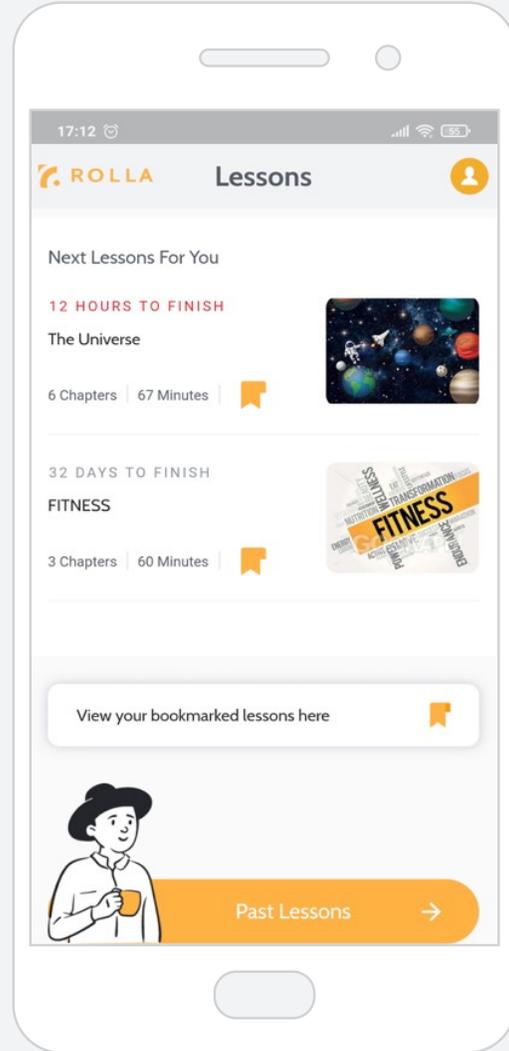


Each Lesson is composed of Chapters, each Chapter of Topics Each Topic (micro lesson) has an expected time spend



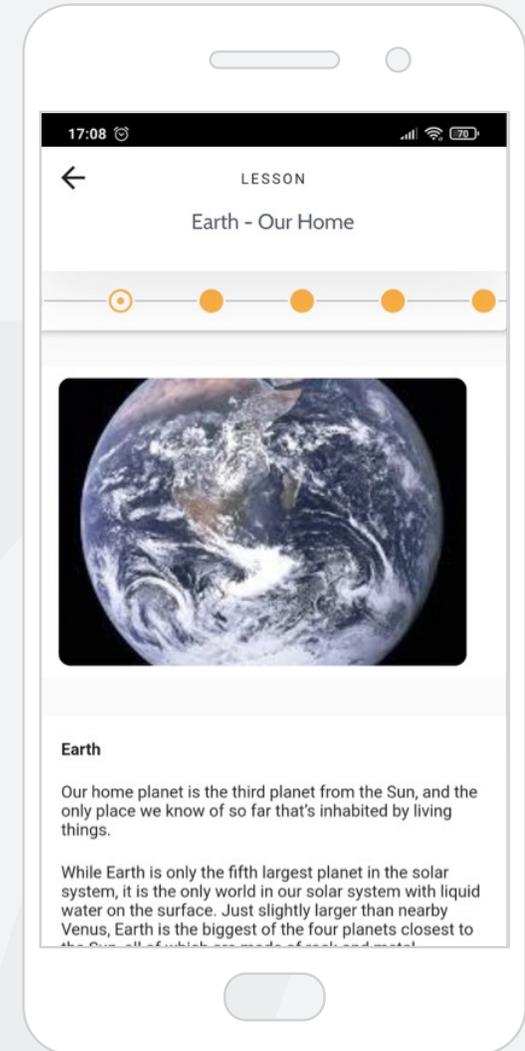
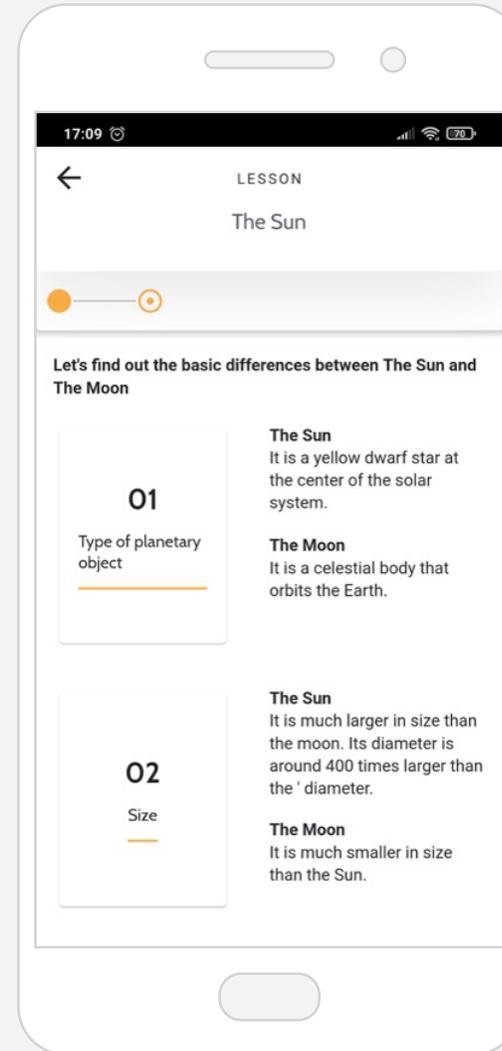
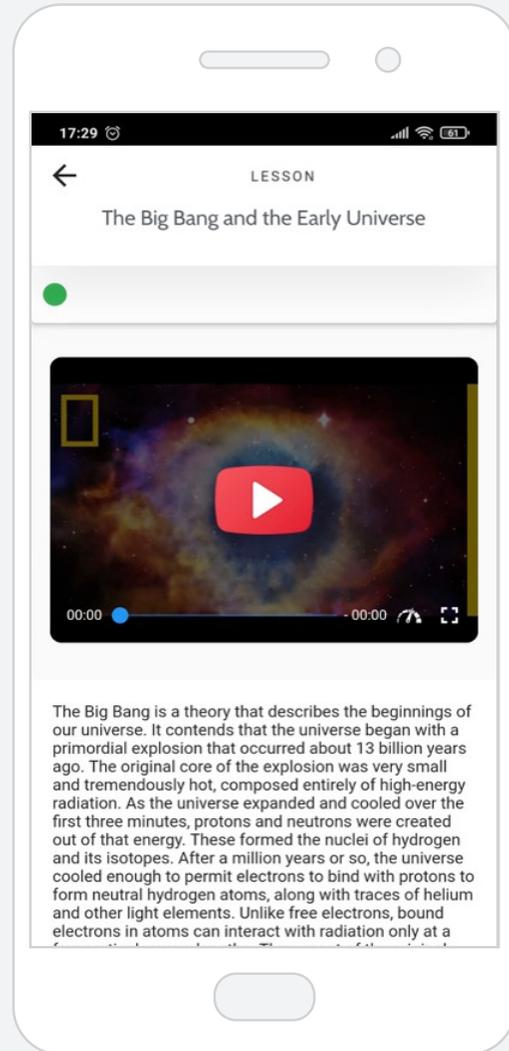
Current Lessons are followed by all Past Lessons and user's Bookmarked Lessons.

