



## eLearning

With the birth of the World Wide Web came the ability to share information with anyone, anywhere, at any time, and thus eLearning was born. In its infancy, eLearning was just that— the simple sharing of resources. Effective eLearning today offers learners the opportunity to interact with, explore, and apply concepts to real-world situations.

### OUR PHILOSOPHY

DDL OMNI-developed training teaches new behavior – how to **do** something, not just **know** something. Our eLearning courses **engage learners** and provide problem- or task-based activities that make the content applicable to **real life situations**. Learners are challenged by and interact with course material through learning activities that allow them to make decisions and solve problems the same way they will when using the newly acquired learning in the real world.

With expertise in education, instructional design, software development, multimedia development, and quality assurance, DDL OMNI’s eLearning team has the wealth of skills necessary to successfully fulfill any eLearning project.

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DDL OMNI has expertise in a wide range of training methods and activities for effective, behavior-changing instruction, including—

- Animated demonstrations
- Tutorials
- Case studies
- Scenario-based questions
- Branching stories
- Computer simulations
- Problem-solving interactions





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### OUR PROCESS

Our development process is closely tied to our eLearning philosophy. Working closely with our customers, we follow a rigorous development process to implement the ADDIE instructional design methodology:

- **Analysis** – We begin by asking all the right questions about the learning objectives and characteristics of the learners themselves, most importantly, “What should the learner be able to **DO** after training?”
- **Design** – Working closely with subject matter experts (SMEs), we create a course outline, define content and delivery methods, design user interfaces, and identify effective assessment tools.
- **Development** – Our development phase begins with the creation of the course architecture, content, and interface, and concludes with rigorous quality assurance testing to ensure proper functioning of all aspects of the course.
- **Implementation** – Next, we deliver the course to our customer and assist with all implementation or installation needs.
- **Evaluation** – We solicit feedback on the acceptance, use, and effectiveness of the course to ensure customer satisfaction and continual improvement of products.

Our eLearning courses can be developed to integrate into a suitable **Learning Management System (LMS)** or **Virtual Learning Environment (VLE)** that provides curriculum and learner data management; automated testing, certificate, and transcript generation; and collaborative learning features (wiki, blogs, RSS, and 3D virtual learning spaces). Additionally, courseware developed by DDL OMNI meets Section 508 Accessibility standards and can be developed to conform to Sharable Content Object Reference Model (SCORM) standards.

### Contact

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### *Expertise in eLearning Technologies*

Adobe Creative Suite (Flash, Dreamweaver, Illustrator, PhotoShop) | Macromedia Captivate | SoundForge Recording Studio | 3D Studio Max | AutoCad | Adobe Premier Digital Video | Adobe After Effects | JavaScript | ActionScript | HTML, XML, CSS