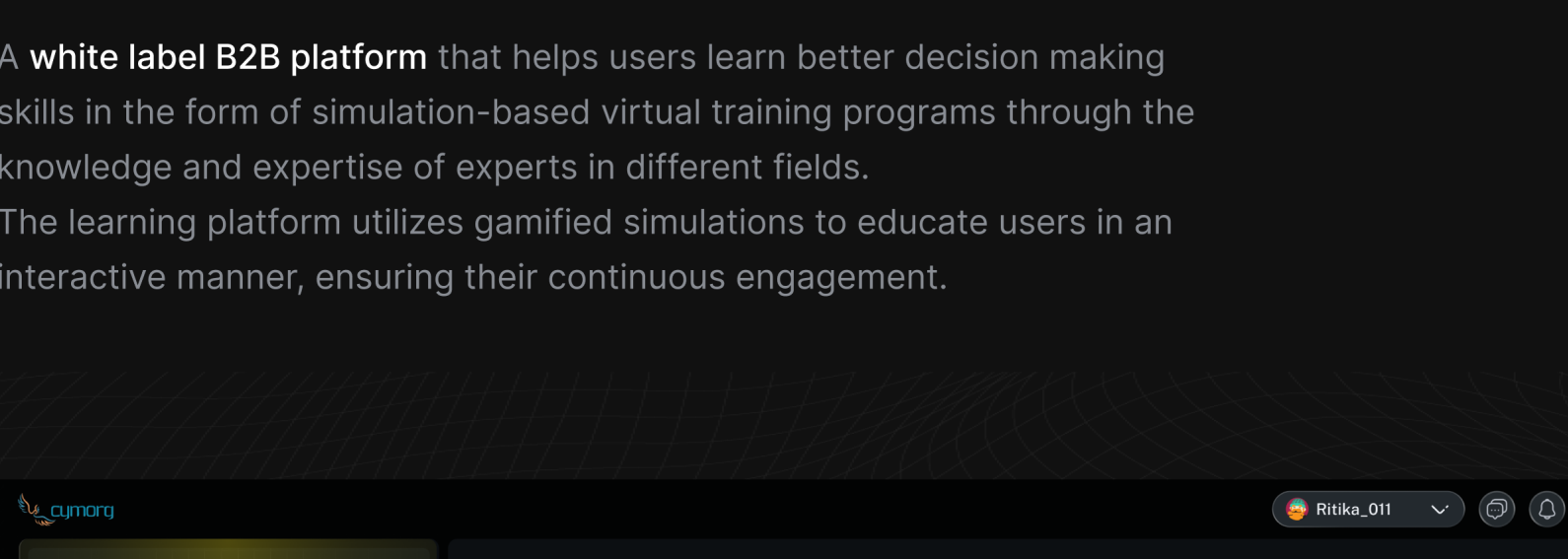


A simulations based behavioral training platform.

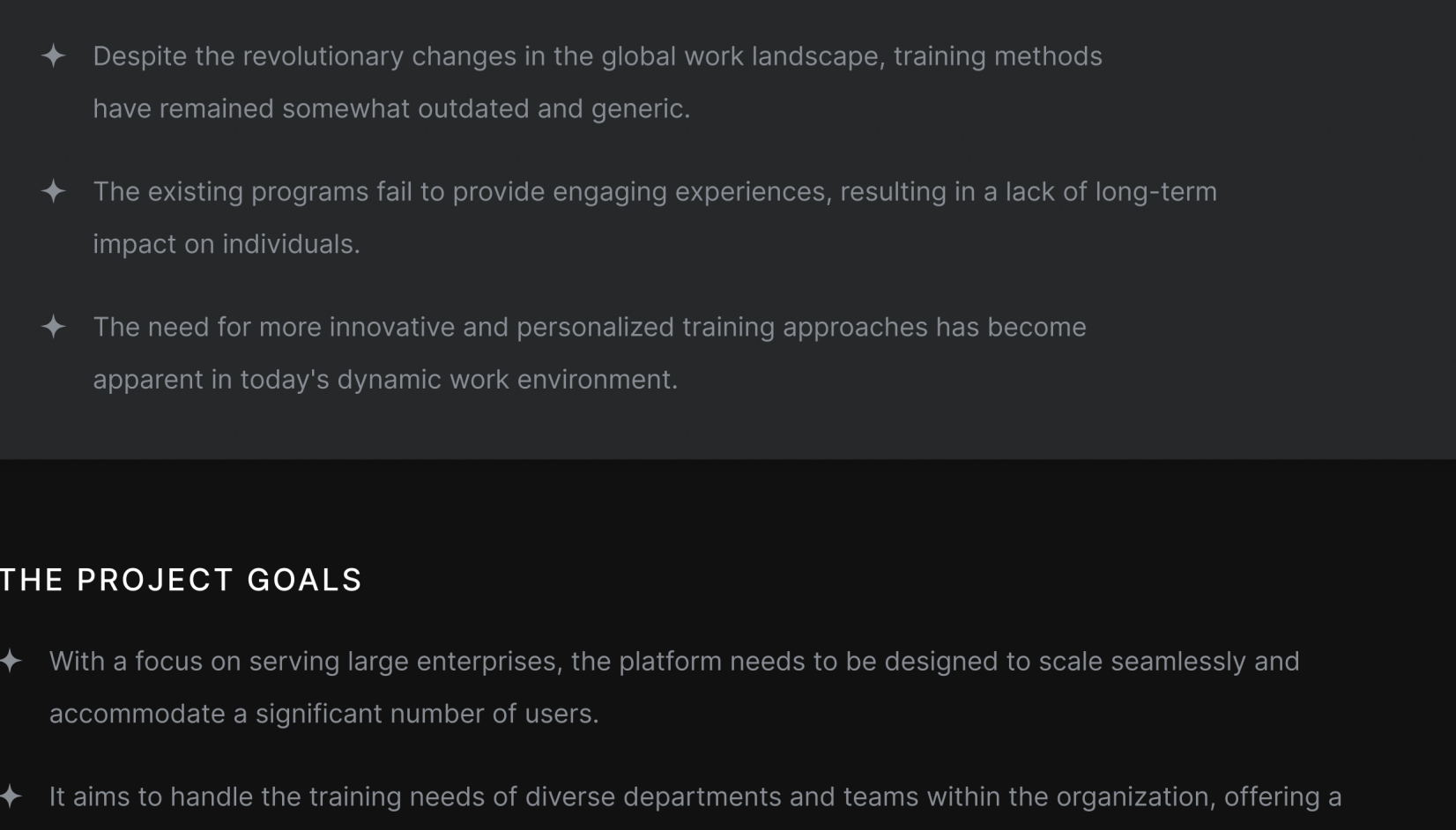
Paris Design Award Winner

Core UX Designer



ABOUT THE PLATFORM

A white label B2B platform that helps users learn better decision making skills in the form of simulation-based virtual training programs through the knowledge and expertise of experts in different fields. The learning platform utilizes gamified simulations to educate users in an interactive manner, ensuring their continuous engagement.



