



Rapid Interactivity for Effective Learning

Case Study

Hero Skills™ uses Raptivity® to make courses interactive with games



"I can create fun and engaging content without a degree in Computer Science"

- Nadine Jeffers

Introduction

Hero Skills™ is the first and unique product of Transcendence Group in South Africa. It is primarily educational software that consists of an exciting range of game based interactions which assist children in improving their cognitive skills. Cognitive skills are essential for learning and achieving academic success.

The Hero skills™ case study covers a brief on its initiation, background, goals and the tools selected in overcoming their challenges.

Background

The Hero Skills™ program was specifically created to introduce fun, interactive, educationally sound and safe technology to young children. The approach is very unique as it targets the development of two different cognitive skills in each game. These skills are based on the New Taxonomy of Educational Objectives defined by Marzano and Kendall which is an advancement on Bloom's Taxonomy. Hero Skills™ is best suited for children in the age group of 3 to 10 years. This software works well with the Windows operating system.

Aims and Objectives

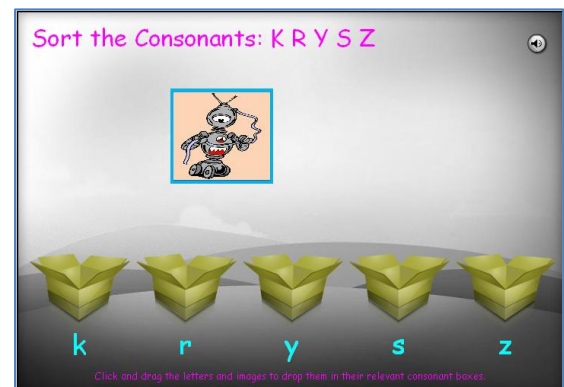
The founders of Transcendence Group, Malcolm and Nadine Jeffers initiated Hero Skills™ to empower parents, teachers and therapists to make the best possible decisions when it comes to using technology in educating their young children, especially in terms of cognitive development.

Challenges

Originally, Transcendence Group wanted to build pure educational computer games for children but their research revealed that the market was already flooded with such programs. The first attempt to build a sample course in science with the help of a custom flash program lacked the fun element in it. This course was in need of essential ingredients to engage the learner in an easy, fun and interactive environment through game based learning courses. Hence, they sought to create a more effective game-based means of teaching children in the early ages of 3 to 10 years.

Approach

Transcendence Group sought a software engine to build the Hero Skills™ courses. "Present your content in a way that engages your learner" was Malcolm's ultimate motive. These courses could be accessed online by downloading the software and thereafter they could be used offline. Producing a large volume of content using different templates would require a lot of time and effort in terms of skilled personnel and finance.

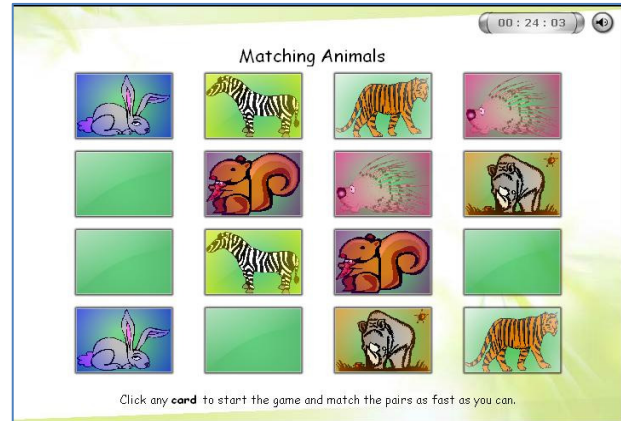


“One of the key reasons to choose Raptivity was the ability to create our own content quickly, efficiently and in high volume. A single template can be easily customized and be used for different types of learners excited us the most.”

- Malcolm Jeffers

The custom flash development approach was not feasible to serve their requirements. It lacked interactivity and would take a long time to convert the huge amount of content into effective game based courses. Mass production of high quality content would resolve many of their operational concerns.

