WE WAGE WAR ON
DULL ONLINE LEARNING

GROWTH
ENGINEERING

Online learning has a bad reputation. Most solutions look like something from the dark ages. They aren't engaging and fail to make a measurable impact because they don't change employee behaviour. Isn't it time to start doing things differently?

THE ACADEMY LMS

Improve your team's performance by as much as **75%** year-on-year, with a learning management system that uses the power of engagement, brain science and learning best practice to drive results.

KEY FEATURES INCLUDE:

- Content Library (Video, eLearning, etc.)
- Assessments, Tests & Reviews
- Levels, Curricula & To-Do Lists
- XP, Badges, Leaderboards
- Social Streams & Groups
- Classroom Management Tools
- Admin Panel & Reporting Suite
- Mobile Responsive & Customisable
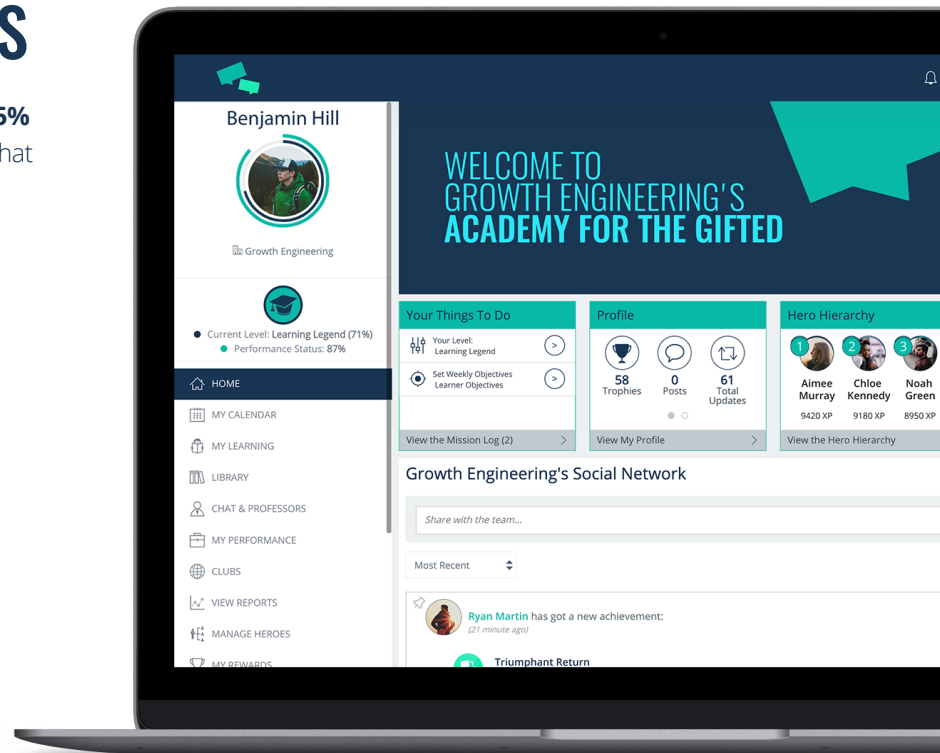
THE KNOWLEDGE ARCADE

Build a thriving learning culture with a customisable micro-learning app that makes changing behaviour and improving performance easy. The Knowledge Arcade has been proven to generate **9x** more engagement than other comparable solutions and increase content completion rates by **230%.**

KEY FEATURES INCLUDE:

- Built-in Authoring Tool & Reporting Suite
- Badges, XP & Leaderboards
- Social Clubs & Push Notifications
- Player-vs-player Quiz Battles
- Learning Games & Quests
- Bite-size Content Library
- Online / Offline Sync
- The Marketplace

GENIE GAME **CREATOR**

Create high-impact, super engaging training content that's optimised for all devices, quicker than ever before. With Genie's intuitive builder and template system, you'll be creating gamified and game-based training content in no time – with no technical expertise required!

KEY FEATURES INCLUDE:

- Easy-to-Use Content Builder
- Comprehensive Customisation Options
- XP, Badges & Leaderboards For Your Content
- Mobile-Ready Learning Game Templates
- Variety of Quiz Question Types
- Asset Library & Permission Controls
- Push Content to App Library
- Export as SCORM, xAPI and cmi5
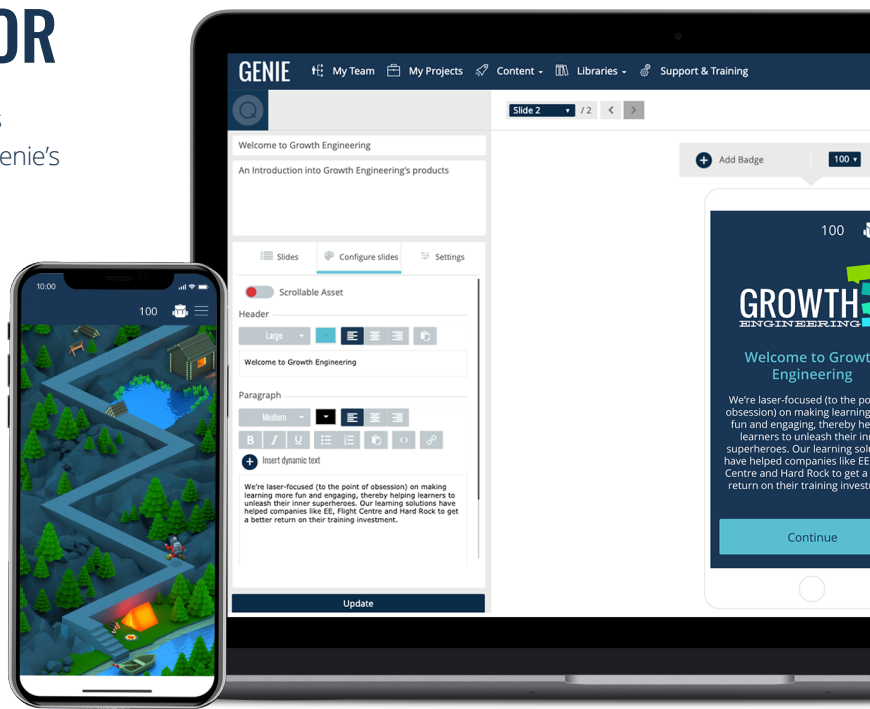
ENGAGEMENT **OVERLOAD**

The results speak for themselves...

L'ORÉAL Travel Retail

KPI (Per User / Per Month)	Target	Result
Unique Sessions	7	**63.9**
eLearning Completed	2 modules	**6.6 modules**
Time on App	20 minutes	**2 hours 23 minutes**

> **We've never seen engagement like it.**
>
> – Sylvie Pecheur, Global Business Partner at HP

> **I knew it was going to be good, but I didn't expect it to be so phenomenal!**
>
> – Pinda Dhillon, Head of Training Design, EE

OUR TROPHY **CABINET**

50+ industry awards since 2013, including...

TJ Awards

TRAINING INDUSTRY

GET IN TOUCH

GROWTH ENGINEERING