

#### **PRODUCT SHEET**

Identification: Trainevo-Ficheprod-01

Revision Date: 11/2021 Version number: 01

### Title of the training:

Design of immersion training courses in a real or imaginary setting

We offer to assist you in designing your customized business training courses, in serious game format, in immersion in a real or imaginary setting, to build an integration course, an induction course or a training course at the workstation, or any other training course to develop the skills of your employees, taking into consideration all the operational, regulatory, technical, health & safety, quality, environmental, energy and CSR requirements applicable to your business.

Reference:	Category:	Duration:
Trainevo-06302022-RH-07	RH	As needed
Language(s):	Training organization:	Nb of participants (min):
French / English	TRAINEVO TRAINING SERVICES	NA

### Goal(s)

**Design your training** in an immersive and gamified situation by:

- ⇒ Adapting the training to the learner;
- □ Creating training simulations and learning by doing;
- ⇒ Facilitating the acquisition, development and transmission of multiple skills and adapted to your job missions;
- ⇒ **Promoting and improving learner engagement** through realistic situations, immersive and gamified.

Define a training plan and distribute the training modules.

Set up a reporting of the realization of the training plan.

#### Content(s)

- 1. Expression of the learning needs
- 2. Definition of the learning program
- 3. Writing the content of the learning module
- 4. Construction of the adaptative and immersive learning module
  - 4.1- Creation of the working environment decor
  - 4.2- Creation of the actors
  - 4.3- Scripting of the leaning module content with the integration of interactive sequences to facilitate skills acquisition
  - 4.4- Vocalization of the content
- 5. Deployment of the training module on your website, platform, tablets, PC
- 6. Implementation of statistical monitoring of the training modules designed



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# **Pedagogy:**

Use of simulation and training tools.

Use of Serious Games, and Videos Learning.

# **Prerequisite:**

Staff concerned: Any function

# **Evaluation:**

Certificate of attendance

Success scoring per person and/or module and other available statistical data.

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