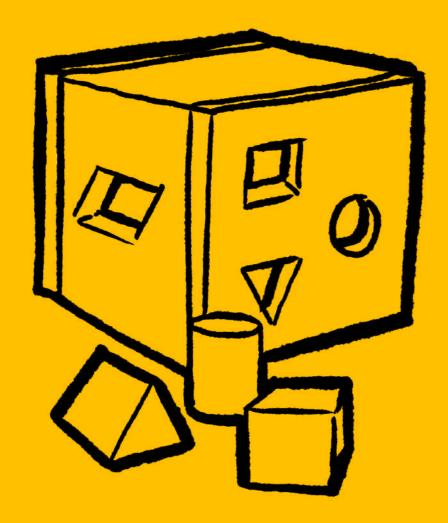


case-study / multiverse



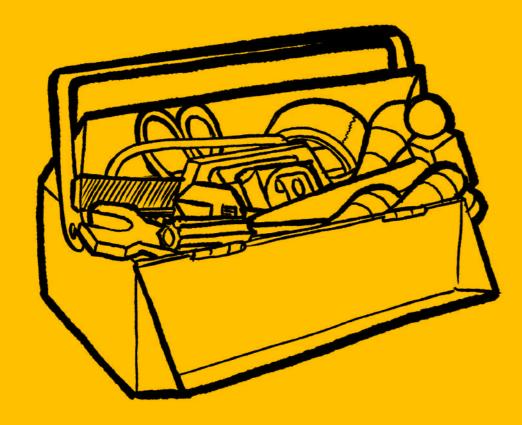
the challenge

- Multiverse provide apprenticeship programmes.
- Multiverse wanted to review and update two of their data programmes.
- The content needed to be moved to a new learning management system
- The programmes needed to be offered in modular format as well as a full programme.
- They wanted a team who could manage the projects and use creative direction and learning design to improve them.



the brief

- Ding scoped the project and developed a project plan.
- The programmes needed to be offered flexibly to accommodate learners in full time work.
- The content needed to be reviewed and updated to increase its relevance for learners in a range of sectors.
- The experience needed to create more opportunities for learners to apply what they were learning.
- Our brief was to migrate two 11-module programmes and update the content.



our approach

- The Ding team began by moving the content from the source to the destination platform.
- We developed additional case studies and learning resources to increase relevance.
- We added elements including simulated conversations, voice messages and videos to produce a more scenario-driven experience.
- We worked closely with subject matter expert to revise and update the curriculum mapping.
- We produced additional video content to further enhance the learning experience.





BTF M7 Temp

- Summary
- Participants
- Settings
- Communicating with Stakeholders
- What is a stakeholder?
- Communication techniques



Communication techniques

Settings

Ways of communicating with stakeholders

Formal communication

information between two or more people within the same organisation, by following predefined rules and using official channels of communication





Content Add icon

Identifying senior stakeholders

Settings

"Character may almost be called the most effective means of persuasion."



You just defined what a stakeholder is and learned powerful techniques when communicating with them. Now, we are going to learn how to complete a stakeholder analysis and understand who to prioritise throughout your project.

Why identify key stakeholders?

Stakeholder analysis helps you to:

- Understand the interests of all stakeholders who may affect of be affected by the programme/project.
- Discover potential conflicts or risks.
- See opportunities and relationships that can be leveraged and utilised.
- · Identify groups that should be encouraged to participate at different stages of the project's
- · Find ways to reduce negative impacts on vulnerable and disadvantaged groups. Involving these stakeholders:
- · Gives people some say over how projects can effect them.
- · Generates a sense of ownership if initiated early in the development process.
- · Provides opportunities for learning for both the project team and stakeholders themselves.
- Builds capacity and builds responsibility.



What skills will you practice and develop in this project?



You'll focus on validating data and ensuring that the data you and your team work with is always reliable. In addition, you'll focus on developing resources and guidance for other members of your team that will make their job easier!



How will this project help you deliver value to your team or organisation?

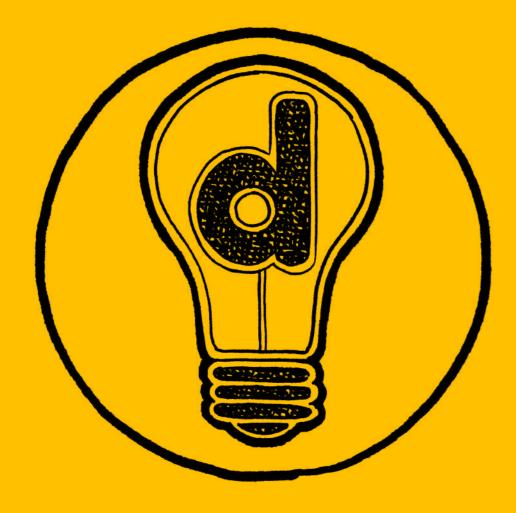
This project will help improve decision making and save time in your organisation by ensuring that your team is always using high-quality data. You will do this through applying the data quality, data cleaning and communication techniques that you have learned in the async and in the workshop today.

What do you have to do for your module project?

The title of your Module Project is: Strengthening Business Decisions through Improving **Data Quality**

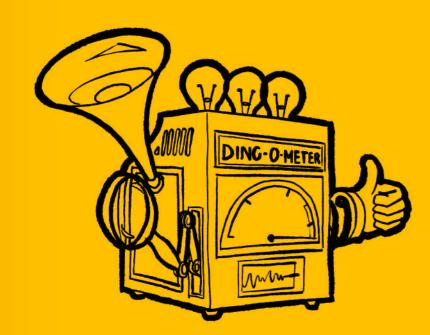
- > Task 1: Identify Data Quality Issues
- > Task 2: Task 2: Communicate your Data Validation
- > Task 3: Upskill your team on data quality
- > Task 4: Assess the impact of improving data quality





our impact

- The project succeeded in updating two key learning products for Multiverse.
- We developed additional learning opportunities with each programme and module.
- Our videos and learning assets produced more immersive, scenario-based learning experiences.
- Feedback indicated that learners found the case studies and scenario-driven approach enhanced their learning.
- We were able to help the client migrate two key learning programmes to a new platform.



Listen to **The Ding-O-Meter** Podcast

Read <u>Ding's Learning Design Almanac</u>



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Learn on our Bootcamp

Talk at hello@ding.global



