



INELSO

WWW.INELSO.CO.UK

About Our Company

INELSO is a UK-based company that offers complete solutions for asynchronous distance learning.

INELSO's clients consist of large firms and organisations all around the globe, to whom we provide services that are optimised to fit each client's specific needs.

We employ a large amount of specialised team members and contributors that collaborate passionately and creatively with one another so that we can satisfy even the highest of demands.



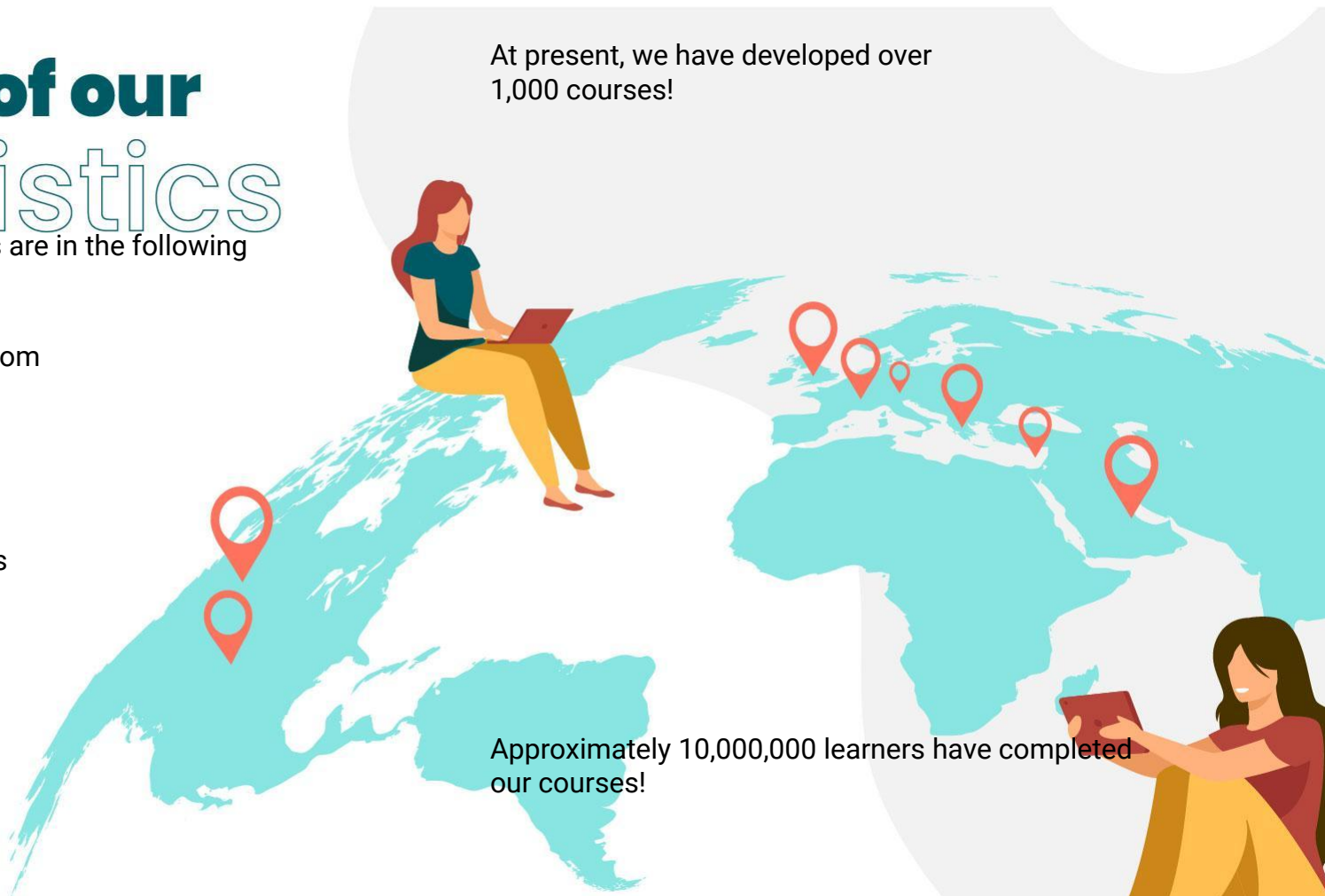
Some of our Statistics

Our main operations are in the following countries:

- The United Kingdom
- Canada
- Greece
- France
- Qatar
- The United States
- Switzerland
- Spain

At present, we have developed over 1,000 courses!

