

INITE

INTERACTIVE NARRATIVE IMMERSIVE TRAINING



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WHAT IS INIT?

THE INIT SYSTEM IS INDUSGEEKS' PROPRIETARY, HIGHLY CUSTOMIZABLE FRAMEWORK THAT ALLOWS US TO CREATE RICH, IMMERSIVE, INTERACTIVE AND NARRATIVE-DRIVEN TRAINING SOLUTIONS.

INTERACTIVE NARRATIVE IMMERSIVE TRAINING

HOW IT WORKS

The INIT system has two simple steps:

STEP 1



E-LEARNING CONTENT

Procuring the legacy e-learning or traditional learning content from the client.

STEP 2



CONTENT TRANSFORMATION (INIT)

Transforming the content using the INIT framework, depending on the client's key training requirements:

- Game based learning modules
- Interactive videos
- Sim based learning modules

GAME
BASED
LEARNING



INTERACTIVE
VIDEOS



SIM
BASED
LEARNING



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USES OF INIT

Using the INIT system, we are able to create customized, highly interactive solutions for a variety of business processes, such as:



PLATFORM FEATURES

As part of the INIT framework, we incorporate several gameplay elements which help in the following:



GAMIFICATION AND SOCIAL LAYER



GUIDANCE VIA VIRTUAL MENTORS



ASSESSMENT



DETAILED ANALYTICS



LMS INTEGRATION



MOBILE READY

INIT EDGE

GET THE INIT EDGE

USE THE INIT PLATFORM TO TRANSFORM YOUR TRAINING CONTENT USING A VARIETY OF GAMIFICATION AND GAME BASED LEARNING TECHNIQUES, WITH LMS READY CONTENT.



BRANCHING
DIALOG SYSTEMS



INTERLUDES



BADGES AND
WARNINGS



MOOD
METER



PERFORMANCE
GRAPH



FINAL
RESULTS



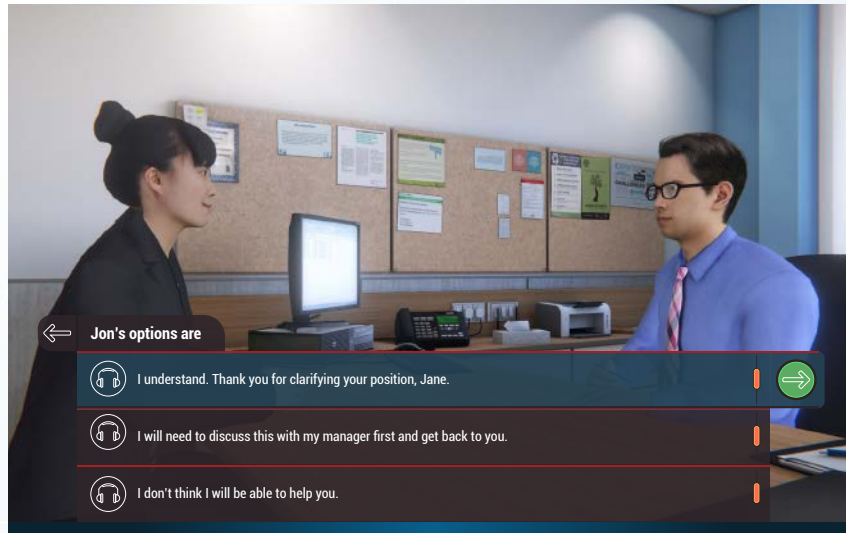
RECAP
SYSTEM



ASSESSMENT



BRANCHING DIALOG SYSTEMS



- The branching dialog system allows the learner to explore the consequences of the decisions they take during the course of their scenario.
- Each branch explores a different outcome, with the scores being reflected on the performance graph.