Dashboard - Key screens from the redesigned platform

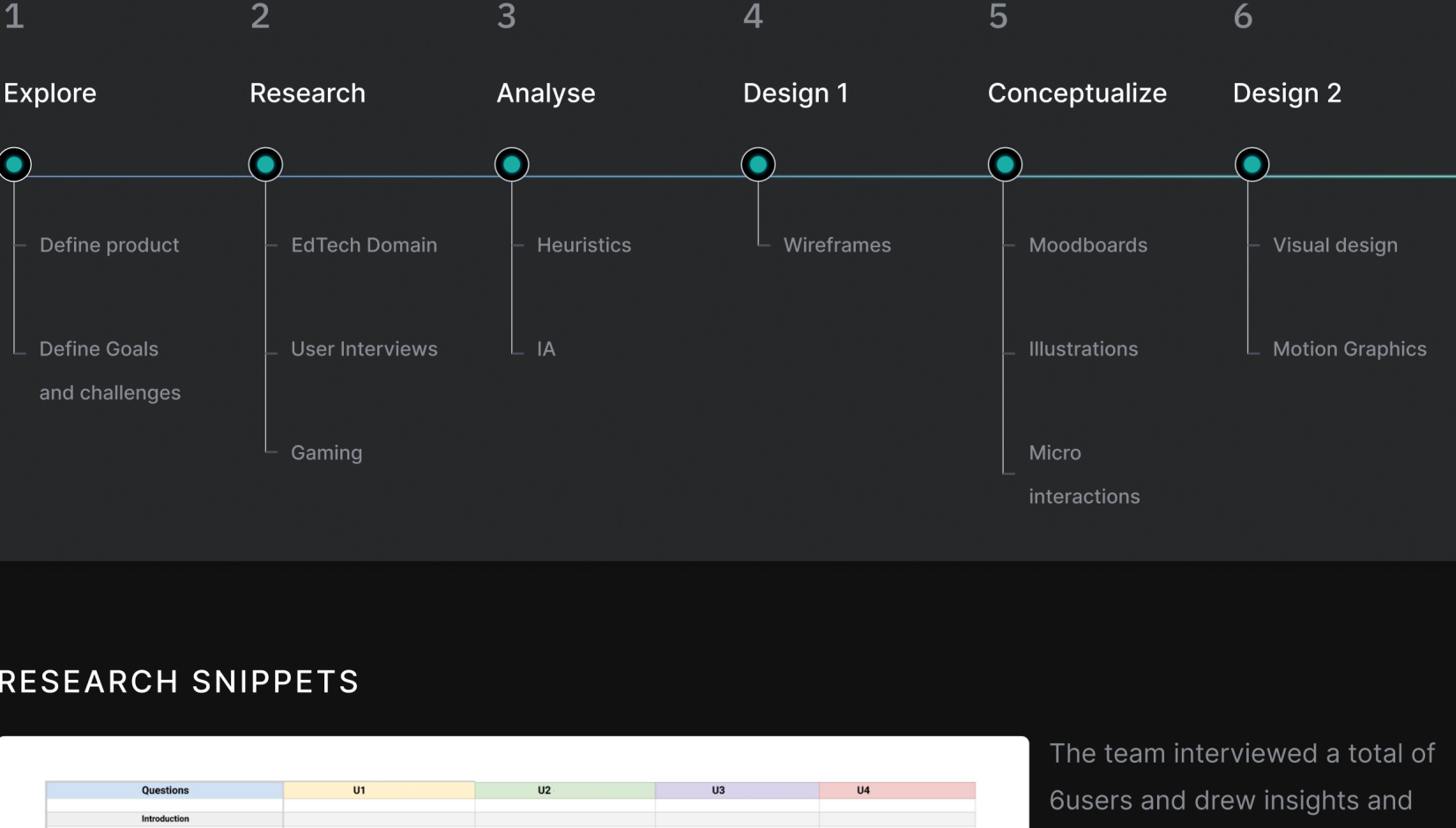
THE PROBLEM STATEMENT

A significant issue in the present-day world is the lack of a viable solution that combines scalability and affordability for effective enterprise-scale training.

- Despite the revolutionary changes in the global work landscape, training methods have remained somewhat outdated and generic.
- The existing programs fail to provide engaging experiences, resulting in a lack of long-term impact on individuals.
- The need for more innovative and personalized training approaches has become apparent in today's dynamic work environment.

THE PROJECT GOALS

- With a focus on serving large enterprises, the platform needs to be designed to scale seamlessly and accommodate a significant number of users.
- It aims to handle the training needs of diverse departments and teams within the organization, offering a unified and cohesive training solution.
- The platform is looking at gamifying the learning experience, incorporating interactive elements, game mechanics, and rewards to foster engagement and motivation.