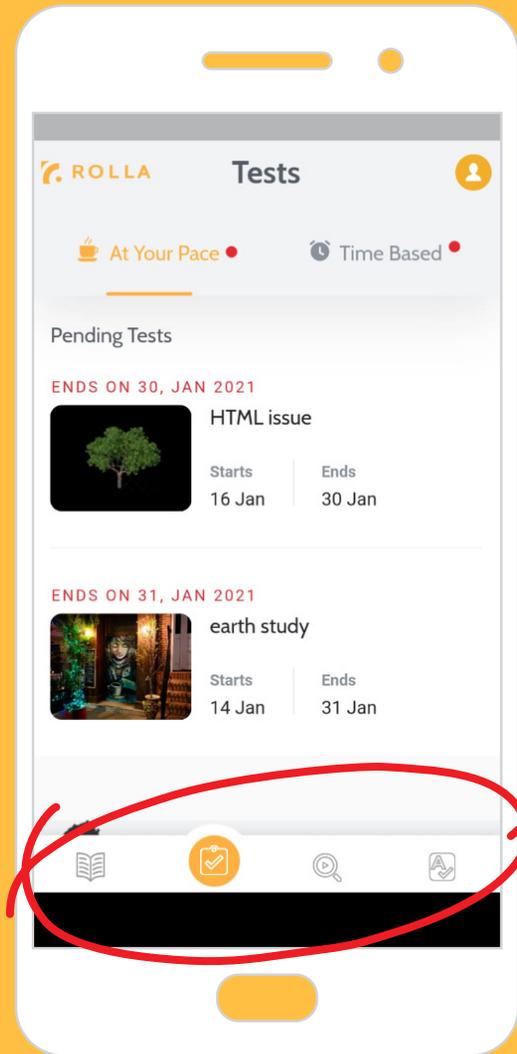
Points are allocated only for assigned Lessons





Each Topic can have a mix of text, images, videos, tables. YouTube, website links in any order





Lessons

**Tests**

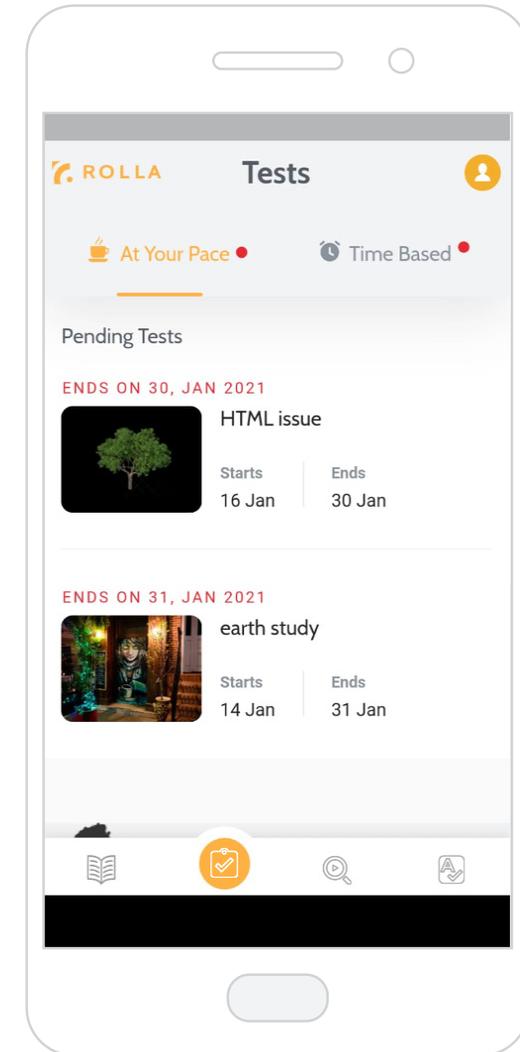
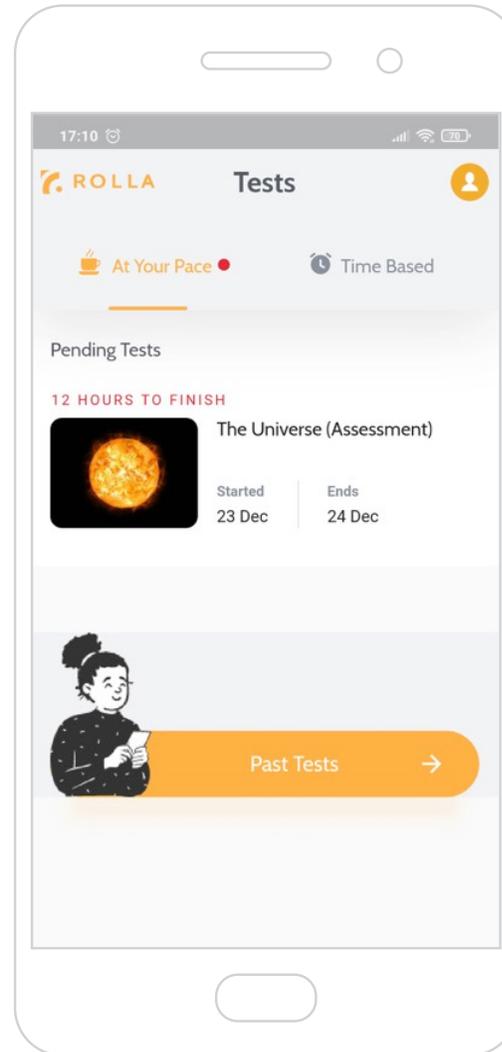
Library

