

# LEAD READY

Immersive, Interactive Leadership Training



Charles has spoken to Brian and Brian, who is looking forward to a good dinner and interesting conversation calls. Ashiq, Brian and Ashiq meet at the restaurant of Brian's choice. The restaurant is a bit noisy, Ashiq has very little options of food but Brian has been here before and is enjoying his food though his choice of appetizers aren't there today. Charles is there for the first hour.

OK

Control your influence on the client as a vendor.



Compete with other leaders from all over the world.



Role-play in an immersive virtual office environment

Lead Ready is Indusgeeks' 3D immersive, leadership development product that uses a combination of scenario based learning and gamification techniques to develop leadership traits in high potential organizational leaders. The product can provide for Instructor-Led-Training, Peer-to-Peer Learning and Self-Paced-Learning modules.



## Features & Benefits

- Cloud based & Multi- Platform
- On-Site/ On-Premises installation possible
- Measurable metrics to help chart organizational growth & behavioural change
- Deep Analytics
- Easy integration with existing LMS/ CMS
- Interactive & engaging game based learning

## Customizable Features

Lead Ready can easily be customised to suit your organisation's needs and requirement.

Levels of customisation include, but are not limited to-

- Customized learning content
- Customized visual content

## Our Clients (Limited List)

**INFOSYS LTD.**

**LEAD READY**





# Case study: Infosys

For Infosys' Leadership Training Institute, we created a multi-user quiz, a Single-User role-playing game and an adaptation of our Metaverse platform, for them to collaborate freely.

## The Challenge

- Lower costs of conducting leadership training for ILI
- Allow greater flexibility in learning
- Improve retention & engagement
- Scalable interactive modules
- Ensure constant feedback loop
- Match learning modules to goals
- Provide homogenous learning across geographically diverse work force

## The Solution- 360° Learning

- **Self-paced:** Learning through single-player
- **Instructor-led:** Allows instructors located anywhere to train students using our proprietary multi-user technology and role-playing environments
- **Peer-to-peer:** Created competitive & co-operative social games using our proprietary multi-user technology
- Content matched to goals complete with a microsite to help analytics, administration & player feedback
- Legacy content support available
- Learning on-the-go: PC (Mobile & Tablet ready)
- Testing & Evaluation
- Measurable metrics for use in behavioural analysis and charting progress

## Desired Results\*

- 75% cost saving- logistics & administrative
- 45% reduction in disruption of core business tasks
- Increased retention & efficiency due to custom mapping of modules



# INDUSGEEKS

GAME BASED LEARNING & COMMUNICATION



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