CONTENT CAPABILITY PRESENTATION

EDUCATE
ENABLE
EMPOWER

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ABOUT UNEXT

1. Part of Manipal, UNext is the first ed-tech company to prioritize a 360-degree talent transformation over upskilling.
2. We are the go-to-shop for emerging technologies and evolving trends.
3. We help your talent pool look at these as opportunities and transform them to becoming invaluable assets.
4. Our programs, content, pedagogy, learner community, platforms and tools are all designed to align to this mission.
5. UNext is the only talent transformation partner you will need to futureproof your business and your teams.

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E-LEARNING CONTENT

INSTRUCTOR LED LEARNING

SELF PACED LEARNING

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INSTRUCTOR **LED LEARNING**

Development of courseware for live instructor-led training

1. Projected timelines and milestones are defined
2. TOC & Source Content is created by SME
3. Guidelines & template for infographics, colour palette, font, icons, animations, slide transitions are created
4. Templates are customized specific to the course
5. Pilot ILT PPT with appropriate infographics, icons, visuals & animations is created

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SAMPLE ILT **SLIDE – Level 1**

Recap

1. Hypothesis Testing is a statistical technique used to make decisions based on data
2. It relies on calculation of the random chance probability of seeing an observed outcome (sample based mean) to test a hypothesis
3. Essential steps of hypothesis testing:
   - Set up null and alternate hypothesis
   - Decide on a significance level
   - Calculate p-value
   - Compare to significance level
   - Reject null if p-value is less than significance level

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SAMPLE ILT **SLIDE – Level 1**

Central Limit Theorem

Applied in hypothesis testing to aid in calculating probability or chance

Example:

There is a population of 10,000 respondents to a survey, and we pick a sample of 500. We review data on one of the attributes, income.

- How many samples are possible?
- What will be the mean income of the different samples?
- What if we plot a frequency distribution of the sample means in Excel?

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Distance Measures

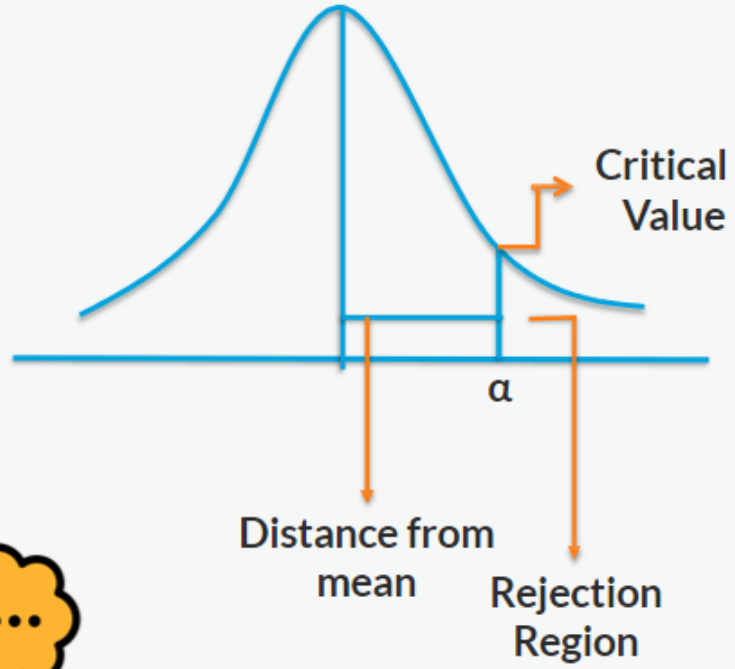
Another way to think about the test is to look at distance from mean

Critical Value:

Distance from mean, beyond which the null will be rejected

Rejection Region:

Values of the test statistic (distance) that are unlikely if null is true, associated with the probability distribution



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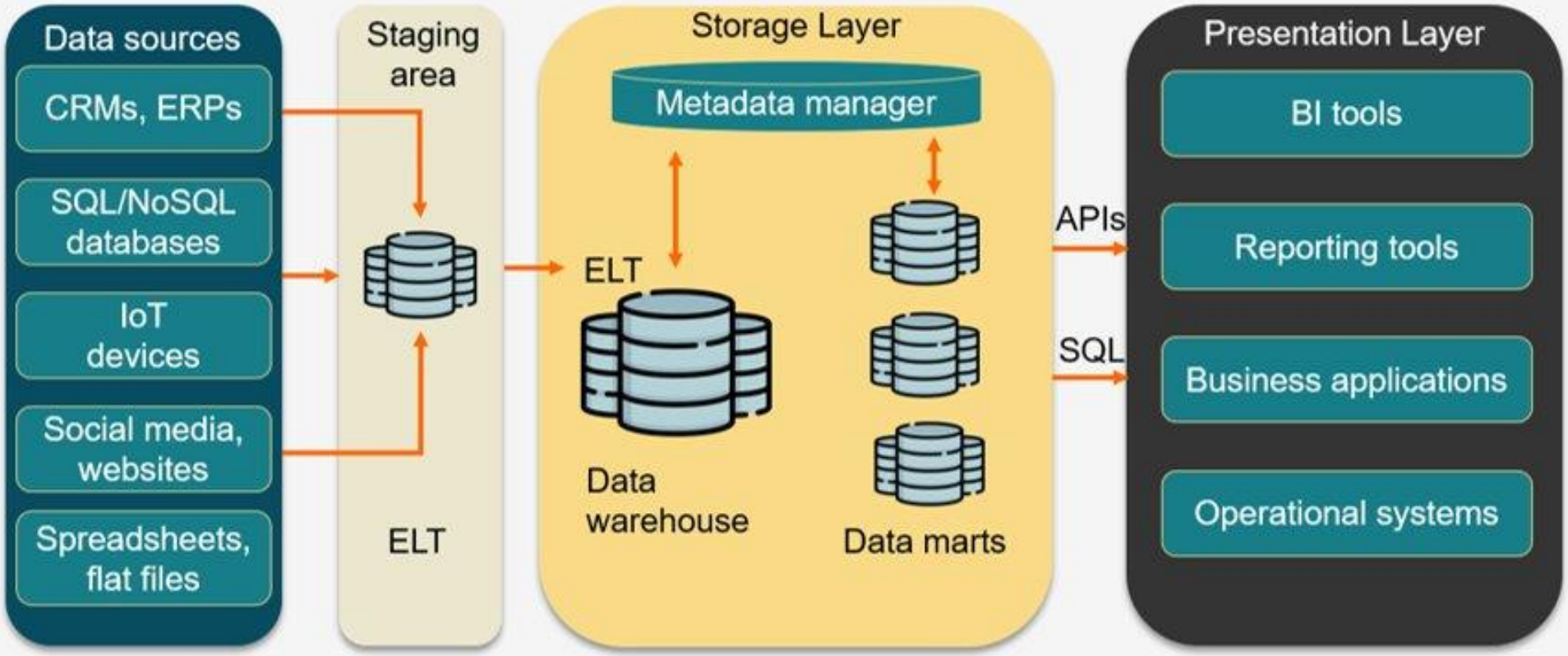
SAMPLE ILT **SLIDE – Level 2**

