

# CASESTUDY - WBT

## GSK E-Learning (Gadgets)



Gerii H  
**CREATIVE**

account owner

UK based  
E-Learning  
Company

client:



**Brief:**

Work with account / project managers, programmers, subject matter experts and instructional designers, to design a graphical user interface and interactive content for GSK's Internal intranet staff training product.

### Info:

**Client:** GSK  
**Date:** 2005  
**Media:** WBT - E-Learning for v4+ 1024 browsers  
**Account Owner:** UK E-learning company  
**Gerii's Role:** GUI Designer  
 E-learning Content Designer (Flash)

**Flash Interactive MX04**

**ID's S'Boards**

myGSK Gadget Building Part 1 - Basics

Module Summary

Instruction: Hover over the different module titles below to find out more about what each module covers. When you are ready click the next button to continue.

Course Introduction → Evaluation → Community Basics → Gadget Lifecycle → Advanced Topics → Course Summary → Gadget Building → Gadget Guidelines

Progression Bar  
Audio Controls  
Volume Control Slider

Gadgets Building identifies key points and tips on writing HTML gadget code. It looks briefly at the pros/cons of different HTML editors. It then takes you through the process of registering your gadget on myGSKQA.

back next

### Solution:

GUI via Photoshop, into Flash MX04 on WinXP for design of content, static, animated and interactive flash. Used Captivate for SG's of Walkthroughs. v/o recording via Audition, basic actionscripting.

Worked with Instructional designer's storyboards. (sample)

**ID's S'Boards**

MODULE: Introduction to Remedy  
 LESSON: System Overview  
 SCREEN: Notification Overview  
 TEMPLATE: 05  
 FILENAME: MOZLO2SO4

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4. DESIGN STANDARDS
5. INTERFACE FUNCTIONALITY
  - 5.1 Module menu
  - 5.2 Audio Controls
  - 5.3 Content controls
    - 5.3.1 Next button
    - 5.3.2 Back button
    - 5.3.3 Show Me button
  - 5.4 General Interface Controls
    - 5.4.1 Print button
    - 5.4.2 Information / Help button
6. INTERACTION TEMPLATES
  - 6.1 Common functionality
  - 6.2 Conceptual
  - 6.3 Bullet build
  - 6.4 Objectives/Recap
  - 6.5 Rollover interaction
  - 6.6 Multiple choice question

1. Introduction  
This document along with the demo lesson covers the functionality of the Gadgets courses

2. Target Audience  
There maybe different Target Audiences for each course. Information gathered to date is generic and indicates:

Job type:
 

- very science orientated
- programmer, systems analyst

### Result:

- Successful launch of product
- Generated further client sales
  - Client satisfaction
  - Efficient learning system

Followed specs and guidelines for the LMS integration (sample)