



## SOCIAL DIGITAL LAB

is a framework specifically designed to help conceive and distribute digital learning solutions. It enables game-based learning, stimulates competition and collaboration amongst learners through its social features, and includes learner tracking tools. SDLab provides a complete solution for instructional design.

### COLLABORATE

SDLab enables users to create their own social profile, and form a community by creating or joining teams, following other users, and posting/commenting or sharing messages.

### COMPETE

Users can form teams and compete against other teams to be the best and win customizable achievements. Individual and team rankings help emulate users individually and collectively.

### FOLLOW

SDLab provides data measurement indicators allowing for tracking users and accompany them in their learning experience. Furthermore, trainers can animate their users' community with our team management tools.

# WHAT LEARNERS WANT



## To learn on multiple devices :

learners naturally switch between devices. **67%** of people learn on mobile devices.

**5 to 10 seconds :**

average time given to an e-learning material to grab the learners attention before they leave it.



## Clear objectives :

63% expect digital learning materials to have clear objectives, fitted to their needs.



## Self-paced e-learning

depending on the study, from 66% to 82% of learners in the workplace want self-paced digital learning.



## Collaboration :

**91%**

of learners believe collaboration is useful. About 80% of workforce learning happens through collaboration with colleagues and managers.



**Social Digital Lab** provides highly engaging, attractive and precise learning material. **SDLab** draws upon game mechanics to increase motivation and stimulate collaboration.

## Instant and persistent access to their learning material :



**47%** at home

modern learners access learning material in a variety of places (**47%** at home, **27%** on transportation, etc.) and times. They expect to access their learning material on any device, and efficiently (fast loading and navigation).



**27%** during travel time

**76%**



## Quality material :

76% of learners express their need to access quality material.