Score  
Card



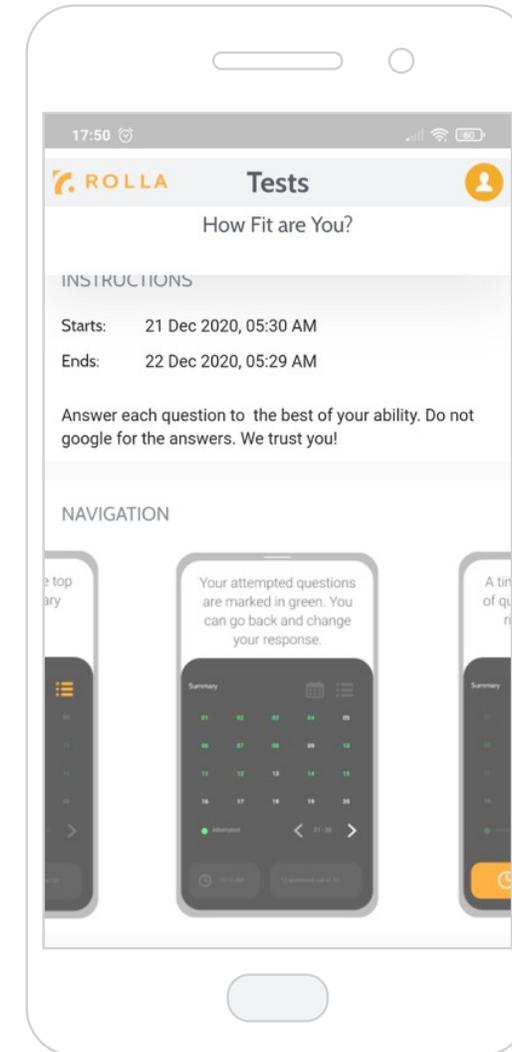
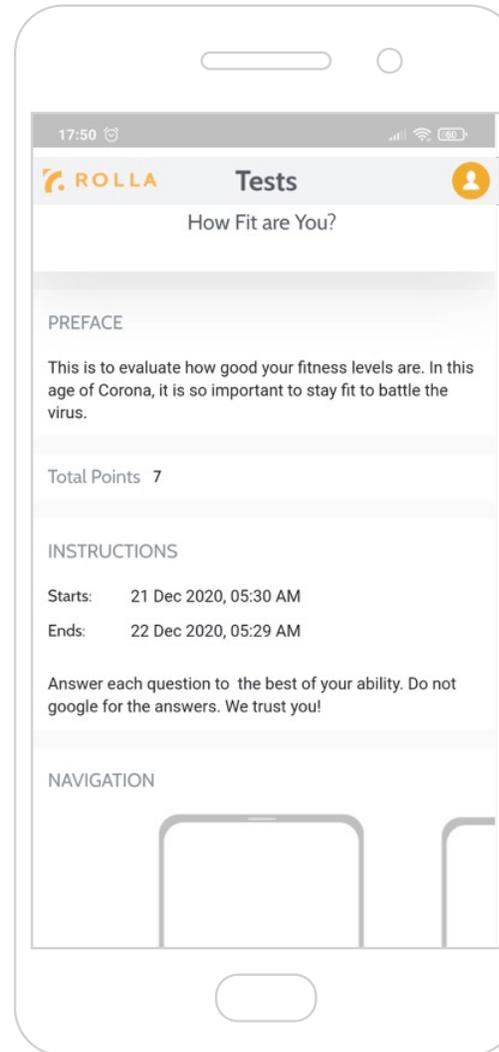
## Second Tab: Tests

Lists the current tests assigned to the user; Segregated into 2 tabs of At Your Pace & Time Based



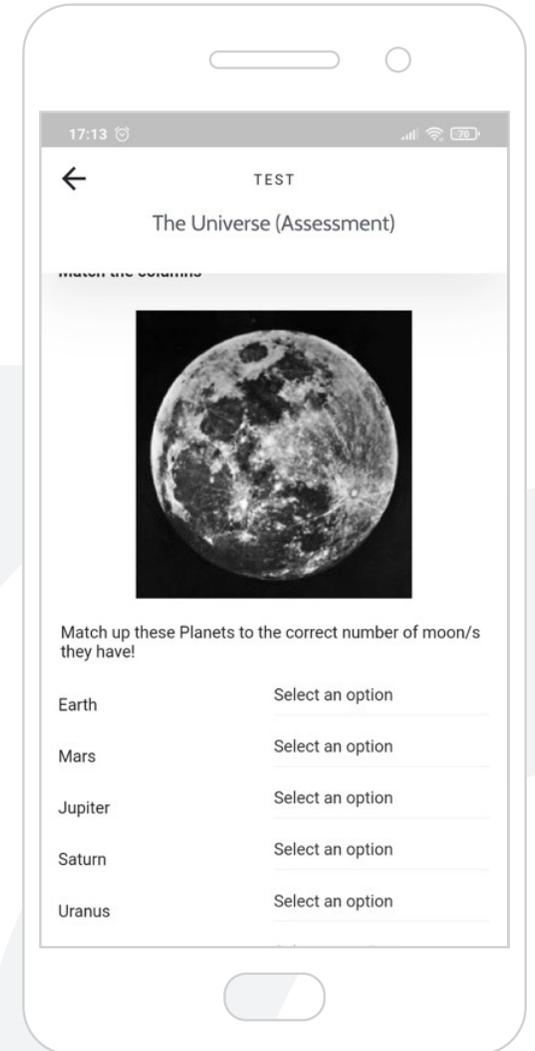
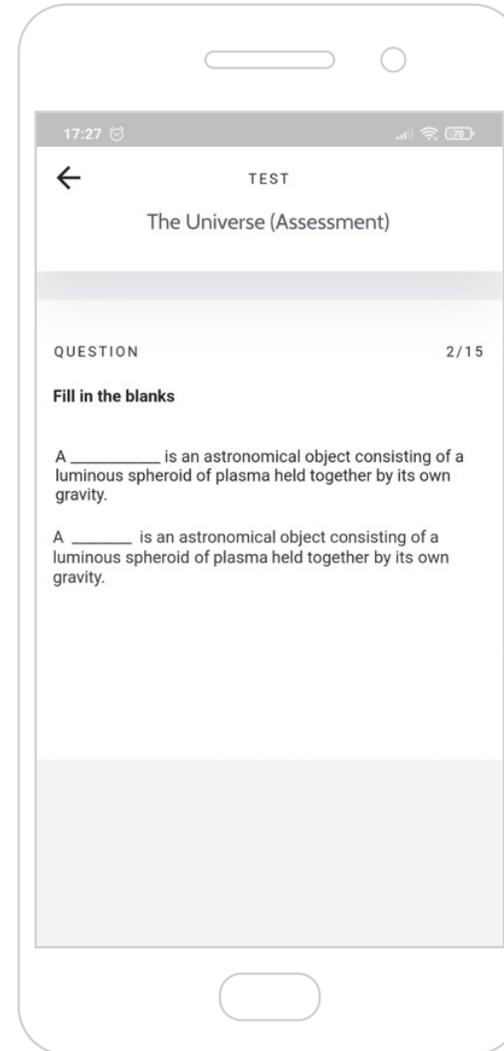
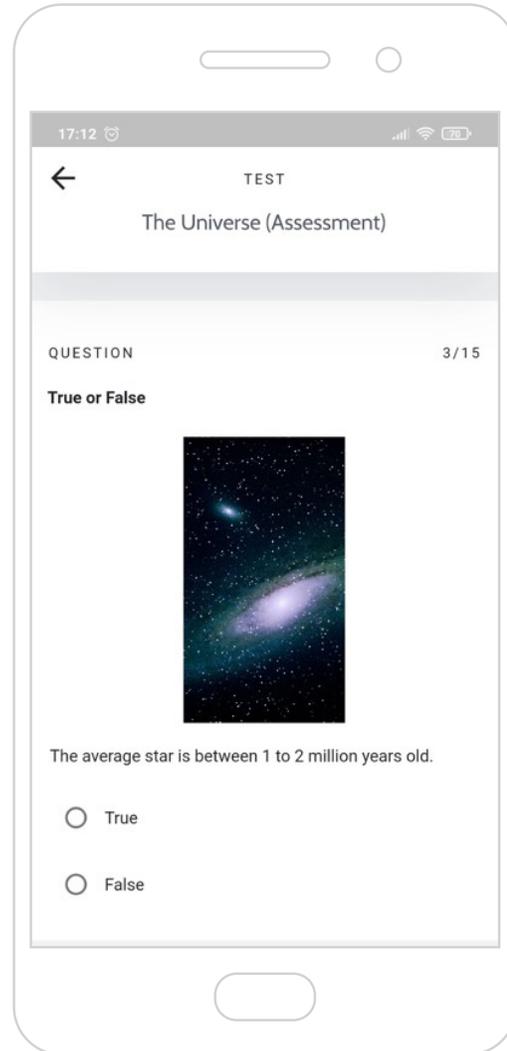