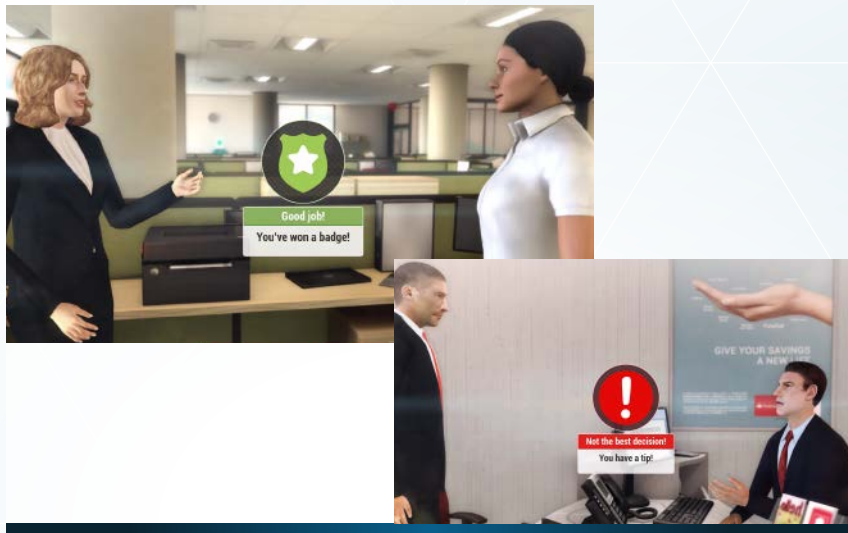
INTERLUDES



- The interludes will be used to show the thought process of the player as they progress through the scenario. They also serve as a transition between scenes.



BADGES AND WARNINGS



- Badges are given to the player, when they make certain right decisions and every time they get a response right.
- Conversely, when the player makes a decision that is unsuitable, a warning pops up telling them what they did wrong.



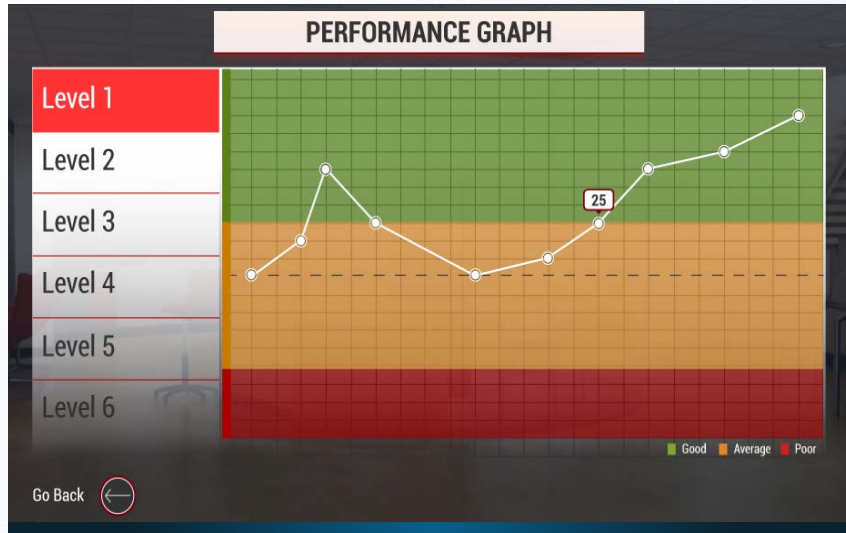
MOOD METER



- In scenarios involving dialog, a mood meter is provided in order to help the player gauge the emotions of the virtual person they are interacting with.