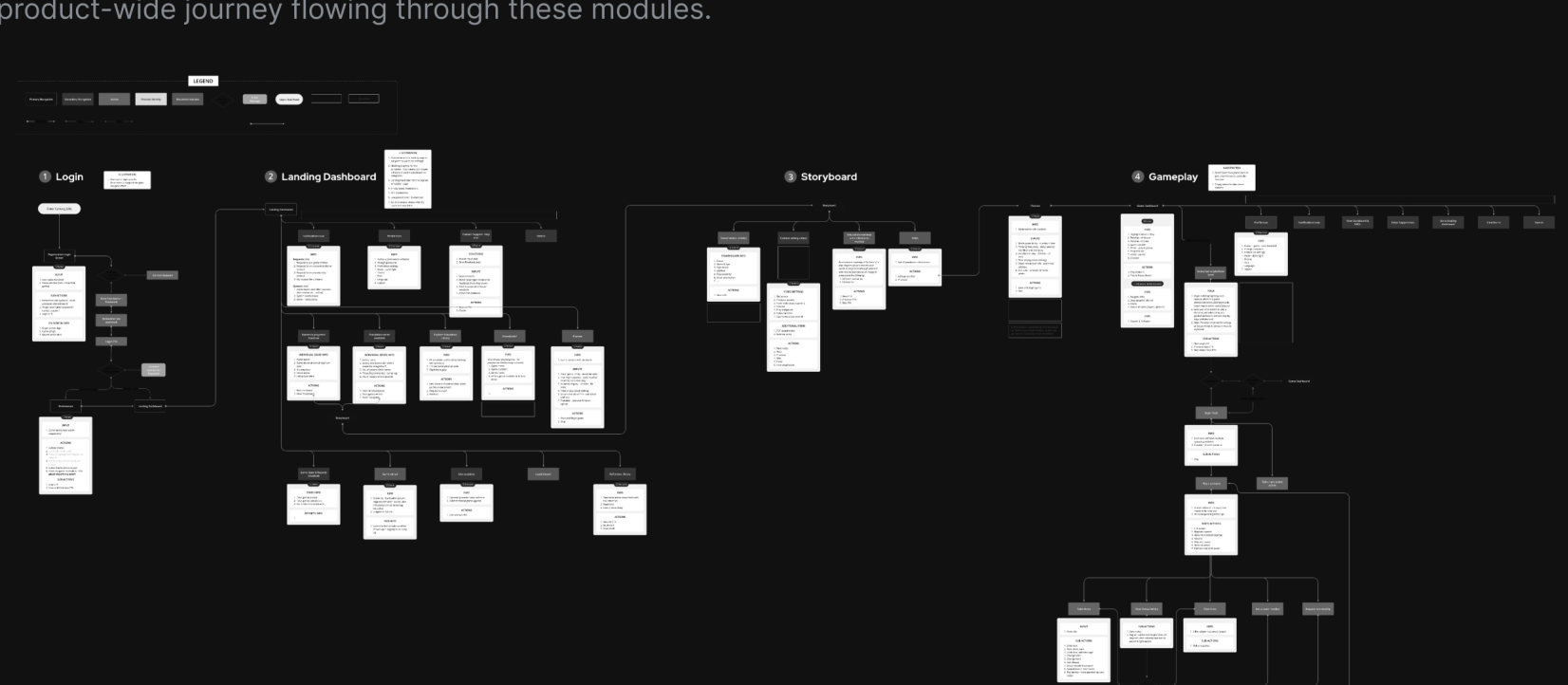


Game Area - Key screens from the redesigned platform

THE TARGET DEMOGRAPHICS

- Primary Audience**
 - HR Professionals, Learning and Development (L&D) Officers, Chief Sales Officers, Training Managers
- Primary Users**
 - Mid-level management employees, Fresher employees

HOW WE GOT THERE



RESEARCH SNIPPETS

Launching Dashboard

The image shows a user dashboard for a user named Ritika. The dashboard has a dark theme. At the top, there's a welcome message "Welcome back, Ritika!" and a sub-header "Dive into your Cymarg journey". Below this, there's a "Resume right where you left off" section with a "VIEW ALL" link. The main content area is divided into two sections: "Teams in store for you" and "Live Sessions". The "Teams in store for you" section shows a list of teams, each with a "Team Building" label and a "Series ABC" identifier. The "Live Sessions" section shows a list of sessions, each with a "Live Session" label and a "Series ABC" identifier. A modal window is open in the center, showing details for "Series ABC". The modal has a title "Series ABC" and a subtitle "10 scenarios (100 mins) | by Anish Dharshi". It also has a "Play" button and a "View all" link. The modal content includes a welcome message and a list of topics: "Critical thinking", "Adaptability", and "Conflict resolution".

Series/ Simulation Information

The image shows a modal window for "Series ABC". The modal has a dark background with white text. At the top, there's a title "Series ABC" and a subtitle "10 scenarios (100 mins) | by Anish Dharshi". Below this, there's a "Play" button. The main content area has a section titled "Here are the competencies we aim to enhance in this series:". Below this, there's a list of three items: "Critical thinking", "Adaptability", and "Conflict resolution". At the bottom, there's a "Get started" button.

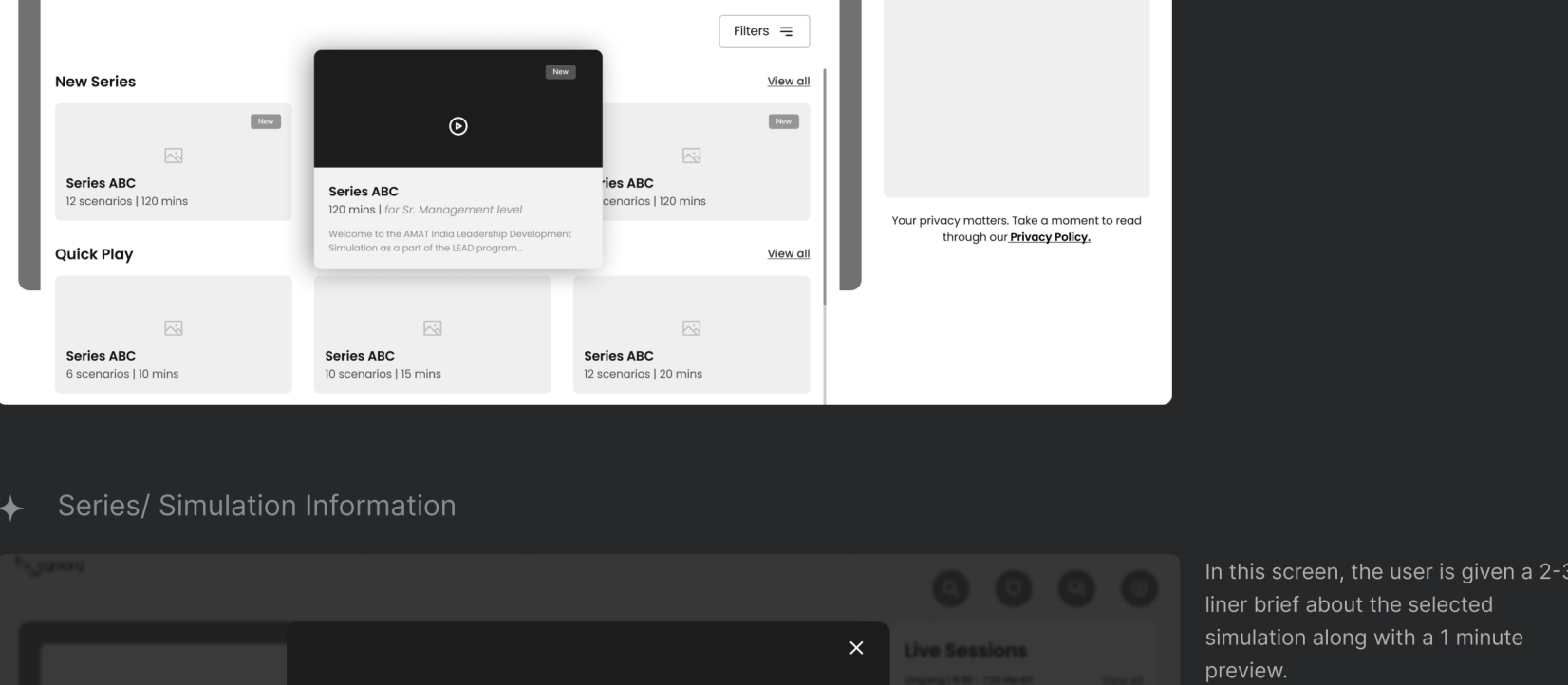
Storyboard

The image shows a storyboard for a simulation titled "Leadership Series 12". The storyboard is a sequence of scenes. The first scene is a "Welcome back, Ritika!" message. The second scene is a "Resume right where you left off" section. The third scene is a "Live Sessions" section. A modal window is open in the center, showing details for "Series ABC". The modal has a title "Series ABC" and a subtitle "10 scenarios (100 mins) | by Anish Dharshi". It also has a "Play" button and a "View all" link. The modal content includes a welcome message and a list of topics: "Critical thinking", "Adaptability", and "Conflict resolution".