Components of Data Warehouse Architecture

There are a lot of instruments used to set up an enterprise data warehousing platform



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SAMPLE ILT **SLIDE – Level 2**

Integers and Floats

Integers or ints:

Positive or negative whole numbers with no decimal point

Floats:

Real numbers with a decimal point dividing the integer and fractional parts

An example in the Jupyter Notebook

Example-
a = 2
b = 4.0

```
>>>print (type(a))
<class 'int'>
>>>print (type(b))
<class 'float'>
```

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SAMPLE ILT **SLIDE – Level 2**

Summary

The key take aways from this lesson are:

- A Lambda Expression is an anonymous function that can be used to create delegates or expression tree types.
- Lambda Expressions are available from C# 3.0 and these provide an alternative way of writing anonymous functions.

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LEVELS OF ILT PPT

E-Learning Type	Description	No of Slides	Duration
ILT	**Level 1- Elementary** Basic design layout & composition with restricted color palette, static text, images/icons with simple infographics to support the content.	12-15	1 hour
	Level 2- Intermediate Middle level design layout & composition with minimal range of colors & basic blend of gradients, static text, images, icons, diagrams, flow charts, infographics supporting the content. Annotations and animations specific to the content requirement included with limited animation.	10-12	1 hour

*In case of ILT PPT, a facilitator takes approximately 5 minutes per slide to explain each slide

*The turnaround time has been calculated based on the standard development benchmarks of the corresponding levels.
*In-detailed customization of content may result in change of the turn around timelines.

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LEVELS OF E-TUTORIALS/SCORM AND AUTHORING TOOLS

Levels	Description	Authoring Tools
L1	This level primarily includes self-paced e-learning videos with static text infographic and images/icons with limited animation and voice over (if required). Interactivity - No interactivity, the learner views the e-tutorials	✓ PPT ✓ Adobe After effects ✓ Adobe Premier Pro
L2	This level includes self-paced e-learning videos accompanied by elementary text infographics, High Definition images/icons, animations, few simple transitions and voice over. Interactivity - No interactivity, the learner views the e-tutorials	✓ PPT ✓ Adobe Illustrator ✓ Adobe Photoshop ✓ Adobe Animate CC ✓ Adobe After effects ✓ Adobe Premier Pro ✓ Adobe Audition
L3	This level comprises of intermediate level text infographics, images/icons, graphics, animations along with sophisticated voice over, video (SME inclusion) used to explain learners more complex topics/skills. For **SCORM** - Interactivity - Click to reveal, drag and drop, multiple choice questions with feedback **(TAT -14 to 16 working days)**	✓ PPT ✓ Adobe Illustrator ✓ Adobe Photoshop ✓ Adobe Animate CC ✓ Adobe After effects ✓ Adobe Premier Pro ✓ Adobe Audition ✓ **Articulate 360** ✓ **RISE 360**
L4	**Category 1 – Without Studio Shoot** This level uses the components in levels 1, 2, and 3. These courses are more immersive than other levels of e-learning comprising of advanced and complex infographics, graphics, illustrations (Technical diagrams, complex 2D & 3D objects), stock videos, animation, transitions and music, SFX & voice over modulation. For **SCORM** Interactivity- Gamification/Simulation, scenario-based case studies **(TAT -18 to 22 working days)**	✓ PPT ✓ Adobe Illustrator ✓ Adobe Photoshop ✓ Adobe Animate CC ✓ Adobe After effects ✓ Adobe Premier Pro ✓ Adobe Audition ✓ **Articulate 360** ✓ **RISE 360**
	Category 2- With Studio Shoot Studio shoot with complex design components and multimedia (including the elements stated above for L4) For **SCORM** Interactivity- Gamification/Simulation, scenario-based case studies **(TAT -18 to 22 working days)**	✓ Digital Video Camera ✓ PTZ camera ✓ Audio microphones ✓ Audio mixer ✓ Video Console ✓ Panel lights with controls ✓ Teleprompter ✓ Rotolights ✓ Interactive panel board ✓ Other shoot equipment + **Category 1 Software**

*In-detailed customization of content may result in change of the turn around timelines

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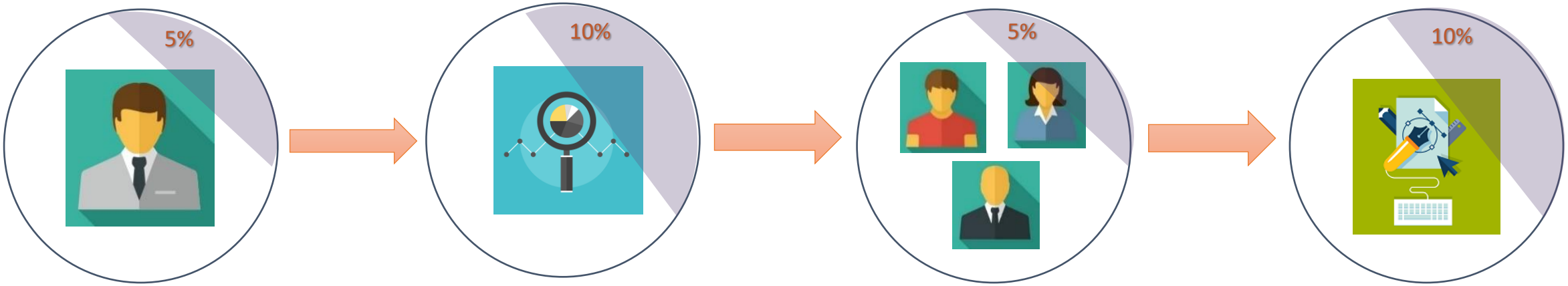
SELF PACED LEARNING | CONTENT DEVELOPMENT PROCESS



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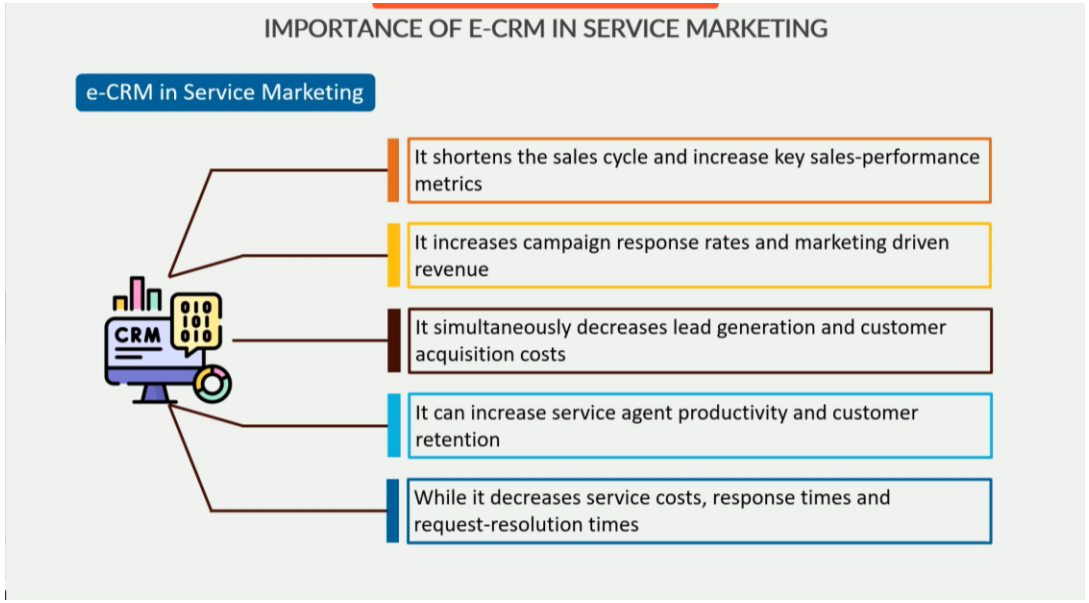
LEVELS OF E-TUTORIALS & TAT



Level 1

3 Days

UNext Content Delivery Team_Level 1

**The TAT is for producing the final version of 1 hour of e-tutorial as per level*

***The number of days provided are working days*

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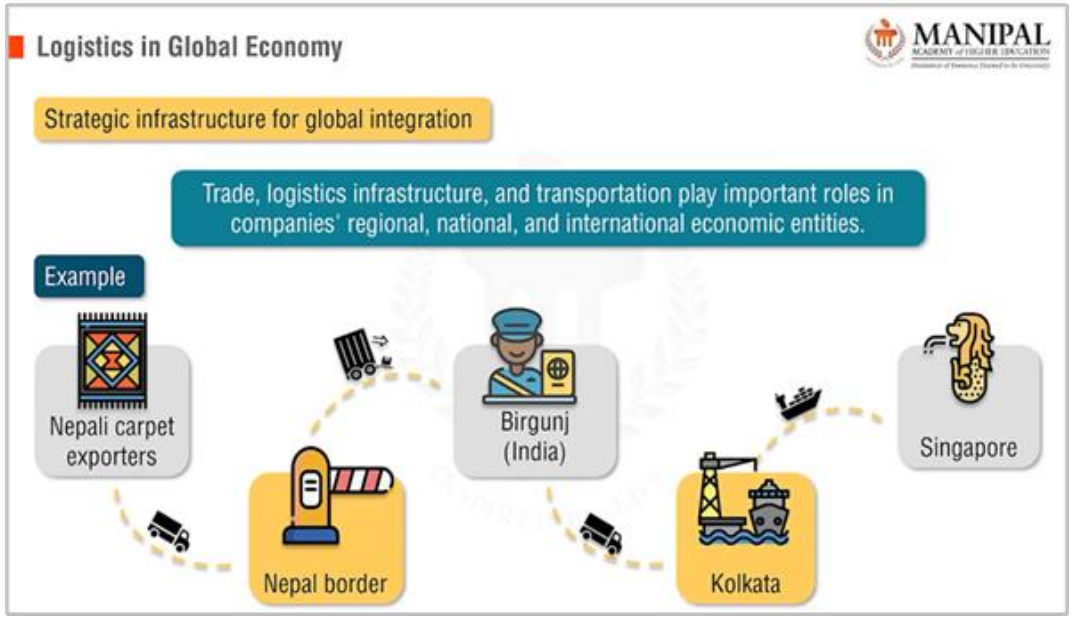
LEVELS OF E-TUTORIALS & TAT



Level 2

4 Days

UNext Content Delivery Team_Level 2

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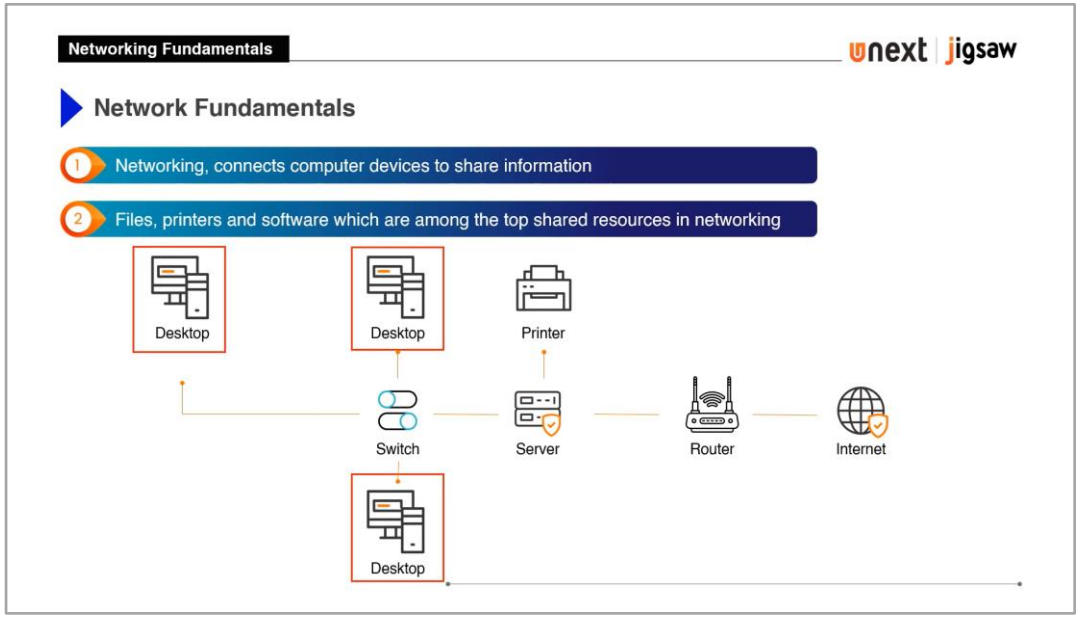
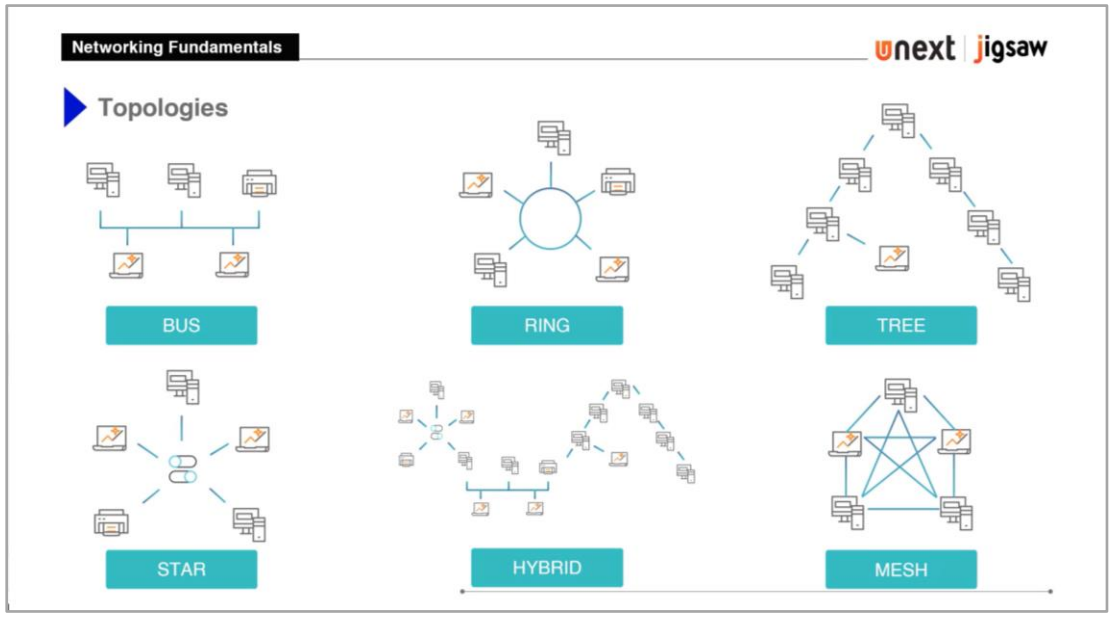
LEVELS OF E-TUTORIALS & TAT





Level 3

6 Days

[UNext Content Delivery Team_Level 3]

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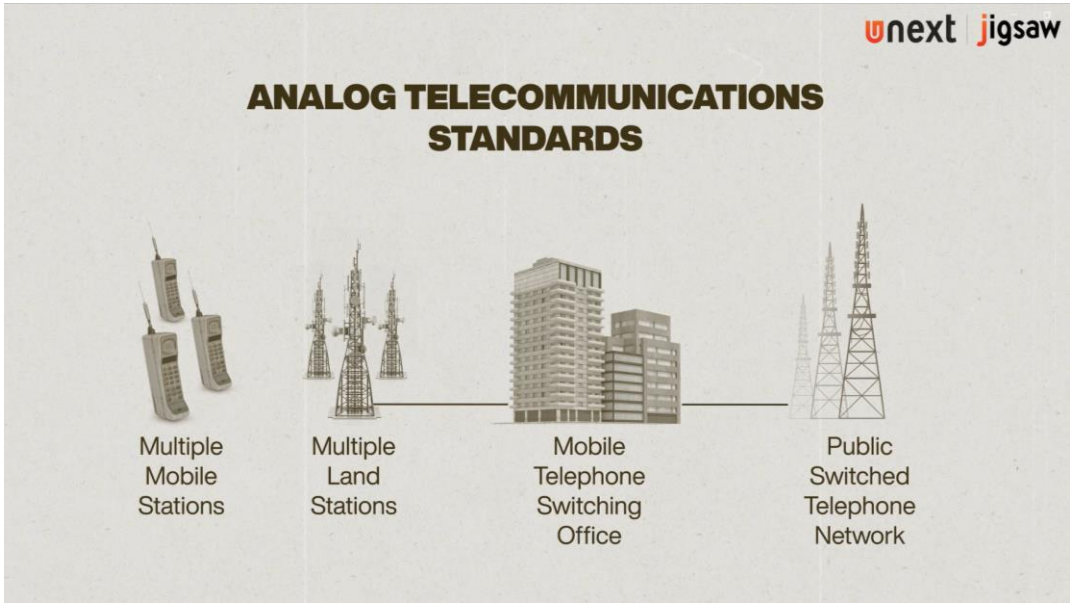
LEVELS OF E-TUTORIALS & TAT



Level 4

20 Days

UNext Content Delivery Team_Level 4

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***The number of days provided are working days*

