



Three Pillars of Learning | Learning with Purpose

Three Pillars of Learning.

Knowledge Transfer.

The active sharing of experiences, foresight and intelligence

Knowledge Reinforcement.

An information-based strategy intended to bridge gaps between employee performance deficits and training needs analysis

Knowledge Assessment.

A measurement of how well information was received and anchored within an individual

“A strategic approach for creating and evaluating organizational learning programs ”



POWER of MLevel



Create

No-Coding Content Authoring

Templated activities make course creation fast and easy with no coding required.



Engage

Integrated Microlearning and Gamification

Achievement-based activities that take 5 minutes or less to fill workday gaps and combat distraction. Leaderboards, stars and badges encourage friendly competition.



Analyze

Real Time Business Intelligence & Performance Analytics

See where your learners are struggling and tailor huddle-up meetings to address knowledge gaps, or create personalized coachable moments.



Knowledge Transfer.

An ability to ensure a learner receives and then ingests the material



- What are the learning objectives? Terminal and Enabling?
 - What behaviors are we trying to drive from our learners?
 - Who are our learners?
 - Where will our learners be engaging?
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Activities/Features to Leverage

- Knowledge Navigator
- External Links
- Academy
- Video
- SCORM / E-Learning
- Pathfinder

Knowledge Reinforcement.

An information-based strategy intended to bridge gaps between employee performance deficits and training needs analysis.

- What is the frequency of reinforcement?
(1 week – 12 weeks)
- What key concepts are you looking to reinforce?
(Remember your learning objectives)
- What key information applies to the learner (I.E.
What is worth remembering?)
- How can we really push the learner?

Activities/Features to Leverage

- Block Party
- CheckPoint
- Mission Expiration/Scheduling
- Fast Lane
- Ice Breaker
- Quizball
- Academy
- Short Fuze





Knowledge Assessment.

A measurement of how well information was received and anchored within an individual

- What bottom line metrics are we looking to impact?
- What learning thresholds should we set to reach those bottom-line metrics? (The Other 20%)
- How can we use this data to take ACTION!

Activities/Features to Leverage

- Path Finder
- Assessment
- Analytics



Learning Experience



- Using the MLevel data to determine the mastery gaps to bring the learning experience back to Knowledge Transfer
- An improved employee experience as it relates to learning information crucial to their role
- A clear path for evaluation of each learner and the program in its entirety
- A continuous learning event that reinforces desired behaviors

A successful implementation of each of the Three Pillars creates a 360° Learning Experience providing the learner & business with:

