CREATING EFFECTIVE LEARNING OBJECTS FOR A LEADING UK-BASED INTERNATIONAL EDUCATION PUBLISHER

Case Study

BUSINESS NEED

The client required cost-effective e-learning designing services to help create assessments for various subjects as well as English Language Training (ELT) learning objects. The interactive, effective, and reusable learning objects and assessments had to be designed and uploaded directly on the client's intermediary platforms, which would then reflect on their learning management system. The client faced a number of roadblocks in terms of scalability, finding resources with the required skill sets,

RESULTS

Optimum Productivity: Delivered content nearly 10-15 days before the stipulated deadline, thus shortening the client's time to market.

Short Learning Curve: Deployed a team of skilled and experienced resources to ensure a short learning curve. The team adapted to three complex client platforms without the need for training.

High Quality: Delivered content within a short turn-around time without compromising on the quality. Content was at par with the client's stringent quality standards.

Scalability & Flexibility: Deployed additional resources as and when required. Lumina Datamatics has the ability to expand the team as per the client's requirements.

CLIENT SPEAK

Our project with Lumina Datamatics is going really well and we would like to thank the team for their efforts. They study the brief thoroughly and the outcome is clean and consistent, with a great approach on layout and good realias adaptation.

SOLUTION

• Lumina Datamatics deployed a team of experienced e-learning designers who were skilled in XML, HTML5, Photoshop, and InDesign.
• Deployed a resource to the client's site to thoroughly understand the requirements and receive training on two of their platforms.
• Based on their expertise and experience in the education industry, the team adapted to three more complex client platforms without the need for training.
• Redesigned and transformed printed content into effective and reusable digital learning objects.
• Created realia-based interactive assessments for various subjects such as math, sciences, history, geography etc.
• Requested for and implemented client feedback after every batch delivery to ensure all quality parameters were met.

ABOUT THE CLIENT

The client is one of the largest UK-based international education publishers, with a presence in 120 countries across the globe. They provide an advanced learning environment for students, teachers and institutions worldwide through high-quality, engaging academic, scholarly, and English Language Training (ELT) content.

LUMINA DATAMATICS
WE MANAGE KNOWLEDGE