The team interviewed a total of 6 users and drew insights and design ideas from the responses recorded.

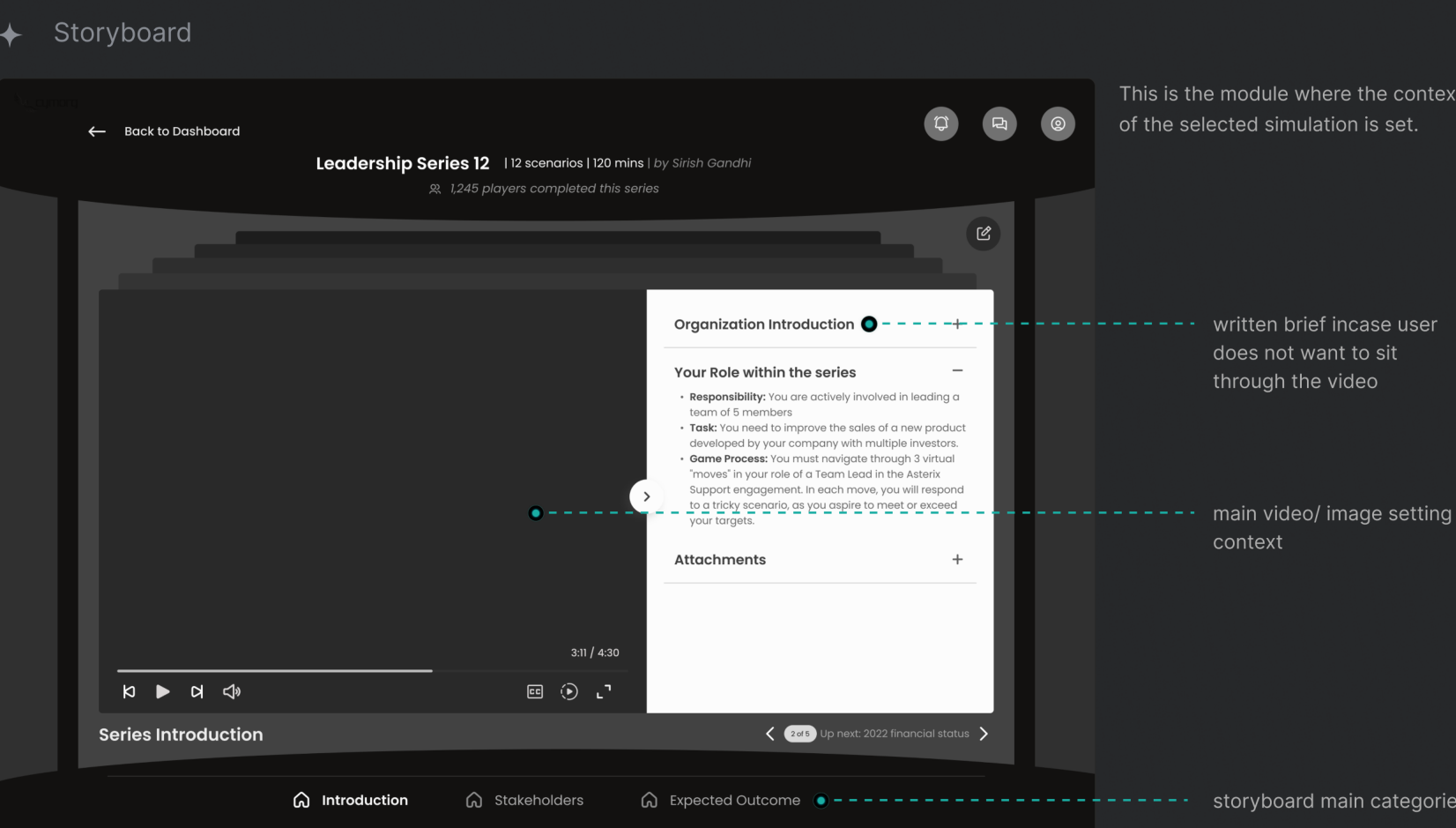
THE INFORMATION ARCHITECTURE

The user flow and IA was done to understand each individual module end-to-end and to create a product-wide journey flowing through these modules.