Each Test has an Instruction set



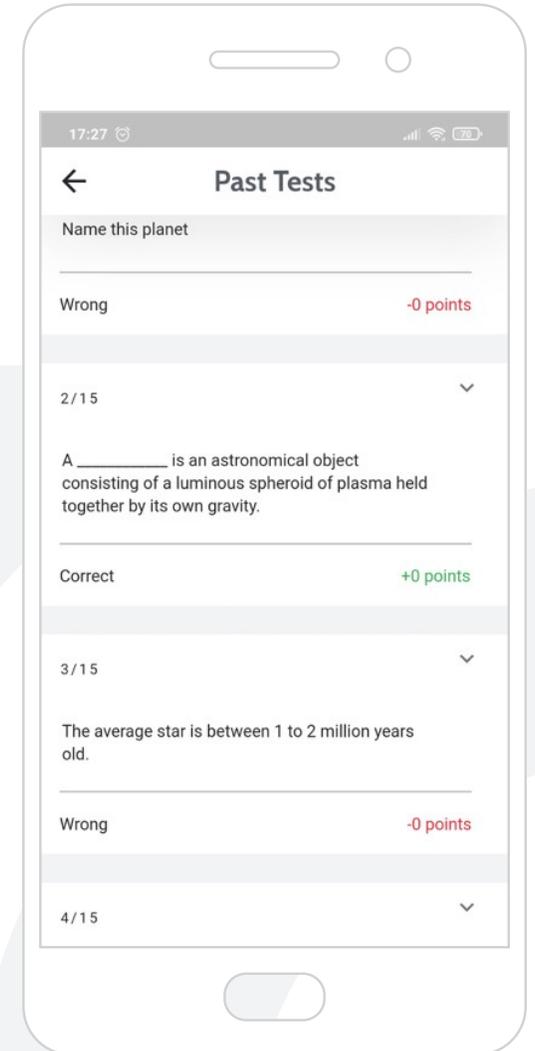
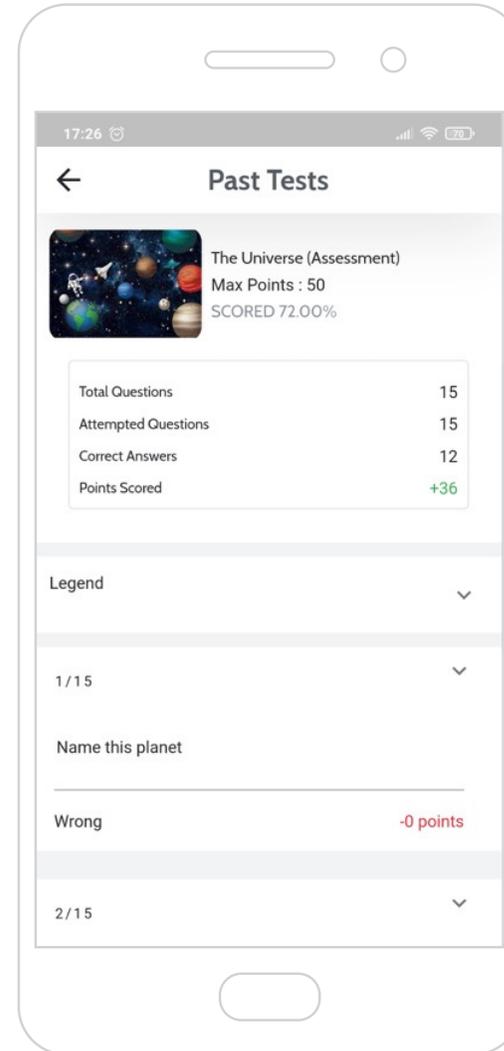
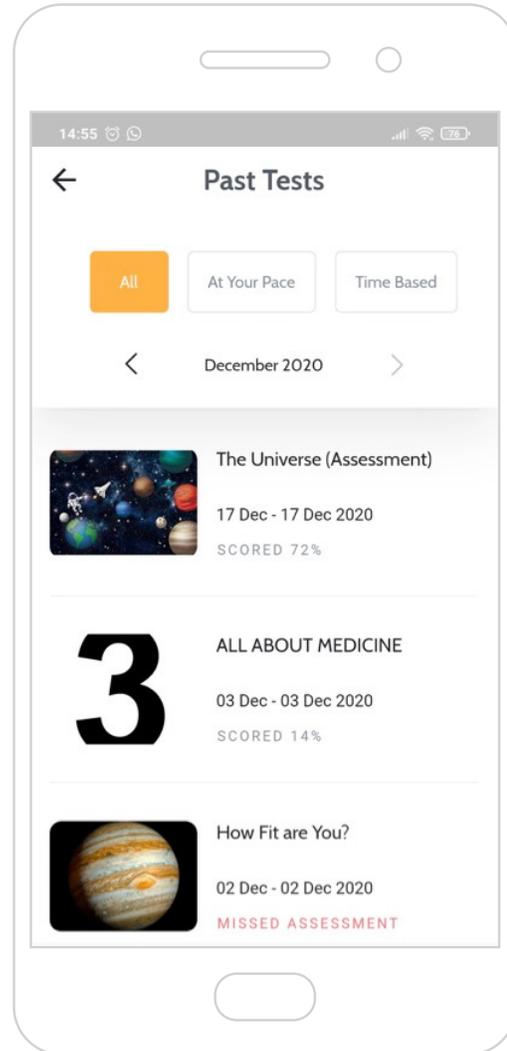


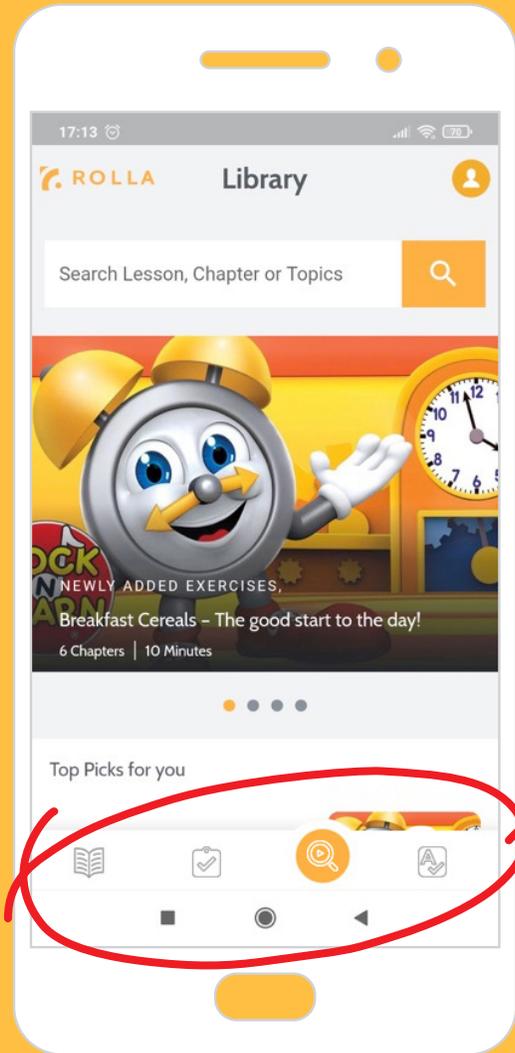
Tests are a mix of questions, currently of 5 types