Later in November 2009, Malcolm and Nadine heard about Raptivity® from their prototype course creator who was using this software to swiftly create visually appealing and engaging interactivities. They downloaded the free trial and tested the Raptivity software. What amazed them was the prospect of using a ready library of game based interaction templates for presenting content in more instructionally sound and appealing ways. The interactions could even be tracked for learning assessment. With one template, they could create numerous interactions. Malcolm and Nadine instantly decided to select the ‘Raptivity’ approach for their Hero Skills™ product instead of the long route of custom flash development.



Successes

“We were able to meet our objectives with the Hero Skills™ program with the help of Raptivity software.” said Nadine Jeffers “Raptivity boosted our ability to mass produce high quality content” said Malcolm Jeffers.

Some of their achievements are listed below:

1. Today, Hero Skills™ is recommended by a variety of educators and mental health professionals for use at home, or in remedial therapy or at school.
2. It was possible to customize fifty different templates suitable to children’s education to create more than 1000 interactions. The content remained exciting with great visual appeal which prevented learners from getting bored.
3. The ability of Raptivity to customize the templates and turn it around for any age group majorly helped Hero Skills™ to churn out thousands of interactions in a very short time frame.
4. The most exciting feature was that children were hugely attracted to the games, not realizing that they were learning but thinking they were only playing fun computer games. This encouraged more positive attitudes to learning which is a win-win outcome for everyone.
5. To meet the goal of developing social skills whilst using technology, some of the Hero Skills™ games were designed to specifically encourage human interaction by creating opportunities to talk about strange events, etc. This in turn encourages social reasoning analysis and perceptual skills to name but a few.

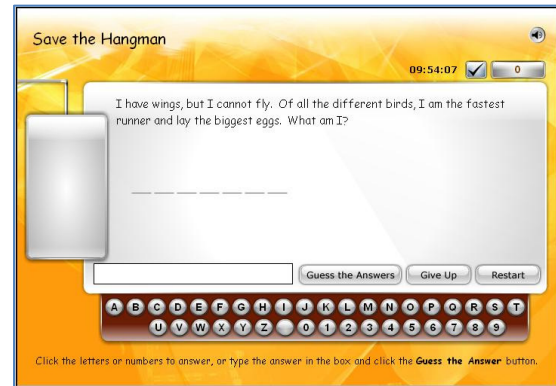


"We created 1000 samples using 50 templates in one and a half year's time."

- Malcolm

Conclusion

The target market of Hero Skills™ products have been children in the course of achieving their developmental milestones expected between the ages of 3 to 10 years. It focusses on developing crucial thinking skills utilizing numeracy and literacy content. Once these cognitive skills are developed strongly, this knowledge should transfer to other subjects also, having a positive impact on overall academic success. Hero Skills™ has tirelessly created 33 products from a Flash based technology and Raptivity empowered them to achieve this feat. Malcolm and Nadine have a positive experience with Raptivity and in future they plan to republish the content in HTML5 format making Hero Skills™, a web based product.



“Show your content in a way you want to show it. Raptivity helps you present the eLearning content in an interactive way. The same template can be customized for various different learning groups.”

- Malcolm

About Raptivity- Rapid Interactivity for Effective Learning

[Raptivity](#), the award-winning rapid interactivity builder, helps you create true learning outcomes with meaningful interactivity. The Raptivity library of pre-built interactions is based on best practices in instructional design. The library of learning interactions includes learning games, simulations, videos, 3D objects, virtual worlds, animations, puzzles, surveys and many more. Raptivity allows complete customization of each interaction and outputs your interactivity to a single Flash file which fits right into your eLearning tools. Raptivity includes 180+ interactions available in the form of over 15 convenient packs. Each pack is designed to suit your various eLearning needs.

Take a [free trial](#) now!