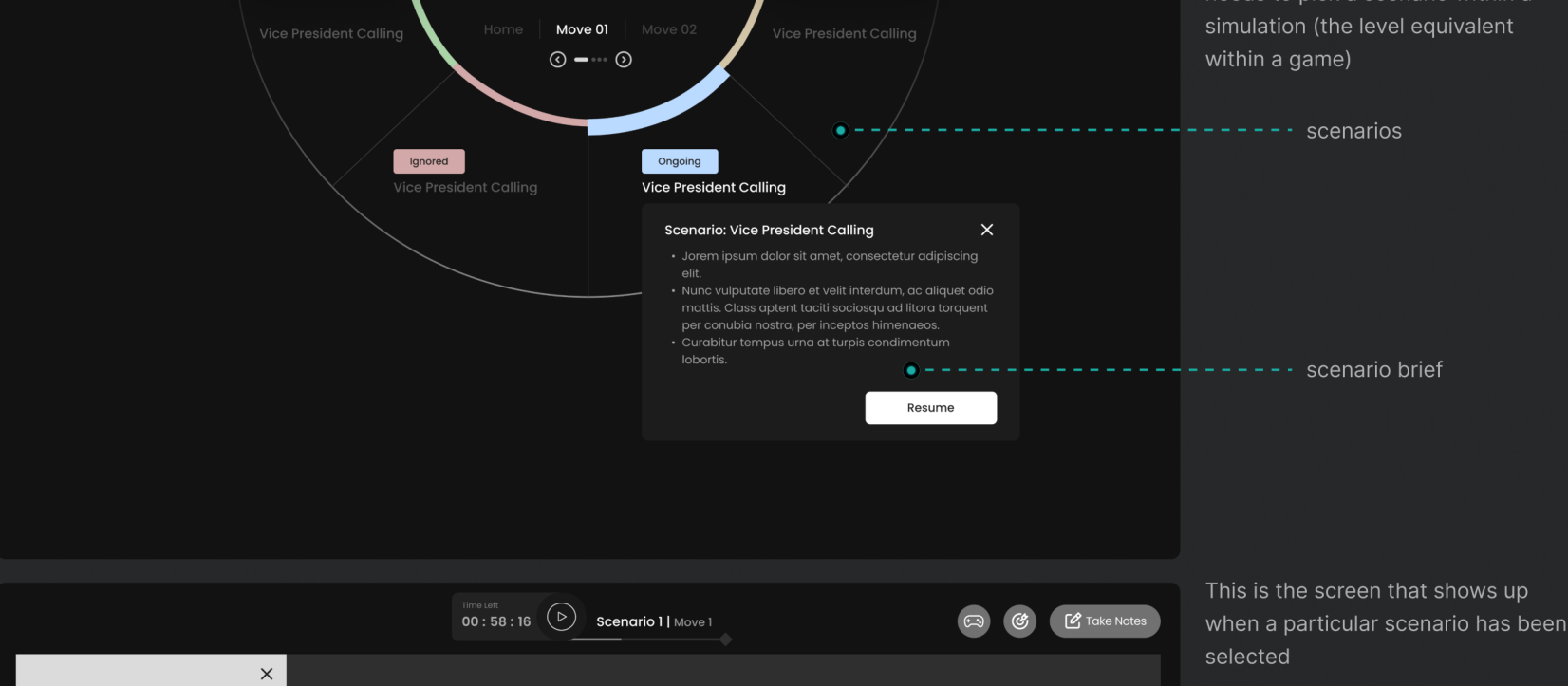


THE WIREFRAMES

- Landing Dashboard

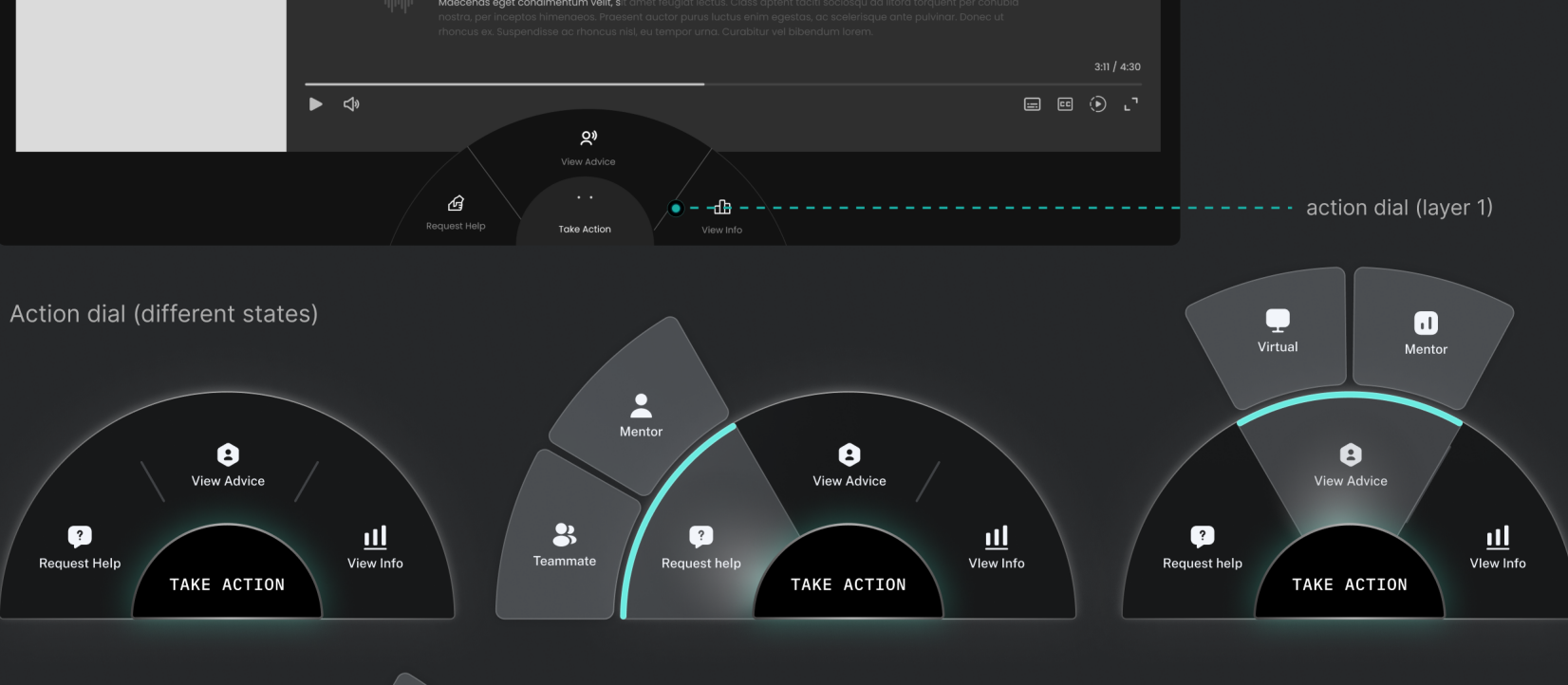


- Series/ Simulation Information



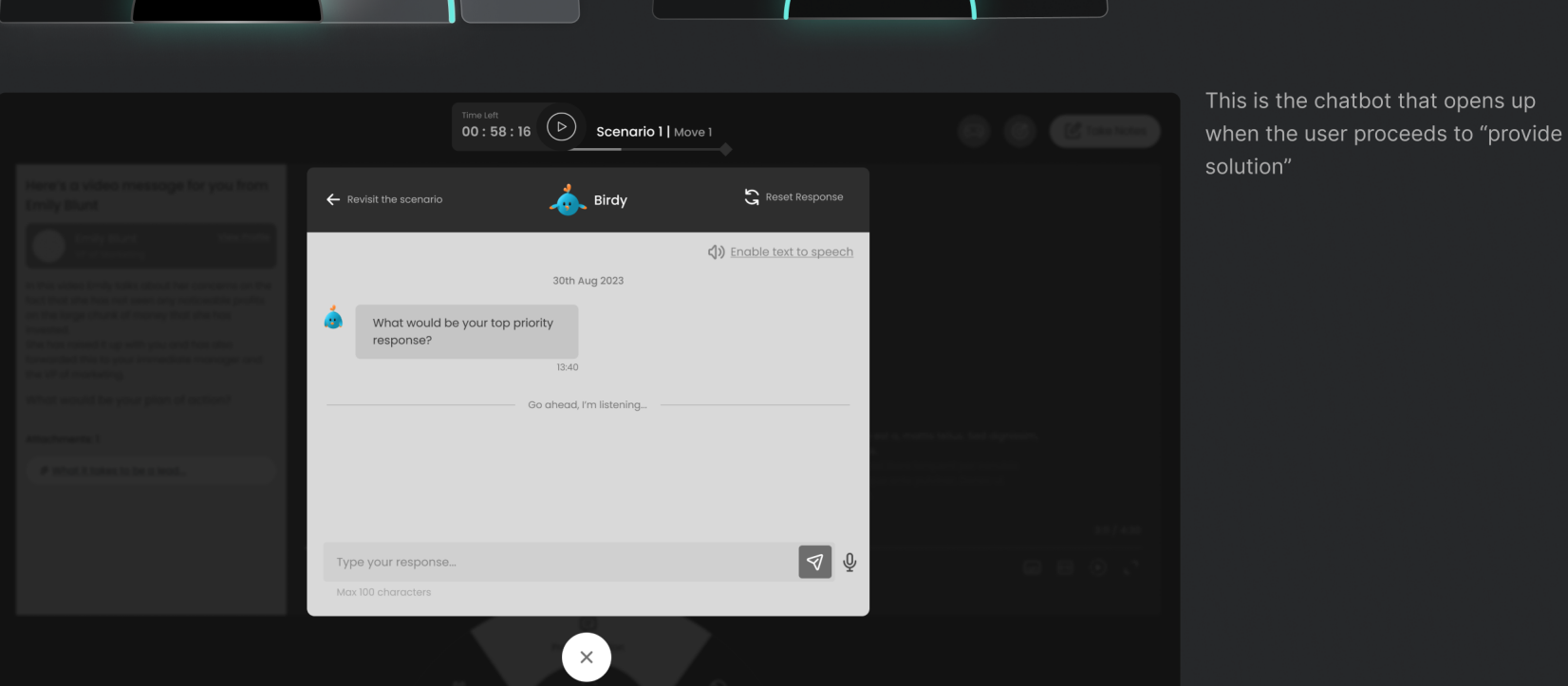
In this screen, the user is given a 2-3 liner brief about the selected simulation