

CASESTUDY - WBT

GSK E-Learning (Gadgets)



Gerii H
CREATIVE

account owner

UK based
E-Learning
Company

client:



Brief:

Work with account / project managers, programmers, subject matter experts and instructional designers, to design a graphical user interface and interactive content for GSK's Internal intranet staff training product.

Info:

Client: GSK
Date: 2005
Media: WBT - E-Learning for v4+ 1024 browsers
Account Owner: UK E-learning company
Gerii's Role: GUI Designer
 E-learning Content Designer (Flash)

Flash Interactive MX04

ID's S'Boards

myGSK Gadget Building Part 1 - Basics

Gadget Basics Course Outline

- Using the Interface
- Module Introduction
- Gadget Basics
- Gadget Building
- Gadget Guidelines
- Community Basics
- Gadget Lifecycle
- Advanced Topics
- HTML Gadgets Summary
- Evaluation
- Glossary

Module Summary

Instruction

Hover over the different module titles below to find out more about what each module covers. When you are ready click the next button to continue.

Flowchart:

```

  graph TD
    GI[Course Introduction] --> GB[Gadget Basics]
    GB --> GBld[Gadget Building]
    GBld --> GG[Gadget Guidelines]
    GG --> CB[Community Basics]
    CB --> GL[Gadget Lifecycle]
    GL --> AT[Advanced Topics]
    AT --> CS[Course Summary]
    CS --> GI
    E[Evaluation] --- GBld
  
```

Progression Bar

Audio Controls

Volume Control Slider

Gadgets Building identifies key points and tips on writing HTML gadget code. It looks briefly at the pros/cons of different HTML editors. It then takes you through the process of registering your gadget on myGSKQA.

back next

Solution:

GUI via Photoshop, into Flash MX04 on WinXP for design of content, static, animated and interactive flash. Used Captivate for SG's of Walkthroughs. v/o recording via Audition, basic actionscripting.

Worked with Instructional designer's storyboards. (sample)

ID's S'Boards

MODULE: Introduction to Remedy
 LESSON: System Overview
 SCREEN: Notification Overview
 TEMPLATE: 05
 FILENAME: MOZLO2SO4

Table of contents

1. INTRODUCTION
2. TARGET AUDIENCE
3. DESIGN CONSIDERATIONS
4. DESIGN STANDARDS
5. INTERFACE FUNCTIONALITY
 - 5.1 Module menu
 - 5.2 Audio Controls
 - 5.3 Content controls
 - 5.3.1 Next button
 - 5.3.2 Back button
 - 5.3.3 Show Me button
 - 5.4 General Interface Controls
 - 5.4.1 Print button
 - 5.4.2 Information / Help button
6. INTERACTION TEMPLATES
 - 6.1 Common functionality
 - 6.2 Conceptual
 - 6.3 Bullet build
 - 6.4 Objectives/Recap
 - 6.5 Rollover interaction
 - 6.6 Multiple choice question
8. COURSE...

1. Introduction

This document along with the demo lesson documents as the functionality of the Gadgets courses

2. Target Audience

There maybe different Target Audiences for each course. Information gathered to date is generic and indicates:

Job type:

- very science orientated
- programmer, systems analyst

Result:

- Generated further client sales
- Client satisfaction
- Efficient learning system

Followed specs and guidelines for the LMS integration (sample)