Past Tests can be reviewed with correct answers if so designed





Lessons

Tests

**Library**

Score  
Card

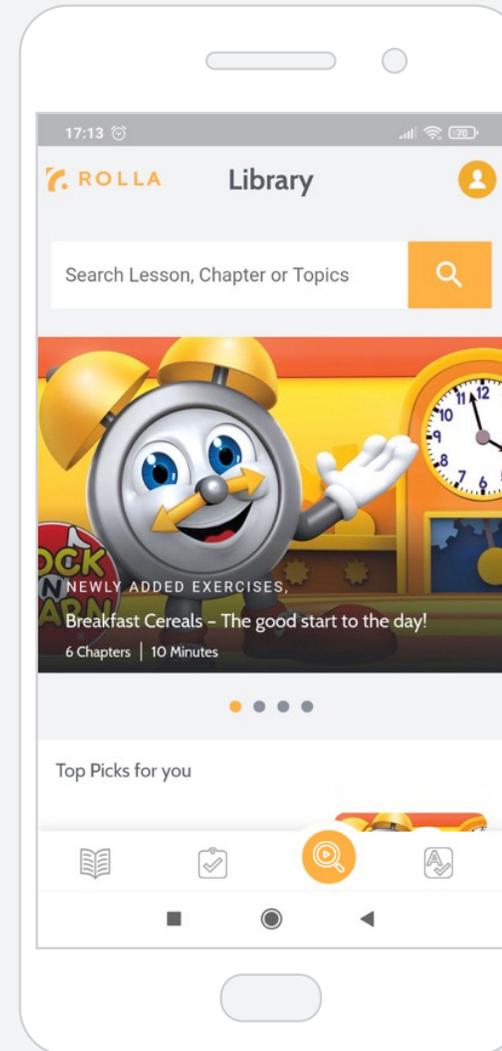


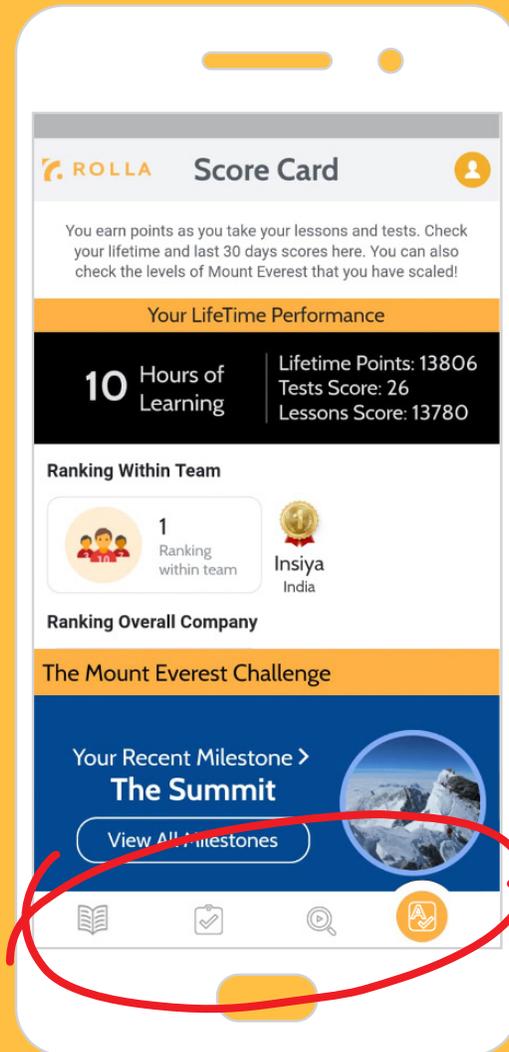
## Third Tab:

### Library

The Library allows the user to search for text within any lesson, chapter & topic.

With Artificial Intelligence tools, there are lessons recommended to individual users based on their past performance.





Lessons

Tests

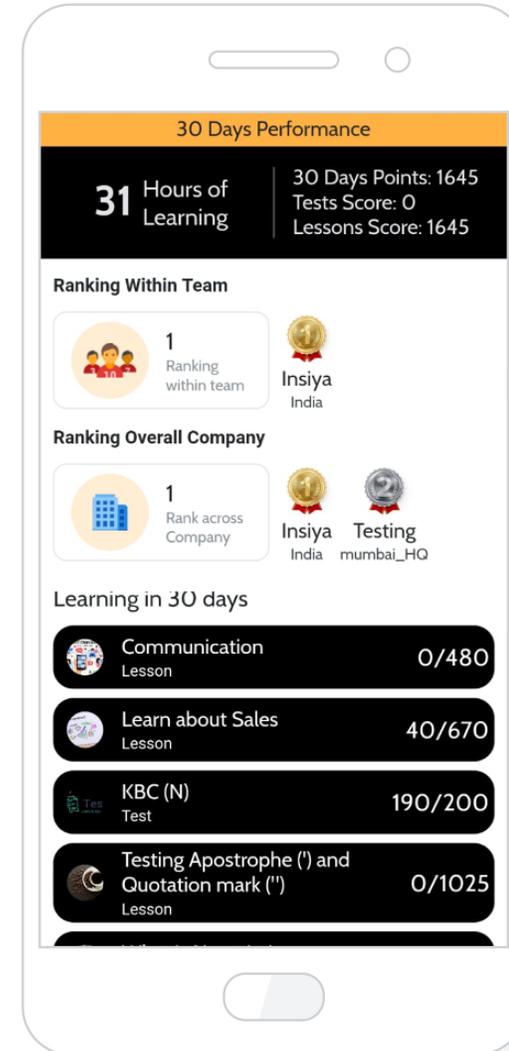
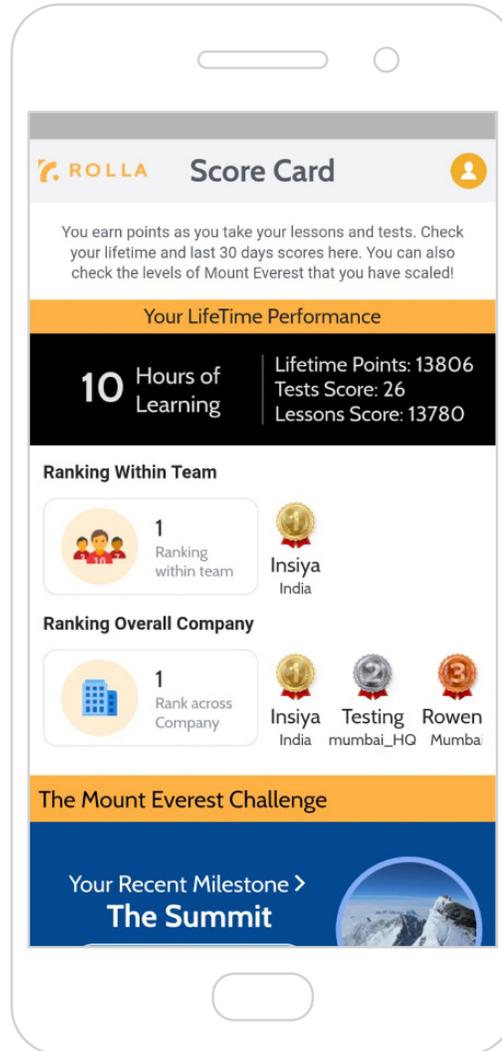
Library