Approximately 10,000,000 learners have completed our courses!



About Our Services



INELSO is a company that specialises in online education and provides complete educational and technical support to:

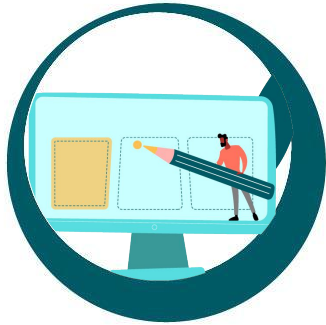


A. Businesses that are seeking to implement online internal training for their employees and executives.



B. Educational Institutions and Organisations at every level for the implementation of online education.

What we provide:



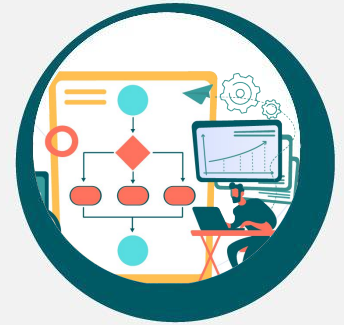
1. The design and development of digital educational content for asynchronous eLearning



2. The design and development of educational **videos** and the creation of all types of **eLearning activities**



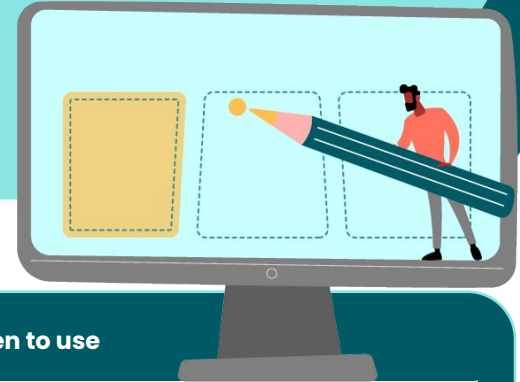
3. Gamification, Game Based Learning and **Concept-Based Learning**



4. The installation, configuration and maintenance of a **Learning Management System (LMS)**

1.

Design and development of digital educational content for asynchronous eLearning



We design our courses according to the **four generally-accepted levels of eLearning** that will, in turn, affect the learning experience, cost and development time of every project.

Levels	What to expect	When to use
1. Passive Interactivity	The course includes static text and images, and little-to-no multimedia. Quizzes in level 1 courses usually contain multiple choice and true-or-false questions.	This type of eLearning can be effective when communicating simple concepts and facts.
2. Limited Interactivity	The course can contain audio, some video and basic animations. This level of content is often accompanied by narration and click-and-reveal interactions. Quizzes in level 2 courses start to incorporate drag-and-drop interactions and matching activities.	This type of eLearning can be effective when teaching facts or systematic procedures.
3. Complex Interactivity	The course may include extensive audio, video, animations and complex simulations and scenarios. Quizzes in level 3 courses can involve branched scenario-based questions that allow learners to explore multiple paths and feedback levels.	This type of eLearning can be used to learn physical or mental skills, or to solve problems.
4. Full Immersion	The course implements all the elements of Levels 1, 2, and 3, plus highly complex content, stories, scenarios, serious games and 3D simulations. This level of interactivity often utilises avatars, custom videos and interactive objects.	This type of eLearning can be used to practice real-time decision-making skills.

1.

Design and development of digital educational content for asynchronous eLearning

We can also apply some activities which can effectively enhance your efforts to engage learners, such as:



SOCIAL LEARNING ACTIVITIES

Social and collaborative education in an informal manner through communities, blogs, forums and other tools. Learners learn from one another.



MICROLEARNING ACTIVITIES

Short-term, targeted educational activities, designed to have a direct benefit for learners.



2.

Design and development of educational videos

We are capable of creating educational videos of any kind. Some video styles that are widely used in online education are:

- ▶ **ANIMATION:** Animated videos that contain engaging avatars combined with motion graphics and audio commentary.
- ▶ **INTERACTIVE VIDEO:** The learner is required to interact with the visual content, i.e. by selecting options which will influence the way the content unfolds or answering on-the-spot review questions.
- ▶ **SCREENCAST:** This is a computer-screen capture, usually demonstrating software functionalities and how-tos, accompanied by voice-over commentary. It is learner-centric and particularly effective in software training.
- ▶ **INSTRUCTOR INTERVIEW:** Educational videos, including an interview with an instructor/tutor.
- ▶ **SIMULATION:** Real-life scenarios with dialogue and scenes.