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LEVELS OF E-TUTORIALS & TAT

Level 5

25 Days

UNext Content Delivery Team_Level 5

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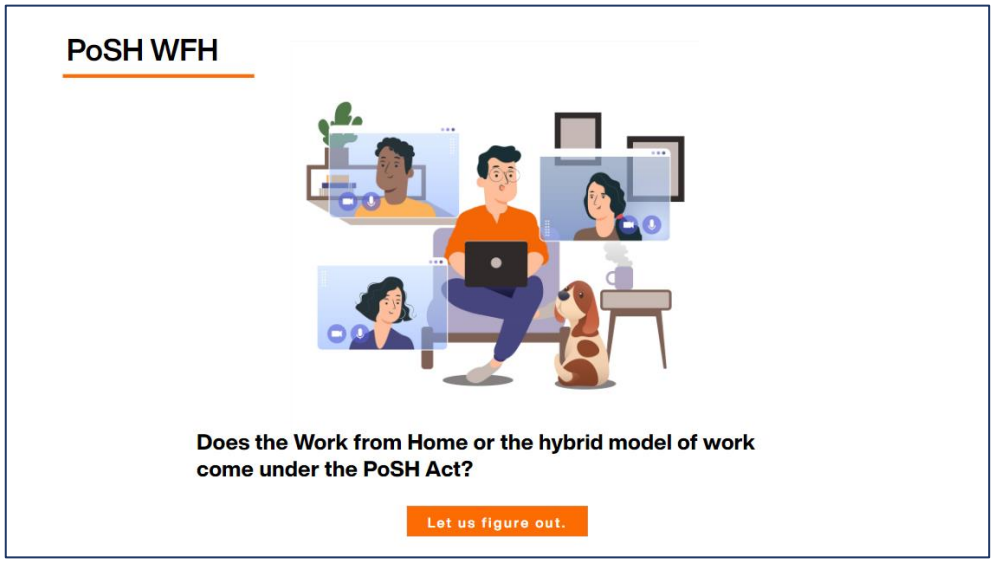
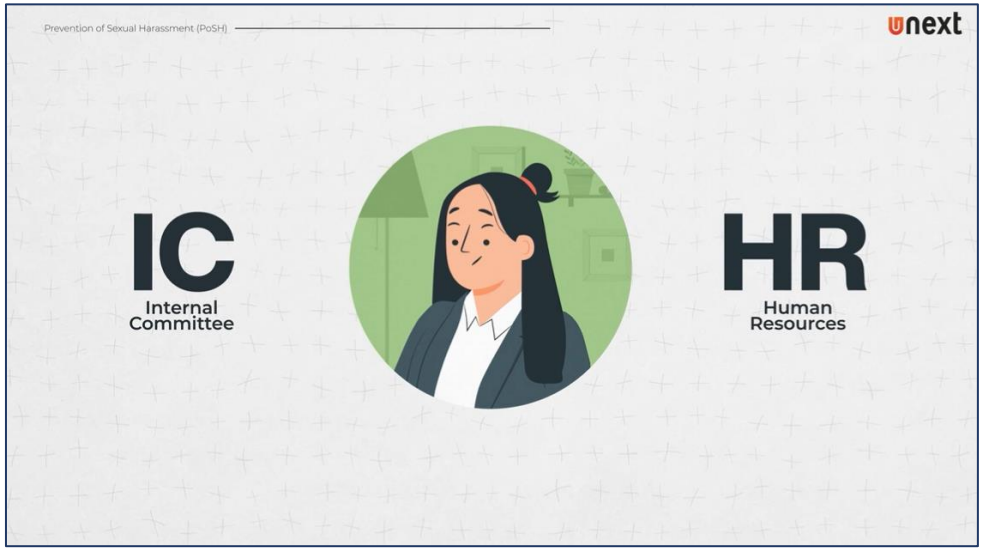
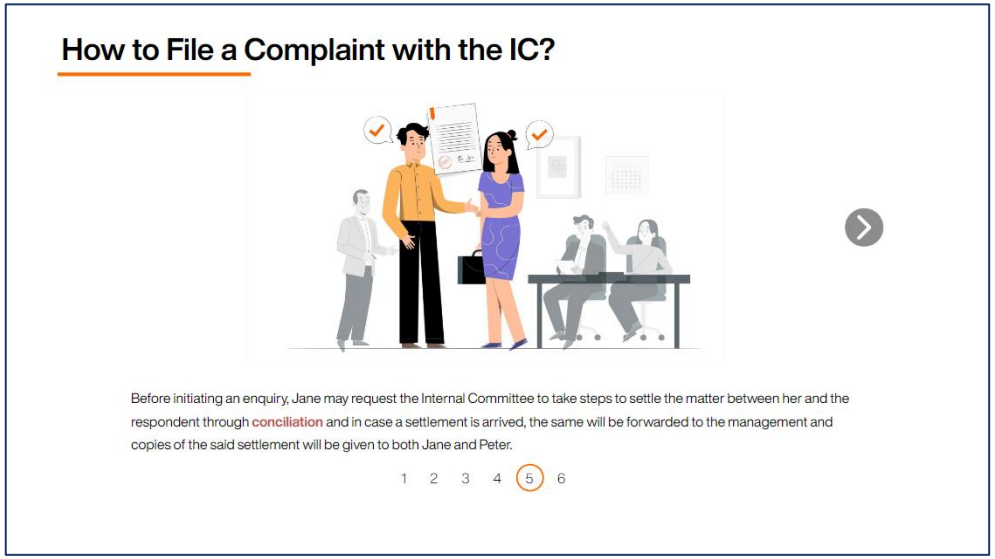
SCORM PACKAGE







https://360.articulate.com/review/content/41ef0d4b-c478-4ed4-9293-dadcaff15db9/review

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ARTIFICIAL INTELLIGENCE @ UNEXT

Play the Video

UNext uses digital avatars of our SMEs to create seamless videos using AI and machine learning.

These avatars look and sound incredibly real and can be used to create large number of videos in factory mode with lesser TAT

UNext Content Delivery_ Artificial Intelligence Sample

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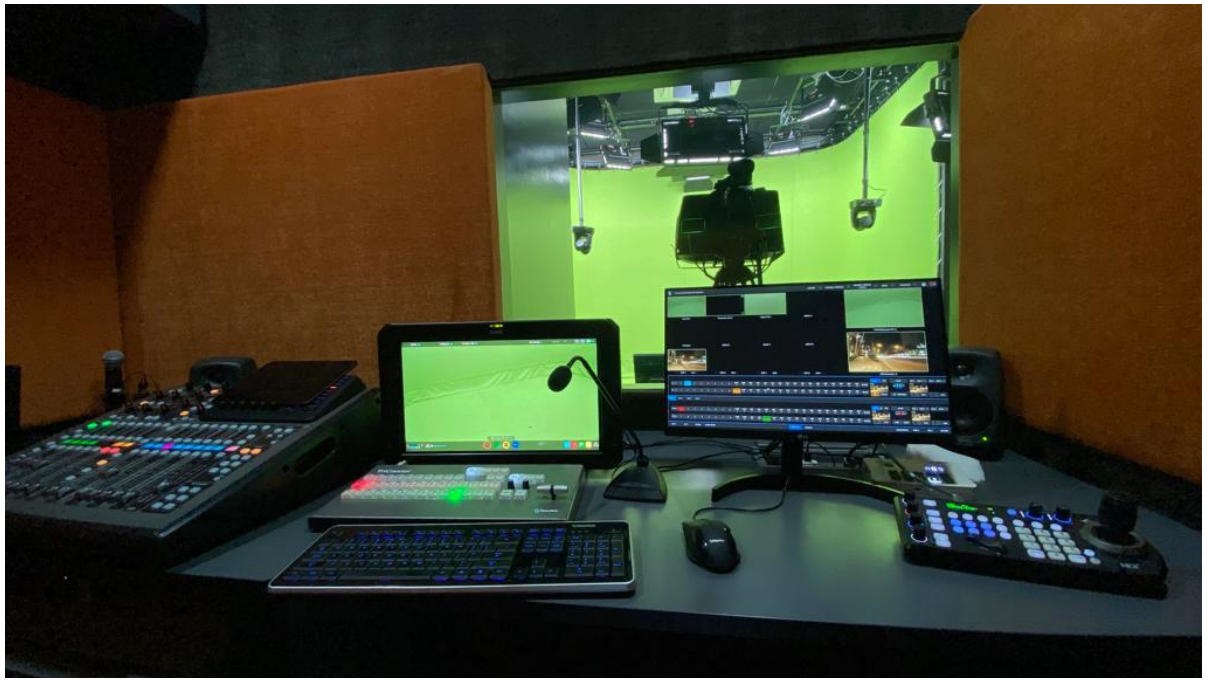
STATE-OF-THE-ART STUDIO



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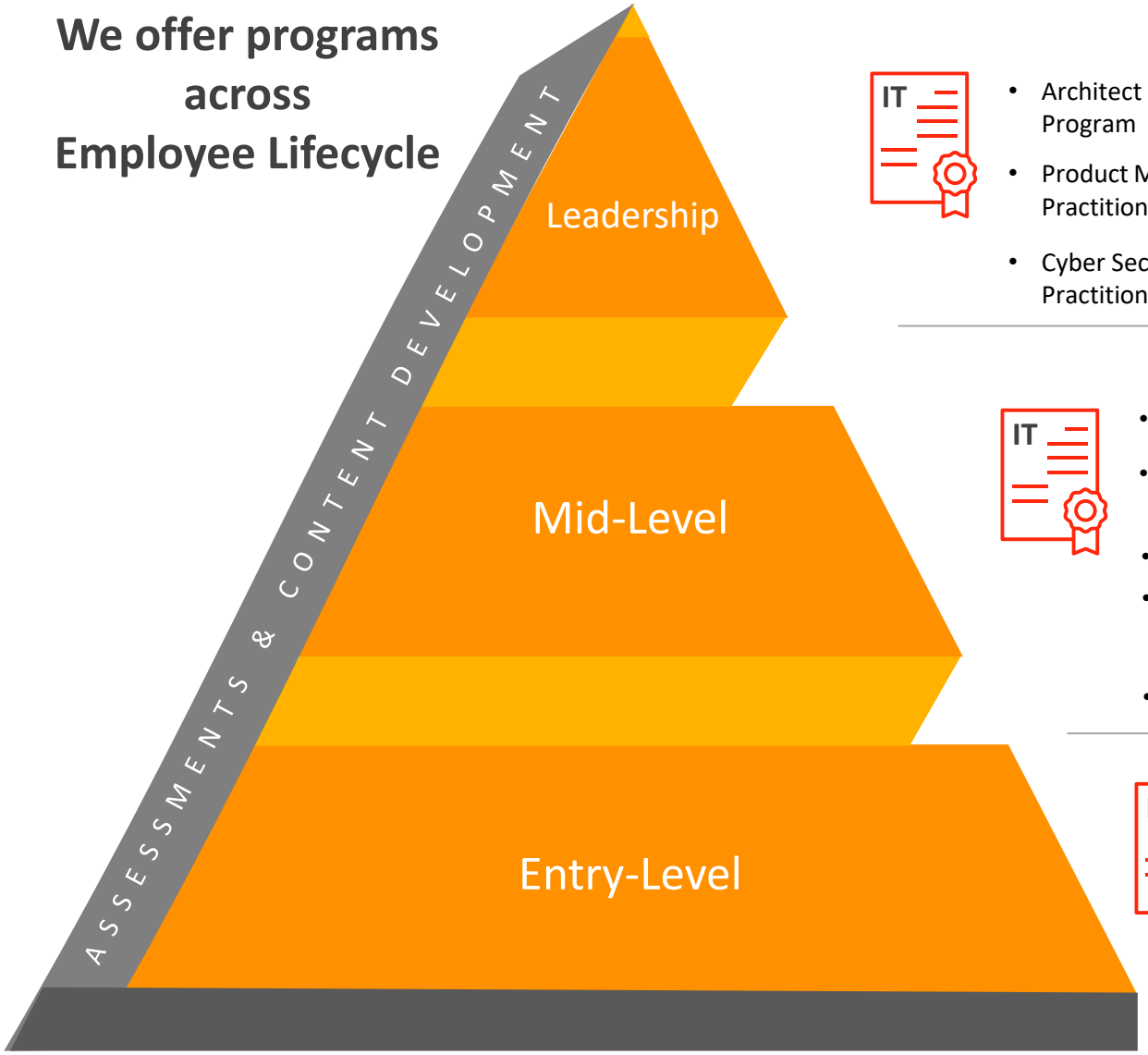
OUR PROGRAMS

We offer programs across Employee Lifecycle



INFORMATION TECHNOLOGY, DATA SCIENCE AND MANAGEMENT

Leadership

IT
- Architect Leadership Program
- Product Management Practitioner Program
- Cyber Security Practitioner Program

DS
- Deep Learning
- Natural Language Processing
- Other bespoke Analytics programs

MG
- Strategic Leadership
- Transformational Leadership

Mid-Level

IT
- Full Stack
- Cyber Defense & Risk Management
- Business Analyst
- Work Integrated Learning Program in Cyber Sec
- Automation Testing

DS
- Work Integrated Learning Program (M.Tech. in DS and AI)
- Data Engineering (Big Data)
- Data Science (Python, Machine Learning)

MG
- Women Leadership Program
- Certificate of Global Business Leadership
- MBA
- Design Thinking

Entry-Level

IT
- Full Stack
- Automation Testing
- Bootcamp Program
- Cyber Security Bootcamp
- Pre-Joining Program

DS
- Advanced Excel
- Visualization Tools (Tableau, Power BI)
- Business Analytics with R/Python

MG
- First Time Managers Program
- Human Error Avoidance Program
- Emerging Women Leaders Program