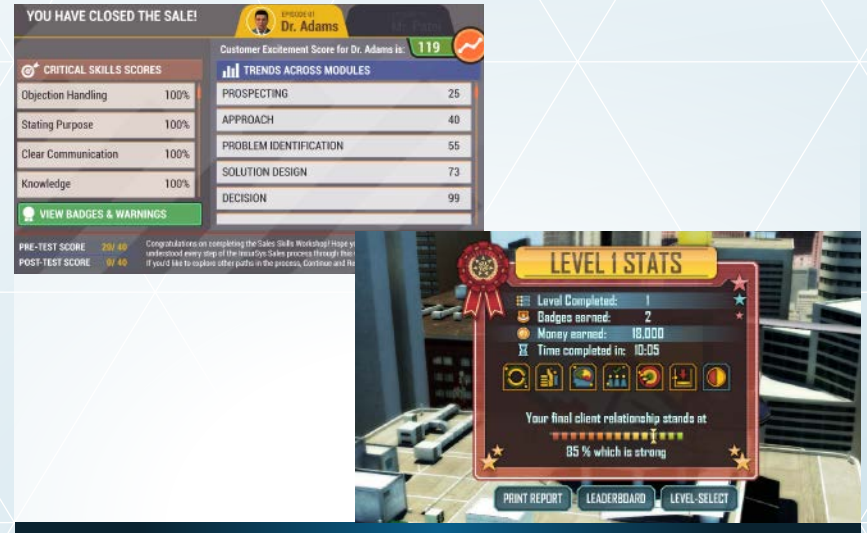
PERFORMANCE GRAPH (WITH BREADCRUMB SYSTEM)



- This meter will measure the player's overall performance in the scenario in real-time and will vary depending on the player's performance.
- Each node (point) on the graph represents a question/decision faced in the scenario, with the score plotted being the cumulative score of the points the player has earned/lost for that question.



FINAL RESULTS



- The player will be presented with a results screen, showing his/her performance in the scenario with detailed analytics and scores, for the relevant attributes in that scenario.

INIT EDGE

USE THE INIT PLATFORM TO TRANSFORM YOUR TRAINING CONTENT USING A VARIETY OF GAMIFICATION AND GAME BASED LEARNING TECHNIQUES, WITH LMS READY CONTENT.



RECAP SYSTEMS



- This system documents the key actions performed by the player during the scenario, in chronological order.
- This helps the player understand the consequences of their actions/decisions better.



ASSESSMENT

PRE-TEST ASSESSMENT

This test is designed to gauge your knowledge on the PAPSDR modules and objects. The post-test will appear after you have passed all the modules.

QUESTION 1/20

Which of the below statements is correct?

Doing the fact finding process results in the case size becoming big.

Doing the fact finding process results in saving your time as well as the prospect's, which would be impressive.

By suggesting a plan without doing the Fact Finding Exercise, you are likely to run into a lot of trouble with the prospect.

Doing the fact finding process results in the prospect clearly understanding your methodology and minimizing the correct plan for him/her.

NEXT →

SCORES

USER	TREATMENT	PRIMARY TRIAGE			SECONDARY TRIAGE			TOTAL SCORE	
		ATTEMPT NO.	PROTOCOL ORDER	LSI PRIORITY	ATTEMPT NO.	PROTOCOL ORDER	LSI		
Developer	PI	2	No	0	0	No	0	0	
Developer	PD	5	No	0	0	1	No	0	0

0% 0% 0%

00:02:07

- While the player is playing the game, they are being continuously assessed for their performance throughout the scenario as a part of the formative assessment incorporated into the solution.
- As a part of summative assessment, and in order to reinforce key learning goals of each module, the player can be made to undergo a gamified pretest and post-test at the beginning and ending of each course module respectively.

INIT CLIENTS

LIMITED LIST OF CLIENTS



PEARSON



THE UNIVERSITY OF
MEMPHIS



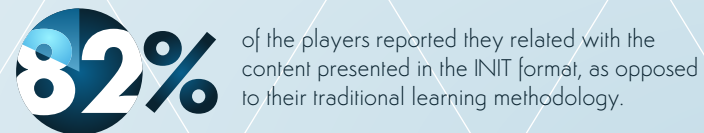
American Society of
Anesthesiologists

QA

VA | U.S. Department
of Veterans Affairs

THE POWER OF INIT

Below are some statistics collected from our clients based on their usage of our INIT system:



SUPPORTED DEVICES

MOBILES AND TABLETS

OS TYPE	SPECIFICATIONS
iOS devices	Tablets iPad 3 and above Phones iPhone 5S and above
Android devices	Software Version 5.0 (Lollipop) and above Hardware <ul style="list-style-type: none">- Chipset Qualcomm MSM8974 Snapdragon 410- CPU Quad-core 1.2 GHz Cortex-A7- GPU Adreno 302- RAM 1 GB RAM

Due to the high fragmentation of mobile and tablet devices on the Android platform, we will support only 1 Android device (manufacturer-specific), per port.