**Score  
Card**



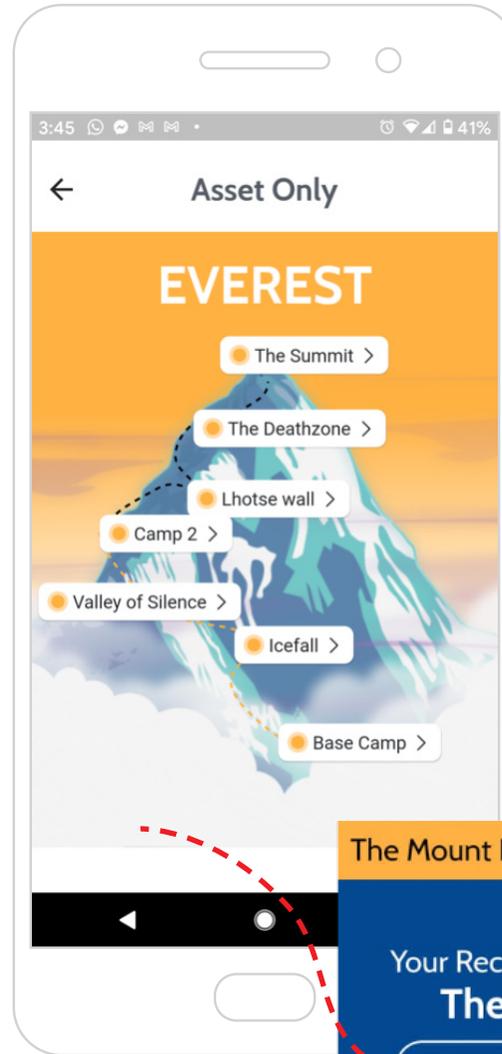
## Final Tab: Score Card

Simple metrics for User's ever usage of the App and also specific of his/her last month on the App.





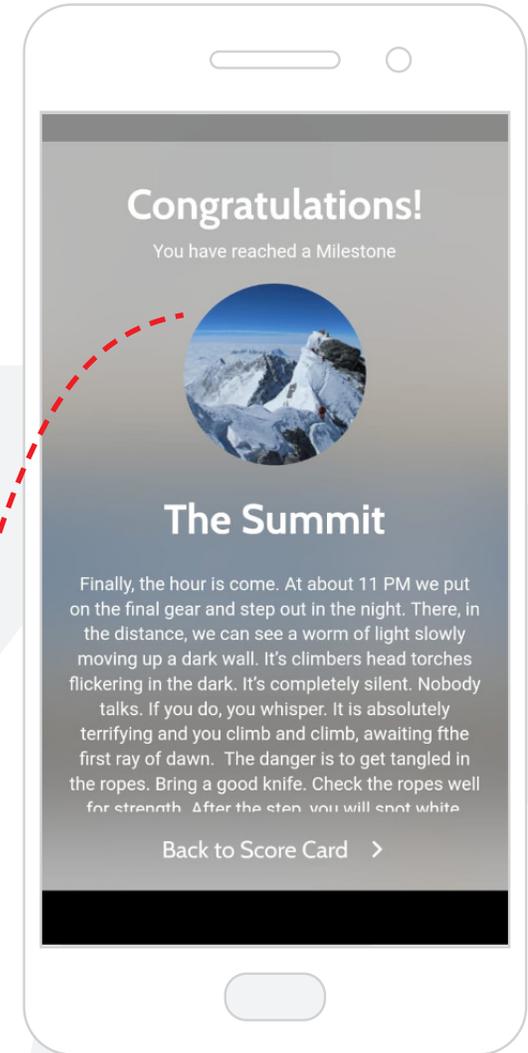
Every learner knows where he/she stands in an interesting gamified manner!



**The Mount Everest Challenge**

Your Recent Milestone >  
**The Summit**

[View All Milestones](#)