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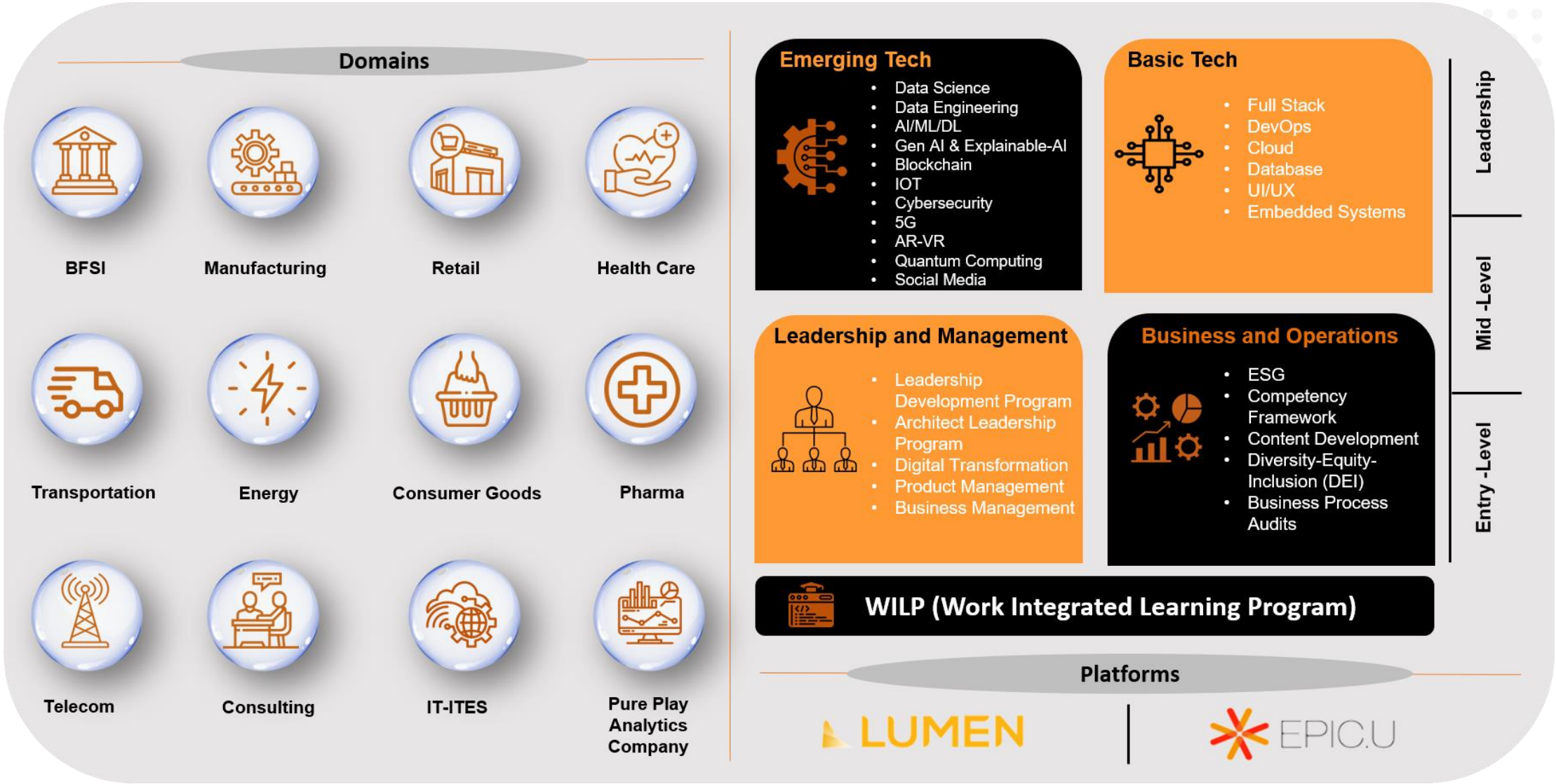
We Offer Transformation Programs Across Diverse Verticals



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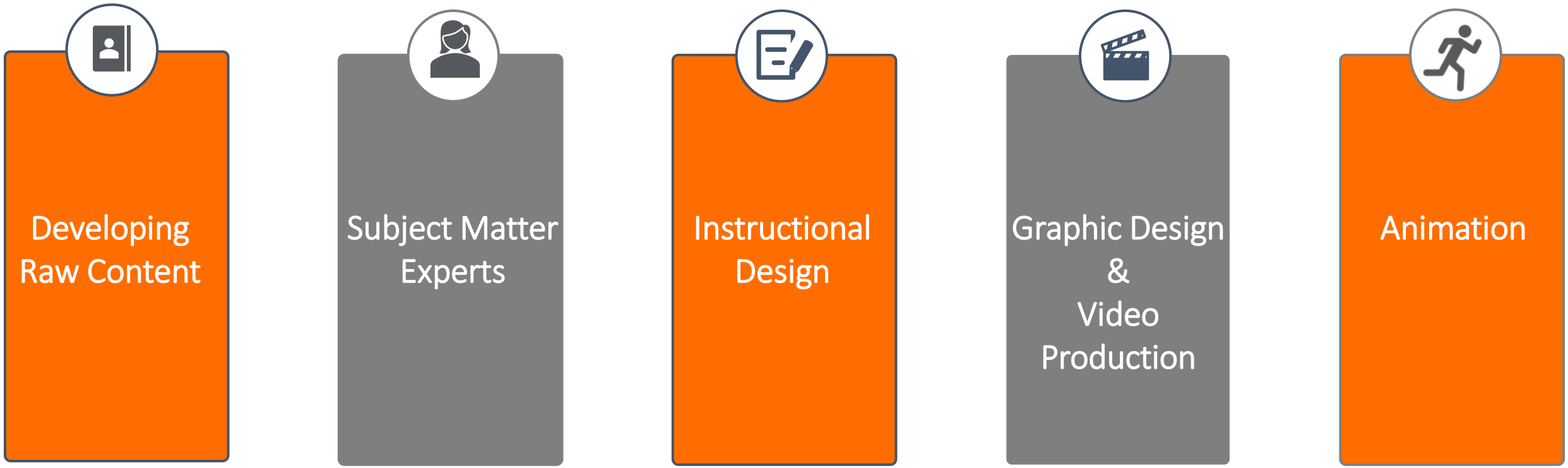
OUR EXPERTISE



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CONTENT DEVELOPMENT

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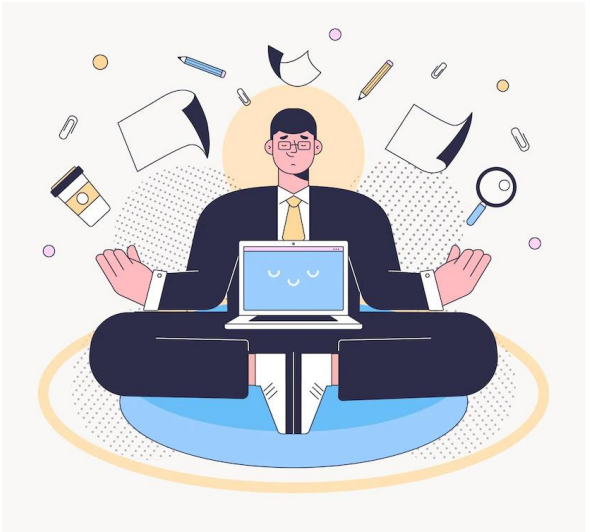
QUALIFIED AND TRAINED SMES