along with a 1 minute preview. The corresponding competencies have also been listed in order to help the user pick their desired soft-skills.

- Storyboard

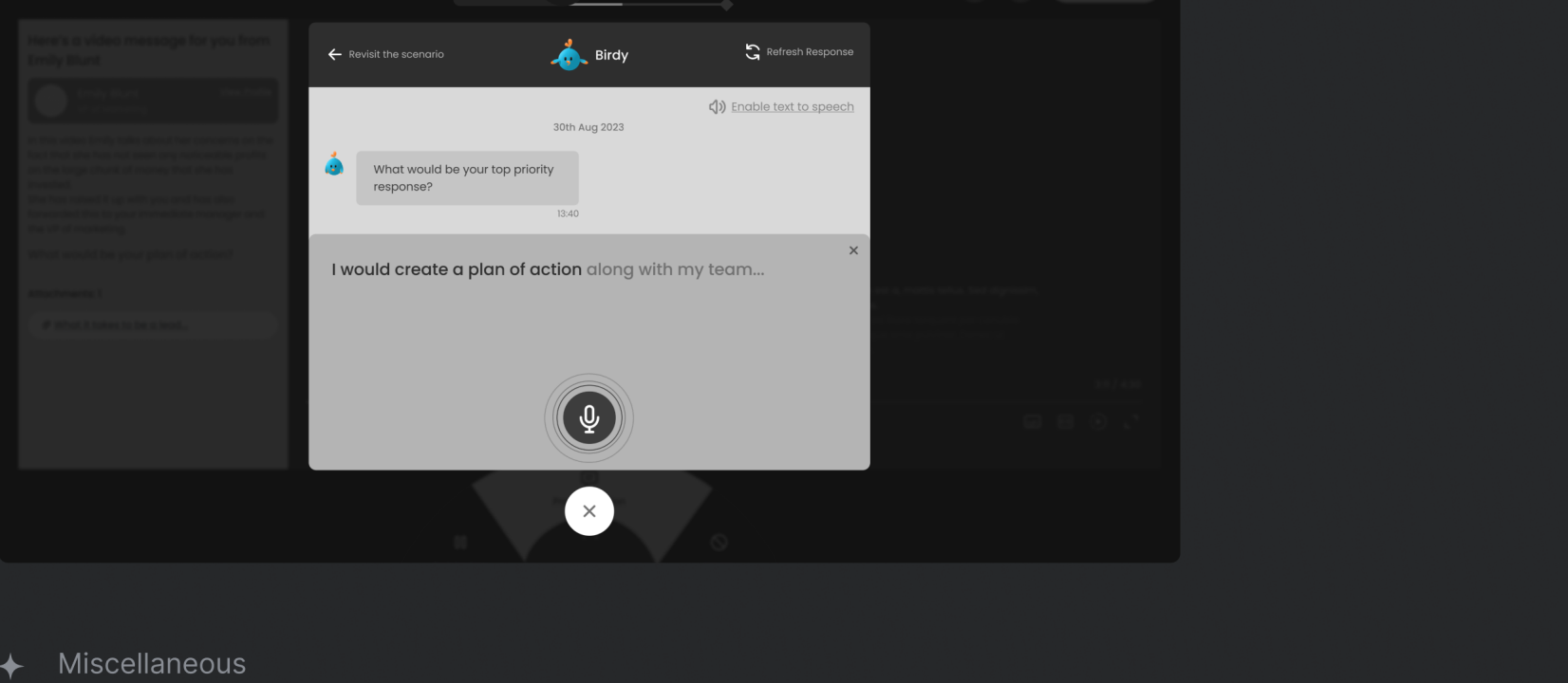


This is the module where the context of the selected simulation is set.

