



Game-based e-learning solution for Att Veta

Improving work through play

Att Veta AB is a major Swedish company that develops and markets game-based learning catering for the needs of educational and corporate segments in the Scandinavian region. Since its inception in 2000, Att Veta has launched eight learning games educating more than 4,000 students in more than 210 education centers, schools, and companies.

THE NEED FOR E-LEARNING

People the world over are interested in continuous development and enhancement of knowledge that would shape their future. An intriguing e-learning program on Business Administration that could be accessed by learners at their convenience was envisaged as an ideal method to help employees enhance their skills. So Att Veta embarked on the development of a unique, game-based, non-instructor-led e-learning program for the Swedish audience. Tata Interactive Systems was commissioned to help design the gaming environment for the course.

HOW OUR SOLUTION HELPED

Tata Interactive Systems designed a highly interactive, Web-based learning game on Business Administration satisfying a number of requirements:

- The course had to be designed to appeal to a diverse audience comprising upper secondary students in the age group 16-18 years, adults studying Economics, and corporate employees.
- The course content had to be highly motivating as it was to be administered as a self-learning program.



Tata Interactive systems developed a unique gaming environment for the Business Administration course at Att Veta, which made localization to the Swedish language possible.

- It had to be accessible at any time convenient for the learners.
- Though based on a predetermined concept and script, an interesting and original gaming environment had to be created.
- The application had to be compliant with Att Veta's LMS.

The features of the solution were:

- Total learning time of about 12-15 hours consisting of 6 modules, each covering a different area in Business Administration.
- Modules and sub-modules allowing learners to choose learning paths—auditory or visual—to suit their learning styles.
- Strong visual appeal with the use of heavy graphics and animation to captivate the users playing the game.
- Seamless integration with the overall technical framework, common to all Veta learning games.
- The program was generically made to work well with two languages. Localization to suit the Swedish audience was facilitated by its special design.

TECHNOLOGY USED

The program was produced entirely in Macromedia Flash MX and published for and tested on Flash Player version 6 (release 65 for IE/Mac Classic and 67 for Mac OSX).

SOME SAMPLE SCREENSHOTS

These screenshots offer a brief glimpse of Att Veta simulations. To view our products at work, you may view the demos by registering online at www.tatainteractive.com.



This screenshot depicts one of the modules.

The course comprised 6 modules, with 12 to 15 hours of learning.

