



AUTHORING SYSTEM
E-LEARNING
SERIOUS GAME



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LUDISCAPE IS UNIQUE

Ludiscape is the only professional creation software with cross E-learning platforms.

A unique environment that allows you to create educational contents for any target: Windows, Linux, Internet, IOS, Android...

The unique interface is similar for all your creations. The training is much faster and in a week your educational editor is operational.

People continue to be amazed by Ludiscape's power...

It is the reason for its success and your success.

Your educational cross-platform contents

One fully compatible content

No need to generate content for each platform: Ludiscape offers you a project that adapts itself automatically to the environment on which it is displayed.

Ludiscape is presented as a range of integrated tools designed to create training content, e-learning modules and serious games.

Ludiscape was designed as a creation software solution that enables you to easily publish your content on all of today's EDP environments.



Target audience ?

Ludiscape is a software designed for content developers, e-learning and training professionals, including instructional designers, teachers and other faculty members who need to create, manage and deliver professional educational content.

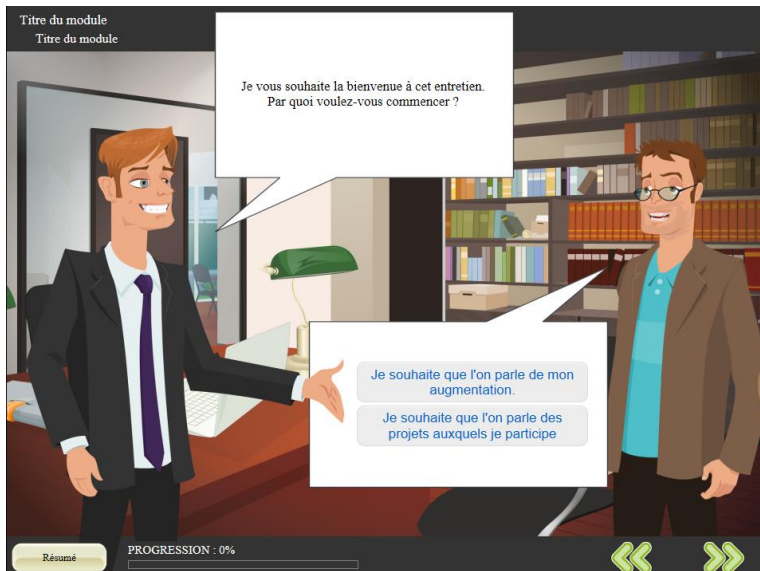
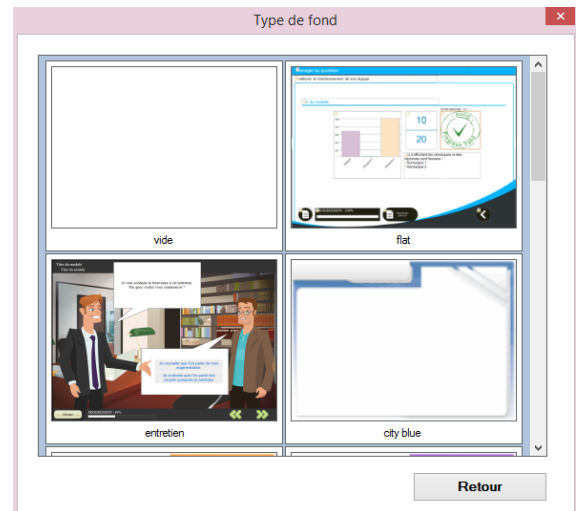
Fast for the beginners, Powerful for the experts

Quickly operational

Ludiscape offers a technology that allows you to create various educational content by simply using Ludiscape educational objects library.

Each object provides quick access to properties and settings without programming knowledge.

An immediate overview enables you to test the content at any time without compilation.



Faster production

The full integration of JavaScript in the engine and extensions of the Ludiscape software allow for flexibility and an amazing production speed.

Plug-ins are invisibly integrated into the educational production environment in such a way that they are easy to use.

