INTERACTIVE NARRATIVE IMMERSIVE TRAINING
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.

HOW IT WORKS

The INIT system has two simple steps:

**STEP 1**

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

**STEP 2**

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
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.

USES OF INIT

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

SALES TRAINING
ONBOARDING / INDUCTION
SAFETY AND COMPLIANCE
POLICY AWARENESS
LEADERSHIP DEVELOPMENT

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

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

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

**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.
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

- 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.
LIMITED LIST OF CLIENTS

THE POWER OF INIT

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

- 91% of the players found the games to be immersive.
- 87% of the players said they would definitely replay the game.
- 82% of the players reported they related with the content presented in the INIT format, as opposed to their traditional learning methodology.
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.

### MOBILES AND TABLETS

<table>
<thead>
<tr>
<th>OS TYPE</th>
<th>SPECIFICATIONS</th>
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| iOS devices | Tablets: iPad 3 and above  
Phones: iPhone 5S and above |
| Android devices | Software: Version 5.0 (Lollipop) and above  
Hardware:  
- Chipset: Qualcomm MSM8974 Snapdragon 410  
- CPU: Quad-core 1.2 GHz Cortex-A7  
- GPU: Adreno 302  
- RAM: 1 GB RAM |
# Minimum System Requirements

- **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

# Recommended System Requirements

- **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

### Desktops, Laptops, and Browsers

<table>
<thead>
<tr>
<th>PLATFORM</th>
<th>SPECIFICATIONS</th>
</tr>
</thead>
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| Desktop   | Minimum system requirements  
- 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  
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Recommended system requirements  
- Operating system: Windows 7, 8, and 10  
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Browser  
- Mozilla Firefox  
Version 49 and above  
- Google Chrome  
Version 45 and above  

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.
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.

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.

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.

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.

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

**PRESS**

**PORTFOLIO THAT INCLUDES**

Award-winning immersive, interactive applications and serious games.

**PORTFOLIO CATERING TO VARIED SECTORS SUCH AS**

Banking and finance services, insurance, healthcare, IT, energy, telecom, etc.

**PORTFOLIO CATERING TO VARIED VERTICALS AND OBJECTIVES —**

Soft skills, leadership development, sales training, technical skills training, assessment, and communication skills.

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The Economic Times

Business Standard