- Main Game Area

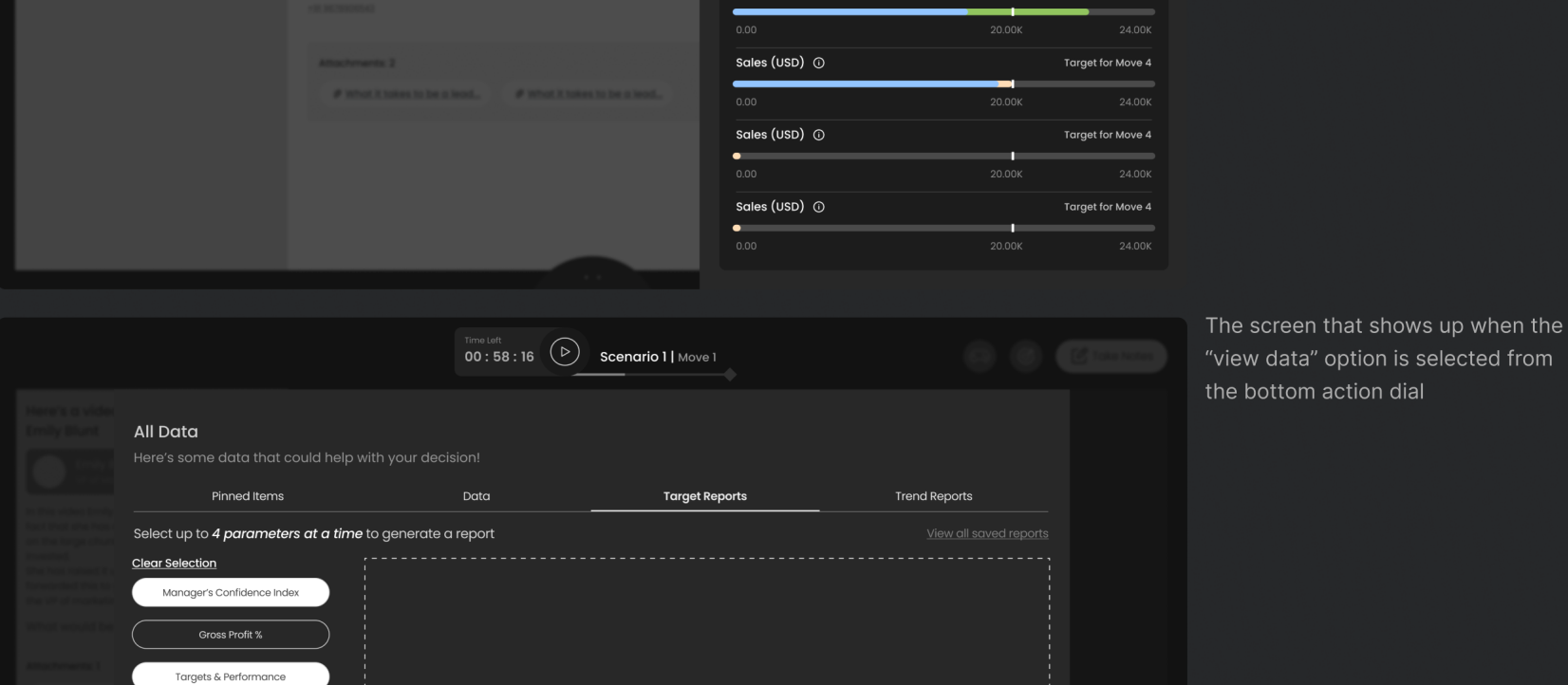
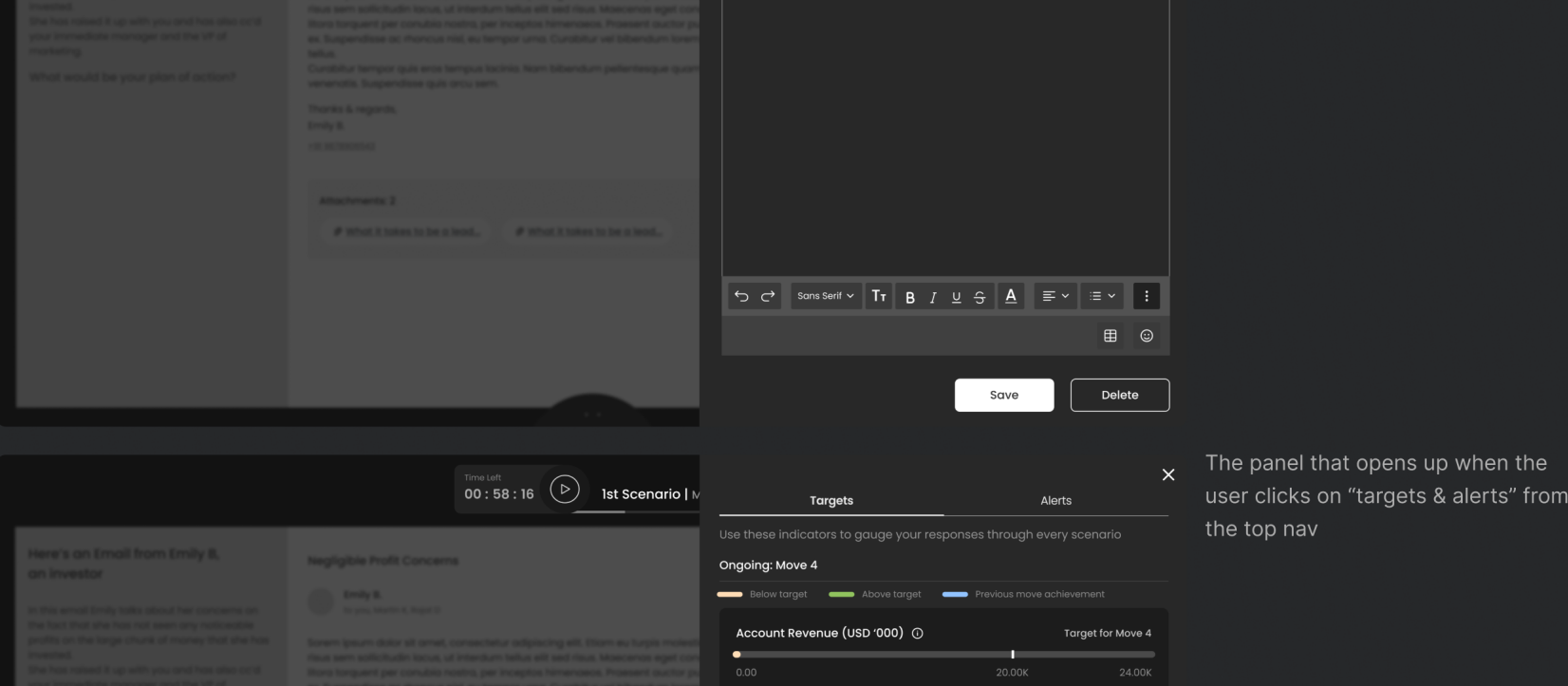


This is the screen where the user needs to pick a scenario within a simulation (the level equivalent within a game)