3.

Gamification, Game Based Learning and Concept Based Learning

We can use gaming techniques in an educational framework that are designed to keep learners keenly focused, interested, motivated and challenged.

Some examples of these techniques are:

Creating a unique story and placing characters and/or avatars within it who represent the learners.

Embedding PBL elements. Learners can win badges and emblems or unlock the next difficulty level through the activities they complete.

Creating rules for a game and providing strong feedback.

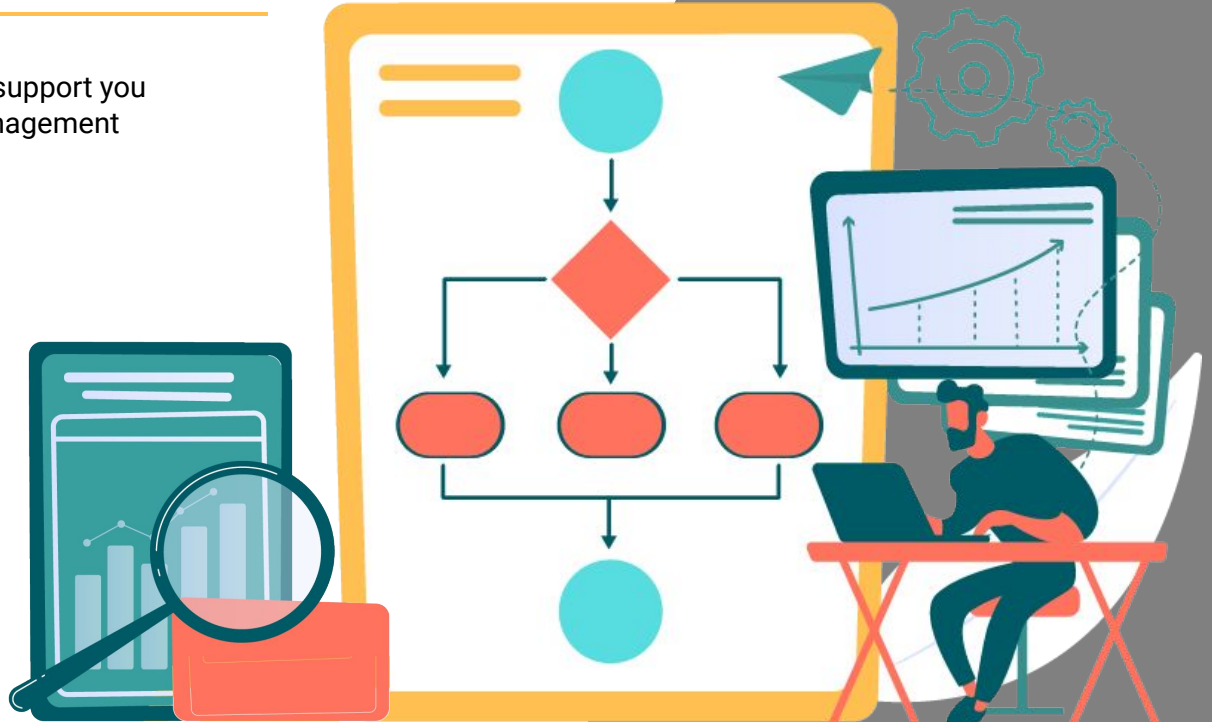
Utilising appropriate musical sounds, graphics and videos that make the learning process more enticing and multisensorial.



4.

The installation, configuration and maintenance of a Learning Management System (LMS)

Our team can effectively advise and support you in any issues regarding Learning Management Systems (LMSs).



About Our Team



We employ a dynamic and enthusiastic team, specialised in the areas necessary for implementing even the most ambitious projects.

Our team consists of **80 eLearning-content-creation specialists**, who have the capability to take on eLearning projects of any size and develop content to high quality standards.

eLearning specialties at INELSO:

Project Managers

Graphic Designers

Animators

Instructional Designers

E-learning Developers

Translators

Scriptwriters

Illustrators

Voice Artists

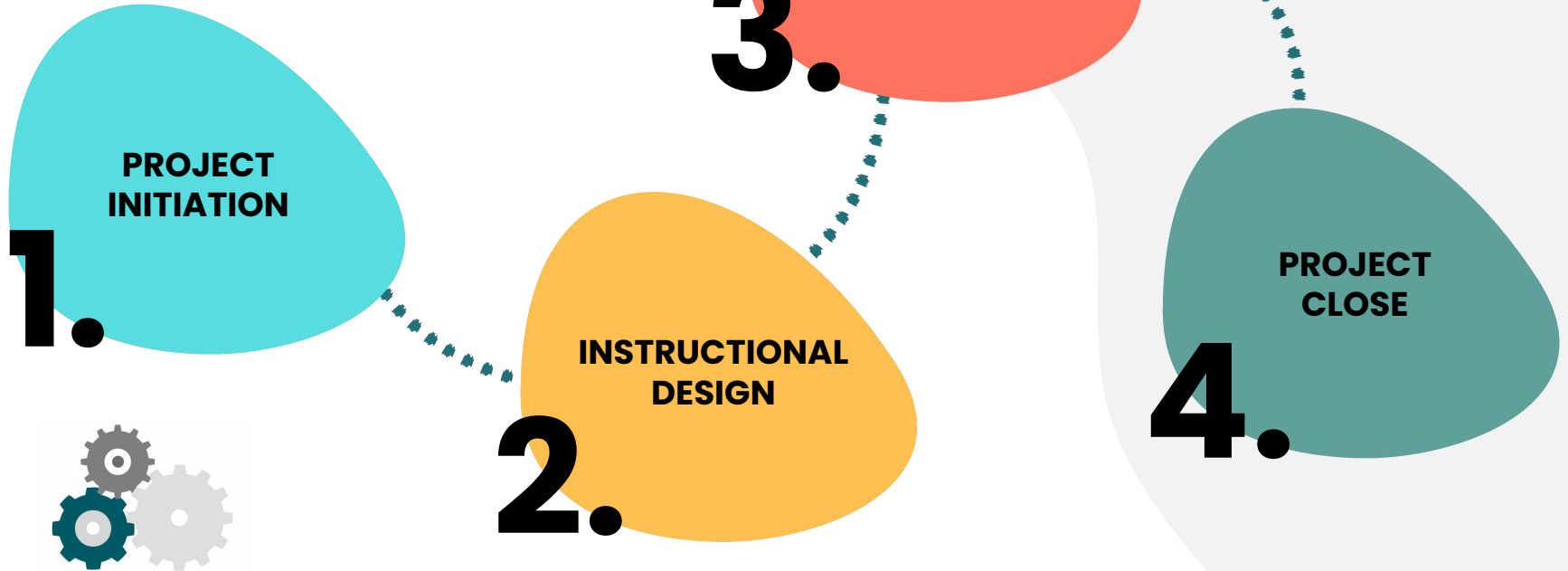
Motion Designers

UX/UI Designers

QA Testers

About Our Process

INELSO's process is split into **four key phases**.



Project Initiation

This phase includes:

Pre
kick-off

Project
initiation
documents

Kick-off

This project definition phase sets out our full understanding of the scope and requirements of the project.

All subsequent design and development will be carried out on the basis of the scope agreed upon during this phase, so the full engagement of all key stakeholders is crucial at this stage.

We will also provide a schedule for the regular delivery of work in progress, taking into account the availability of all client team members and any business-critical delivery dates.



Instructional Design

This phase includes:

Content outline

Look and feel drafts

Script and storyboard

At this project stage, we will develop a content outline in Word/PPT format, which will provide an overview of our intended approach to, and treatment of, the material and the proposed structure of the course.

Our graphic designers will also provide you with a design proposal, which should be approved by any internal branding teams as well as the core client team.



Instructional Design

An illustration on the left side of the slide shows a dark teal folder with a white paperclip and several documents. One document is white with a teal paperclip and red lines, while another is red with white lines. The background features a large orange circle and a teal circle.

INELSO will work closely with the subject matter experts (SMEs) to gather all the relevant materials and information required for writing the course script.

