Internexia can help you transform your traditionally taught course into a format suitable f

Internexia's multimedia production is a team effort involving educationists, content developers, instructional designers, editors, graphic artists, multimedia programmers, animators and designers.

- Content Scripts/Learning Designs; we will work with your subject matter experts to identify the key learning objectives
- Instructional Design/Storyboarding; Internexia follows recognized instructional design methodologies. We include scene setting elements, skill check, competency-based path/ branching through the learning materials and user interactions to check knowledge and consolidate understanding, assessment and testing for feedback
- Multimedia Production; we work with our customers to develop a unique look and feel for all content to meet our customers corporate identity.
- Quality Control and Validation; we will work closely with subject matter experts at all stages (including design specification, writing, scripting, editing, creating) to ensure expected quality standards are maintained.

Internexia uses authoring tools that give a high degree of flexibility and control to users. We make sure our multimedia objects are fully optimised and streamed to ensure minimum download times. They are also produced to conform to international standards such as Java, SCORM 1.2, 2004 and AICC.

There are four basic categories of training situations:

- Software simulations – enable users to familiarize themselves with new software applications by practising how to use the software in a realistic but non-production environment.

- Role play scenarios – are effective for teaching soft skills such as sales, customer service or leadership.
- Task-based simulation – are used to teach users how to perform critical tasks such as auditing a facility, setting up a work area or operating a piece of equipment. This form of learning allows students to learn in a contextual framework.

- Business simulations – enable users to learn about complex processes or issues by placing them in control of realistic business situations. Such simulations may take the form of learning games which are sometime referred to as Immersive Learning Simulations (ILS).