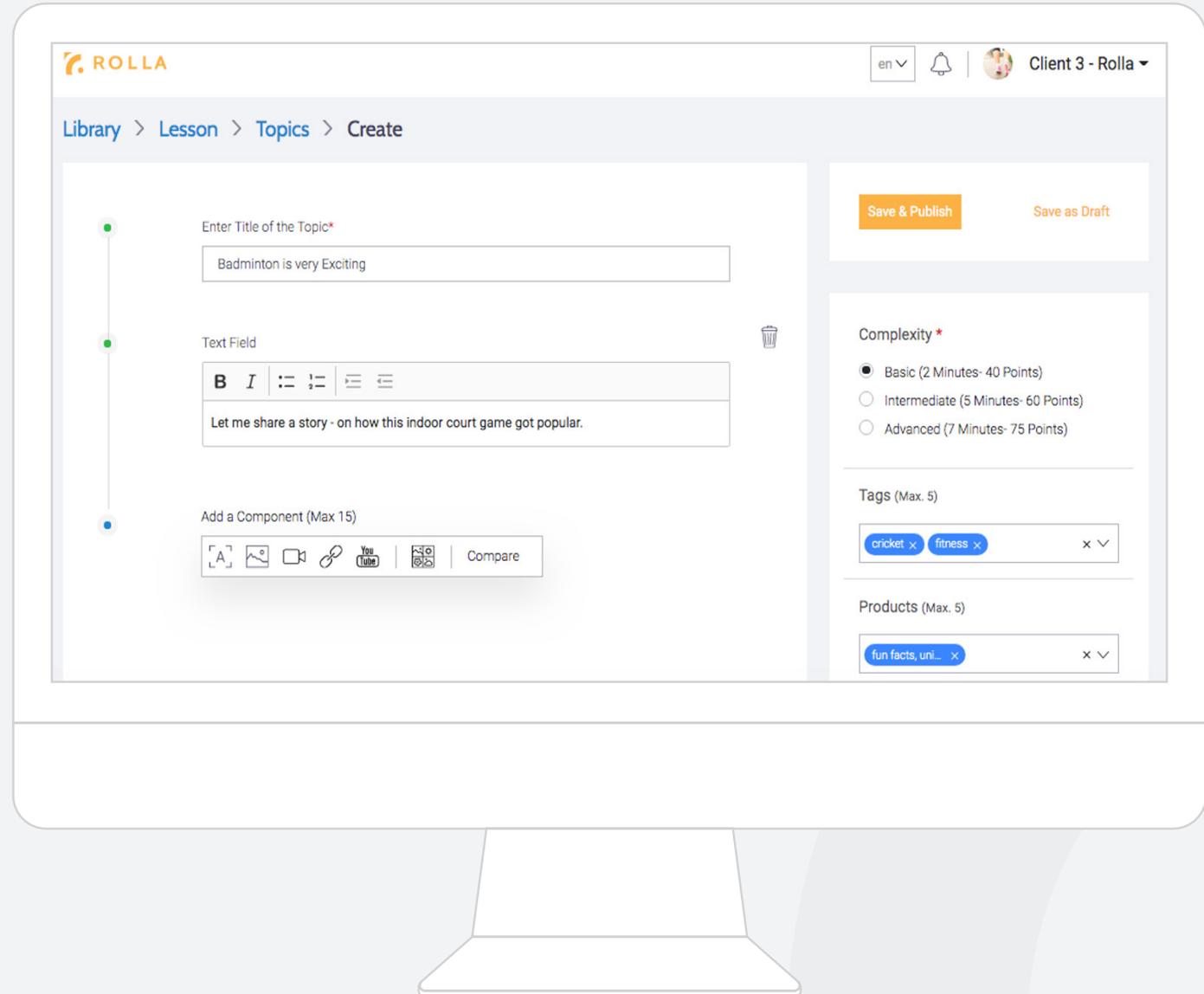
# WebApp



WebApp:

Do-It-Yourself:

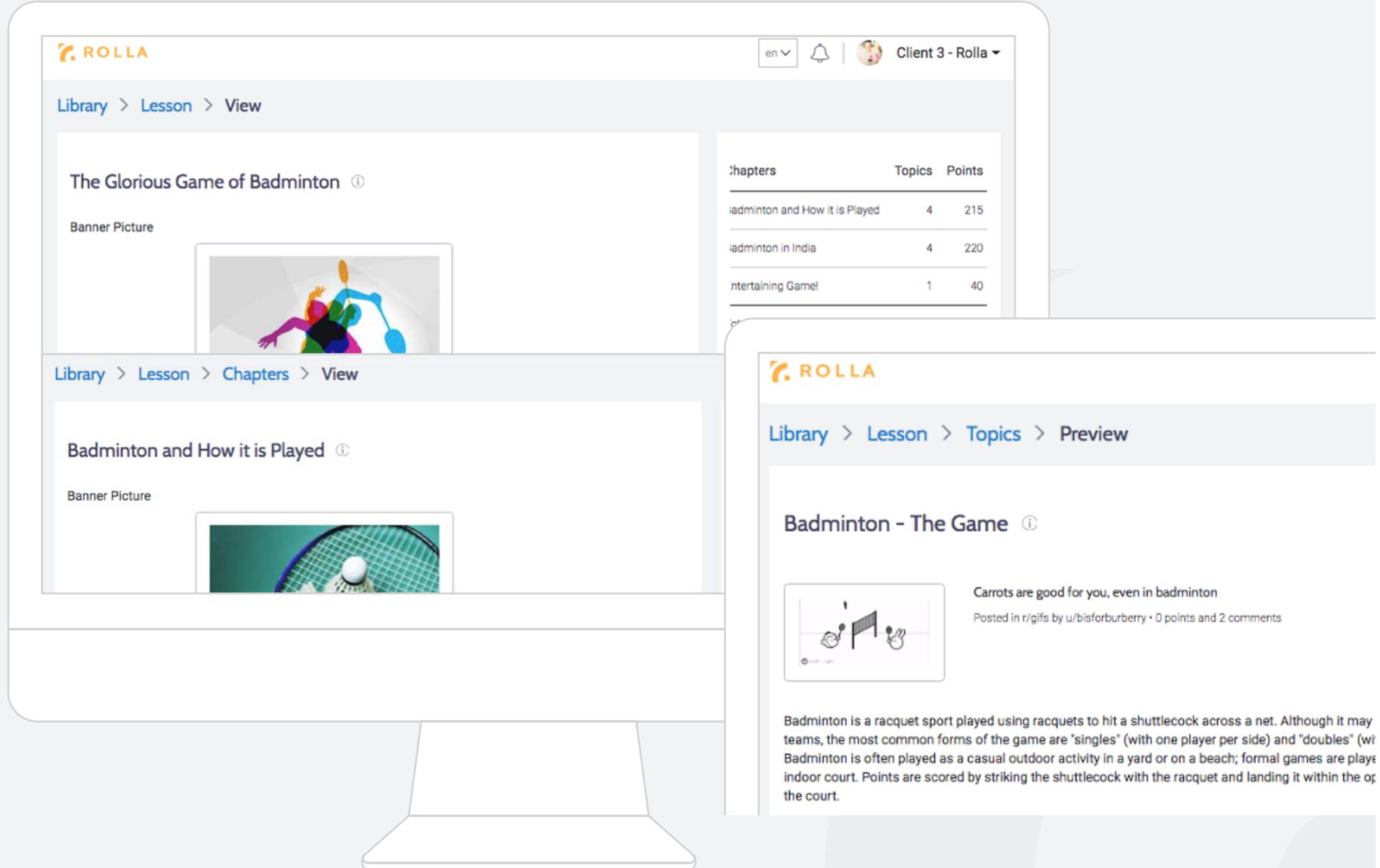
Easy access to  
upload Topics



## WebApp:

### Do-It-Yourself:

Merge Topics to form Chapters and Chapters to form Lessons



**en** |  |  Client 3 - Rolla ▾

Library > Lesson > View

### The Glorious Game of Badminton ⓘ

Banner Picture



Chapters	Topics	Points
Badminton and How it is Played	4	215
Badminton in India	4	220
Entertaining Game!	1	40