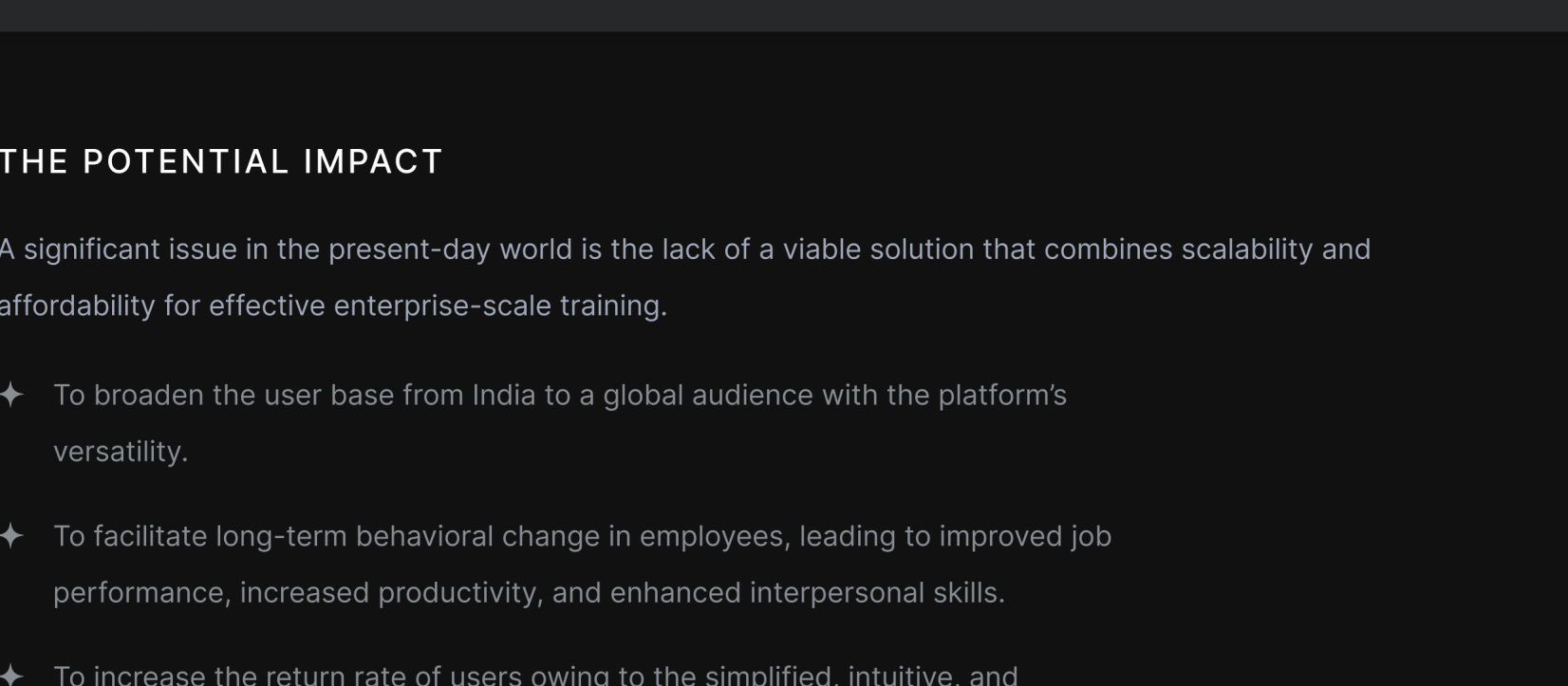
This is the screen that shows up when a particular scenario has been selected.

- Action dial (different states)



This is the chatbot that opens up when the user proceeds to 'provide solution'

- Miscellaneous



The panel that opens up when the user clicks on "take notes" from the top nav

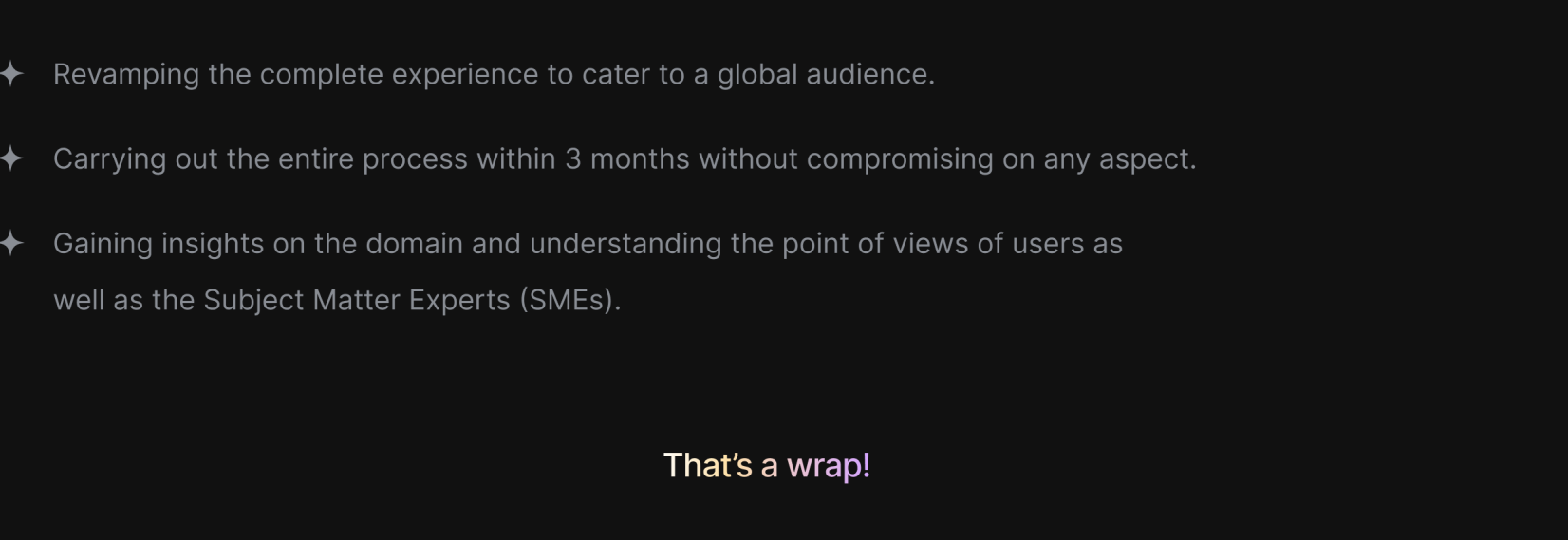
The panel that opens up when the user clicks on "targets & alerts" from the top nav

The screen that shows up when the "view data" option is selected from the bottom action dial

THE POTENTIAL IMPACT

A significant issue in the present-day world is the lack of a viable solution that combines scalability and affordability for effective enterprise-scale training.

- To broaden the user base from India to a global audience with the platform's versatility.
- To facilitate long-term behavioral change in employees, leading to improved job performance, increased productivity, and enhanced interpersonal skills.
- To increase the return rate of users owing to the simplified, intuitive, and modernized experience.



That's a wrap!