For example, a Nexus 8 tablet is a specific device with an 8" screen for which we can guarantee solution support, but this will not ensure compatibility with any and all 8" screen Android tablets. Testing of the final solution on devices outside of this manufacturer-specific list of devices will incur additional costs.

SUPPORTED DEVICES

DESKTOPS, LAPTOPS, AND BROWSERS

PLATFORM	SPECIFICATIONS
Desktop	<p>Minimum system requirements</p> <ul style="list-style-type: none">- Operating system Windows 7, 8, and 10 Mac OS X 10.8 + with Intel CPU only- CPU Intel i3 processor (Ivy Bridge Microarchitecture)- RAM 2 GB- Video video card with 1 GB memory <p>Recommended system requirements</p> <ul style="list-style-type: none">- Operating system Windows 7, 8, and 10 Mac OS X 10.8 + with Intel CPU only- CPU Intel i5 processor (Haswell Microarchitecture and above)- RAM 4 GB and above- Video video card with 2 GB memory
Browser	<p>Mozilla Firefox Version 49 and above Google Chrome Version 45 and above</p>

INIT PROCESS

1 SUBMISSION OF THE PROPOSAL



Indusgeeks first designs a custom-built solution, tailored to suit the client's needs, Indusgeeks prepares a proposal document outlining the salient features and concept overview, along with commercials and timelines for client approval.

2 ACCEPTANCE OF THE PROPOSAL



The client reviews the proposal, accepts it and issues a purchase order. After which, a collaborative process of detailed information sharing and requirement gathering can begin.

3 DETAILED REQUIREMENT GATHERING



Indusgeeks team begins the process of collecting the key requirements for the project from the client. This includes customized content, specific to their solution as well as other information vital to the success of the project.

4 STORYBOARD



Once the requirement gathering is complete, Indusgeeks creates a storyboard that helps map out the game. It facilitates concept mock-ups and helps imagine game flow before the engine is ready. Clients are deeply involved in each iteration of the storyboard.

INIT PROCESS

5 CRITICAL ACTIONS LIST (CAL)



Once the storyboard is created, Indusgeeks works with the client to identify critical information that must be represented interactively within the game. This creates an ideal learning environment catered to achieve expected goals set forth by the client.

6 OTHER DOCUMENTATION



Once the solution has been finalized, Indusgeeks provides two key documents that govern the development of the solution.

The Game Design Document (GDD)

Provides workflow of the solution

The Project Management Plan (PMP)

Develops a milestone approach for project completion on a per module basis.

7 PRODUCTION (AGILE METHODOLOGY)



Once the client has signed off on all three documents, actual production of the solution begins. Through regular meetings scheduled at the client's convenience as well as the combination of Sprint & Agile methodology, Indusgeeks will give the client detailed status updates on the solution under production. Client feedback will be incorporated into the solution throughout production.

8 DELIVERABLES & UAT



As each module is completed, it will be sent to the client for review. Changes will be incorporated in subsequent sprints. Final review and acceptance is a part of User Acceptance Testing (UAT) phase, post-production. If the client has any feedback or minor changes at this stage, they can be incorporated into the final solution.

9 FINAL CLIENT ACCEPTANCE



When the client has successfully completed the UAT for all modules and is satisfied with the outcome, the project is officially complete. After signoff, as per the terms of the original proposal, and implementation requirements (hosted vs not hosted), annual hosting, licensing & maintenance will begin.

ABOUT INDUSGEEKS

Founded in 2007, Indusgeeks creates fun and interactive solutions for training, marketing, and collaboration, for all industry verticals and sectors.



PORTFOLIO THAT INCLUDES
AWARD-WINNING IMMERSIVE, INTERACTIVE
APPLICATIONS AND SERIOUS GAMES.



PORTFOLIO CATERING TO VARIED SECTORS SUCH AS
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HEALTHCARE, IT, ENERGY, TELECOM, ETC.



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