This may involve:

Obtaining existing training or reference materials



Attending existing classroom training



Speaking to end users



Conducting fact-finding interviews with the SMEs



Carrying out research internally where appropriate



Development

This phase includes:

Interim
authoring
tool releases

Gold
release

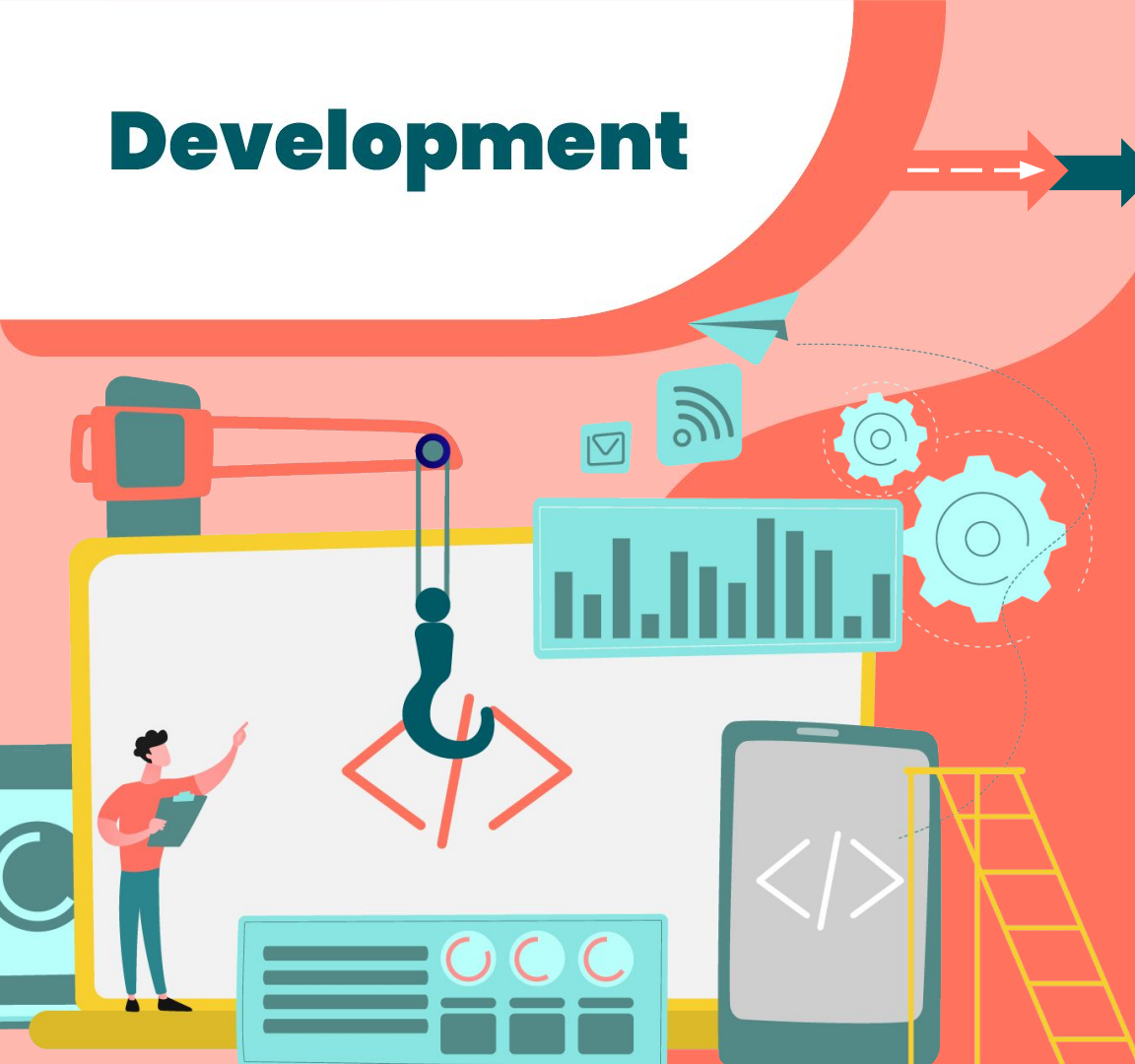
Pilot and LMS
testing

At this project stage, we develop the course (graphics, videos, VOs & all sorts of interactions).

Each course is developed using an authoring tool (most likely Articulate Storyline or Articulate Rise), with the possibility of being exported in the SCORM e-learning standard format or in any other file format you wish.

Additionally, storyboard feedback will be incorporated into the authoring tool builds, rather than updated storyboards being re-released.

We will provide multiple releases to allow you to track progress and provide feedback in stages.



Project Close



This phase includes:

**Internal
post-project
review**

Client feedback

**Client team
post-project
review**

At this stage, the development of the courses is complete. The courses have been uploaded onto your LMS and are accessible to the learners.

Being that we are driven by continuous progress, we reflect on the entirety of the process we just completed as a group so that we can pinpoint any potential weak spots, oversights or flaws, along with our strong points, as well.