Library > Lesson > Chapters > View

### Badminton and How it is Played ⓘ

Banner Picture



Library > Lesson > Topics > Preview

### Badminton - The Game ⓘ



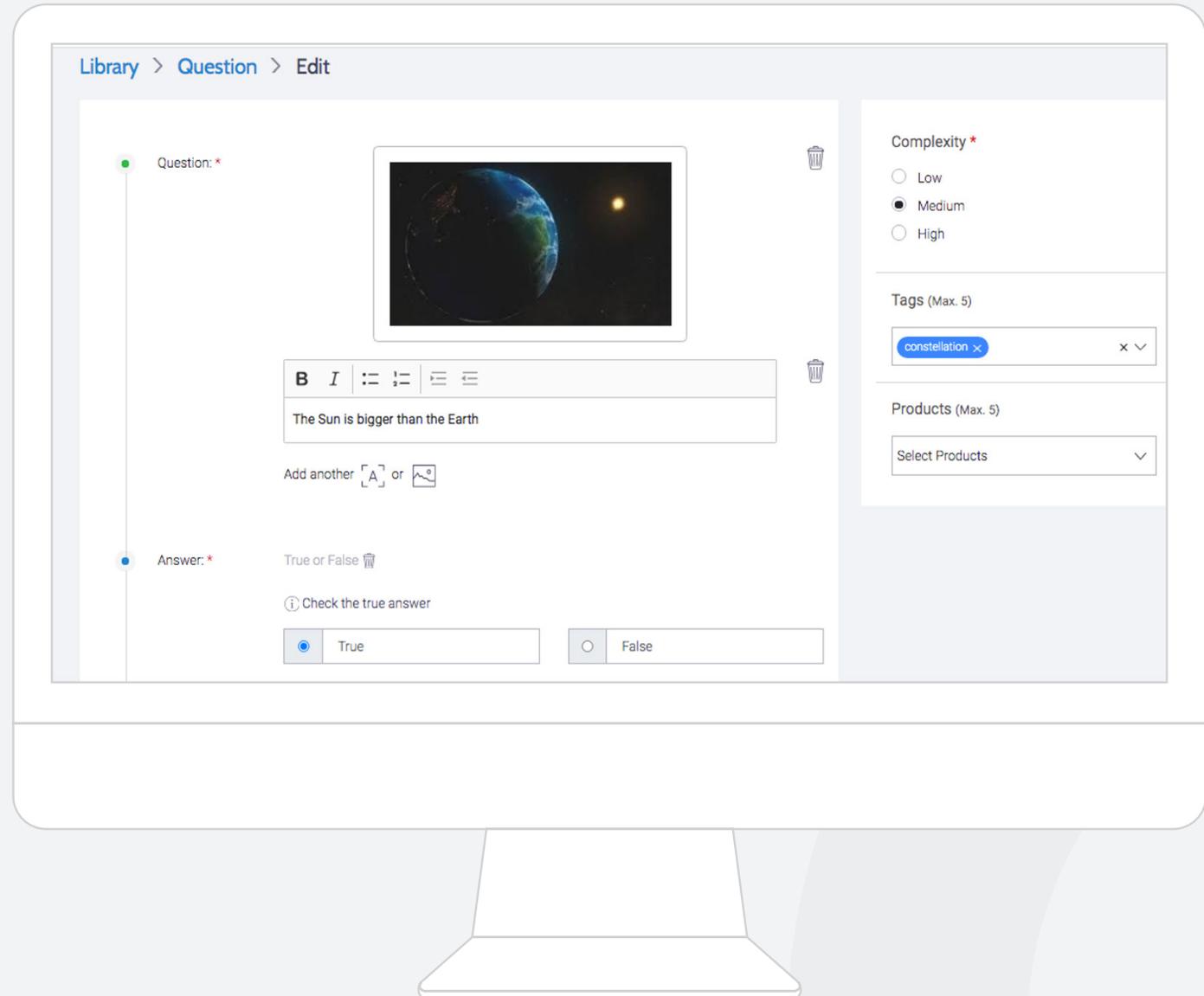
Carrots are good for you, even in badminton  
Posted in r/gifs by u/bisforburberry • 0 points and 2 comments

Badminton is a racquet sport played using racquets to hit a shuttlecock across a net. Although it may be played as a casual outdoor activity in a yard or on a beach; formal games are played on an indoor court. Points are scored by striking the shuttlecock with the racquet and landing it within the boundaries of the court.

WebApp:

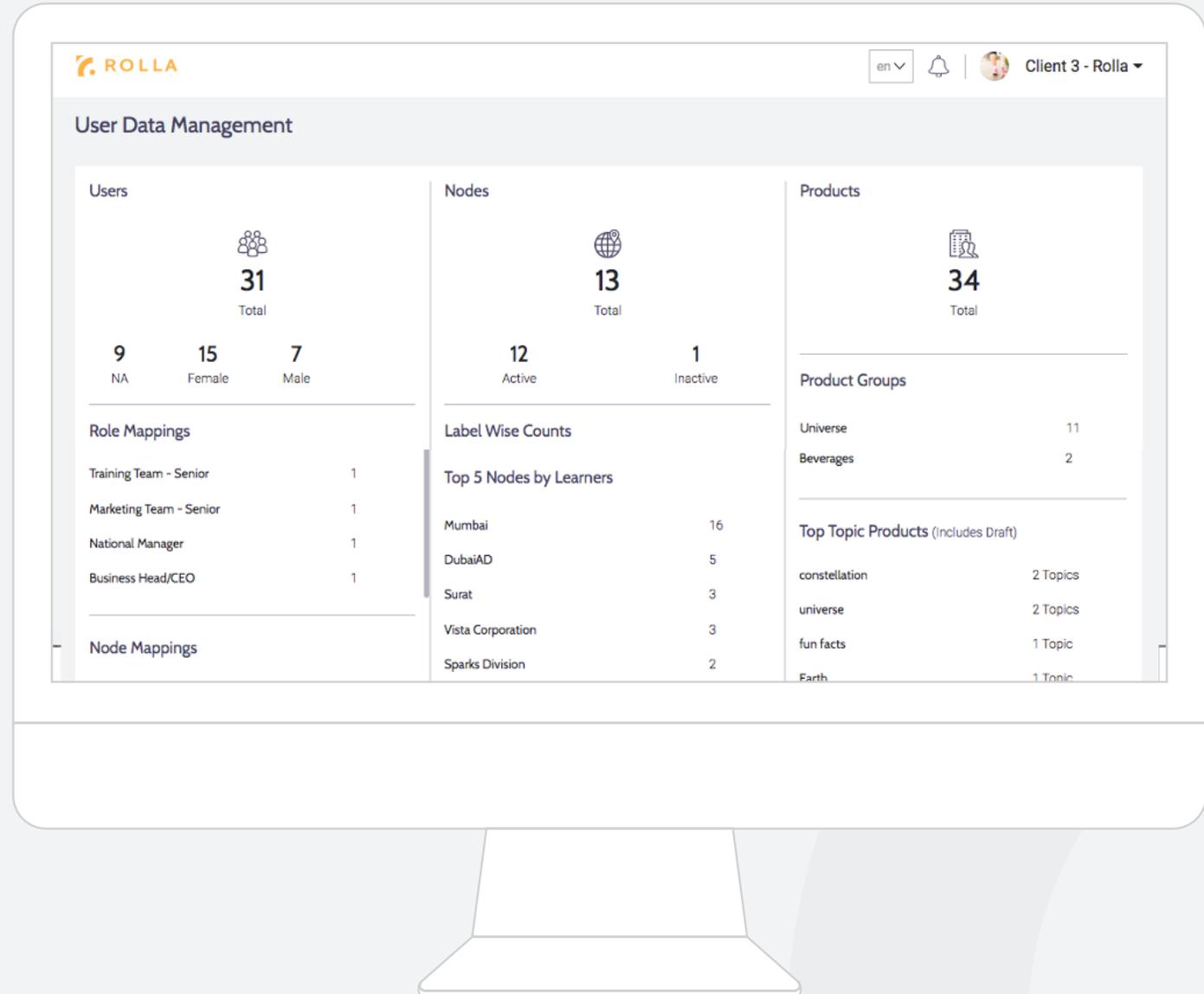
Do-It-Yourself:

Create Questions



## WebApp:

A comprehensive user management module





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