Academic SMEs

Specialist SMEs

Certification SMEs



Skill-Based SMEs

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SEAMLESS PROJECT MANAGEMENT

- ✓ Project Planning
- ✓ Smooth coordination
- ✓ Project Status
- ✓ Timely Delivery

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CONTENT DELIVERY

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TEAM STRUCTURE

Content Development

- Project Managers
- Subject Matter Expert
- Instructional Designers
- Graphic Designers
- Video Producers
- Video Editors
- Motion Graphic Designers

- Director
- Assoc. Director
- Asst. Director
- Sr. Manager
- Manager
- Deputy Manager
- Asst. Manager

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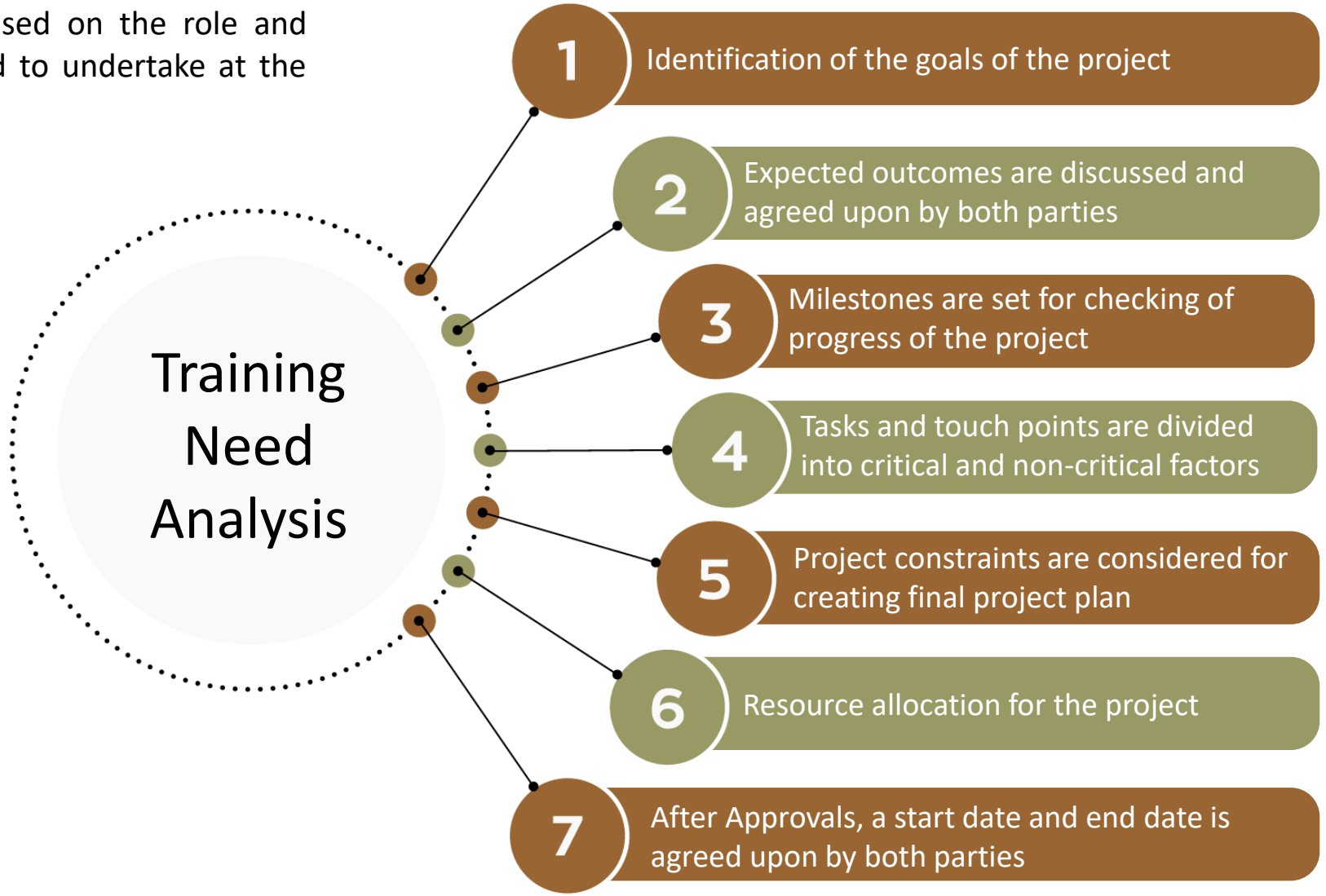
Training Need Analysis

We provide customized training programs, based on the role and responsibilities, that the trainees are supposed to undertake at the end of the training programs.



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OUR APPROACH

Smooth flow of content	Content is developed in smaller chunks	Use of contemporary instructional designing elements	Implementation of appropriate graphic designing elements
▼	▼	▼	▼
Learner's ease of understanding	Ensure microlearning	Retain knowledge	Enhance visualization and design aesthetics

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DESIGN **STRATEGY**

We follow a combined approach of **ADDIE's model** and **Gagne's Nine Events of Instruction design** to create a better learning experience for our end users.

Mapping of TOC with E-Learning Content

Defining the Instructional Design strategies & authoring tools specific to course

Setting up Guidelines, Style Guides, Colour Palette, Templates for standardisation

Designing of interactive assessments tools & techniques

Developing of Pilot E-Learning Content

Duration of E-Learning tutorial content is fixed between 8 to 10 mins

Average Number of Slides for ILT PPTs is between 30 to 40 slides

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LEARNING THROUGH GAMIFICATION

We use several methods of gamification techniques:

- ❑ Divide the assessments into smaller parts
- ❑ Place the assessments at the end of each unit to ensure that the end user does the self-assessment of his understanding immediately after the unit ends.

The gamification elements such as:

- ❑ Points,
- ❑ Levels,
- ❑ Rewards,
- ❑ Timers

are used to facilitate effective knowledge transfer and effectively retain the knowledge and instill a sense of achievement for the end learner.

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THANK YOU