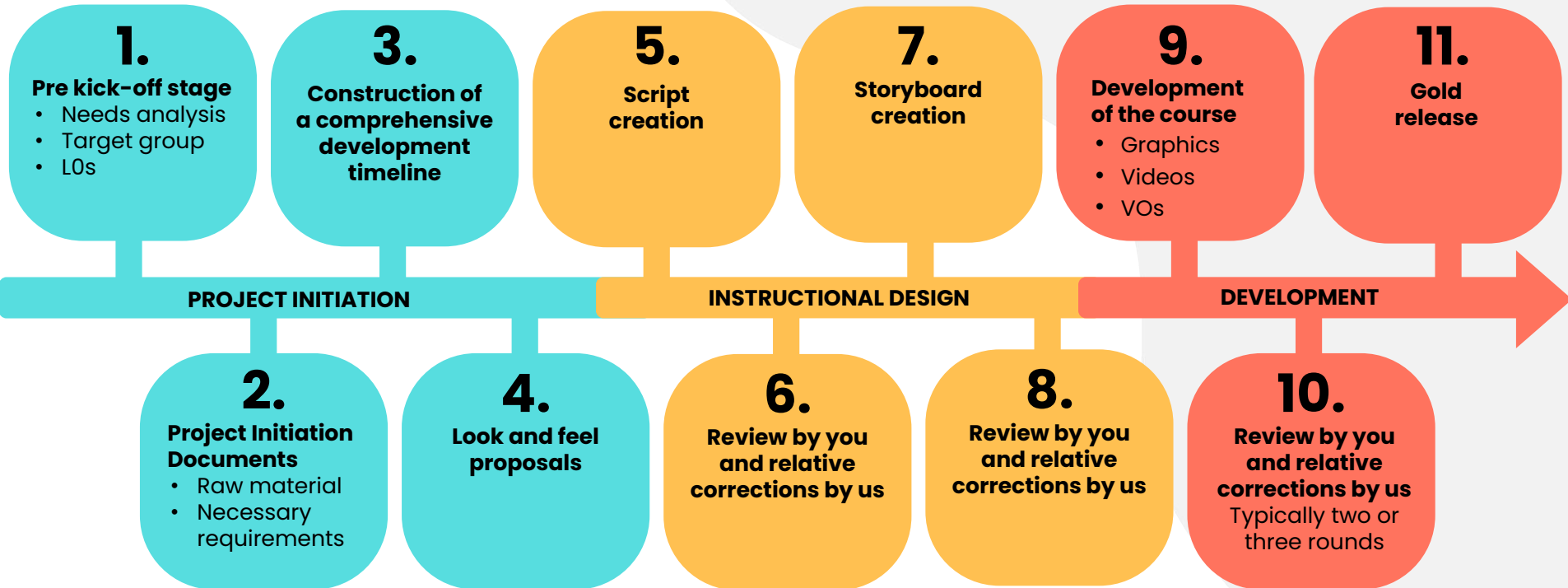
Client feedback is of utmost interest to us – even after the courses have been delivered – so that we can continue to improve our services.

Process steps

Summary

From the beginning and throughout the entire duration of content design and development, we will be at your disposal for **live meetings**, as well, however often you deem necessary.

In any case, **we are open to adjusting our methods** to be able to meet any special needs or demands you may have.



About

Quality Assurance

Our internal quality-assurance processes require everything we send to you – including project documentation, storyboards, design prototypes and development releases – to pass a series of quality checks against standardised checklists and audit forms.

A product will only be released for review once it has passed through these checks (which cover text, design and functionality) and been approved by the project lead or technical lead, as appropriate.

Additionally, as mentioned above, INELSO's incremental delivery process provides regular opportunities to assess progress and give feedback on all deliverables throughout the project's duration, ensuring an end product that meets the business needs driving the project and lives up to all expectations.



We are committed to delivering products that are of the **highest quality** and that have been fully tested and checked internally before delivery.

Why Inelso?



**HIGH QUALITY
PRODUCTS**



**COMPETITIVE
PRICING**



**SPECIALISED
TEAM**



**CONSTANTLY
EXPERIMENTING
& IMPROVING**

Some of our Clients



IMERYS

SANI | IKOS
GROUP



status



Eurobank



INTERAMERICAN



OMFIF



MYTILINEOS

netcompany



BCFCCA
BC Family
Child Care Association



AKTO

Art and Design College



EPIGNOSIS



Singular Logic

Thanks
for your attention!