Interface overview

Quickly operational

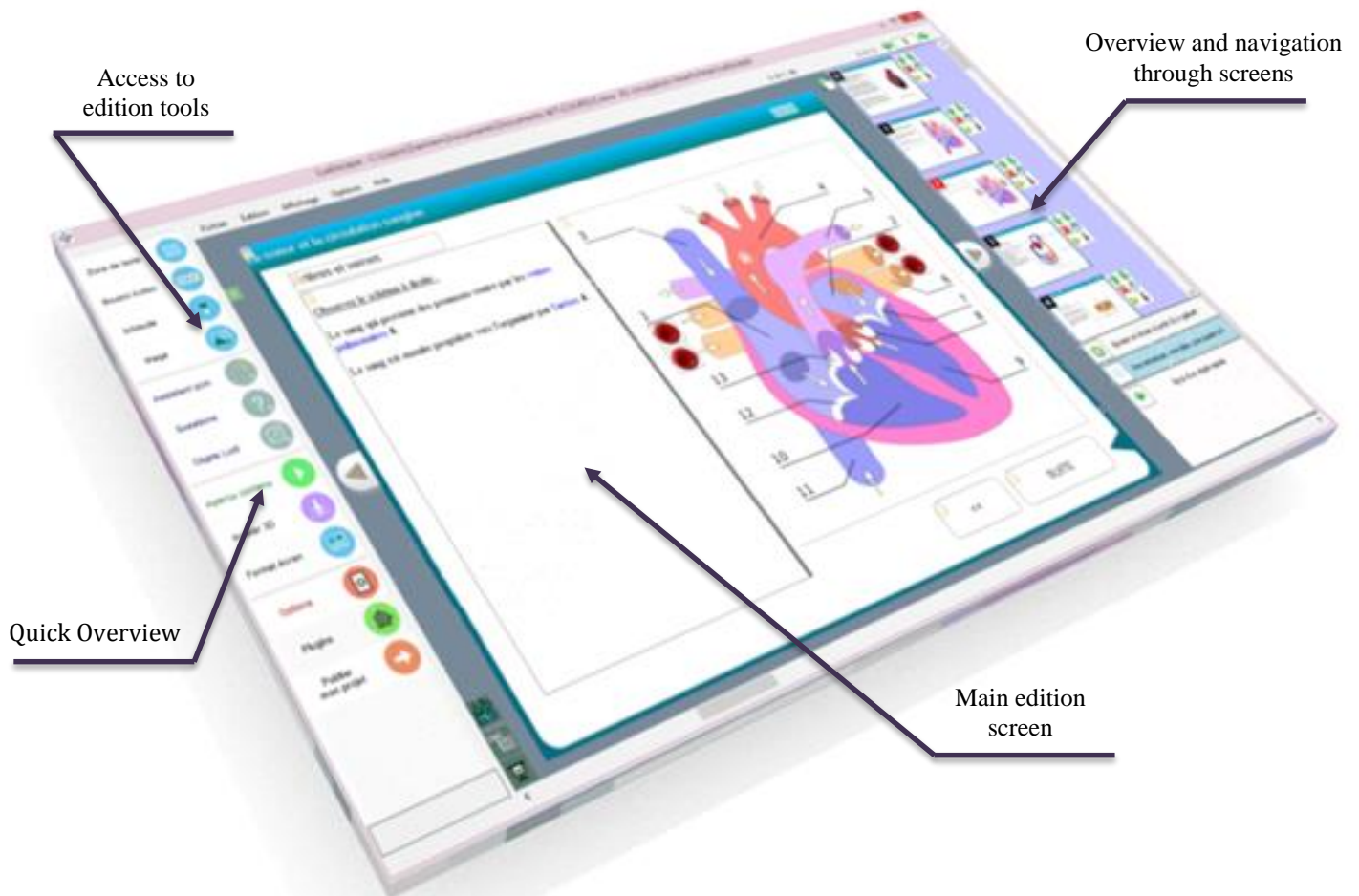
Creating screens is very intuitive: just "drag/drop" objects on the screen using your mouse.

Then, still with the mouse:

Select an object, resize or move it.

Define its properties (notes, comments, learners' interactions, actions)

Everything in WYSIWYG



Information and interactions: conventional objects



Content objects

Create courses with custom objects (text box, images, info bubbles).

Text blocks can be created and allow the diffusion of educational scenario at your desired pace.

The software offers practical features specially designed for training. It can quickly create training contents that can be updated.

A text box is an object that displays a simple text with or without HTML.

You can also customize the background and border color by right clicking on Object Format. You can customize the area animation by right clicking on Object Animation.

Question objects

Create interactions with question objects (multiple choice questions, drag and drop, entry area, hidden area...).

The question objects allow you to interact with the learning in a simple and efficient way.



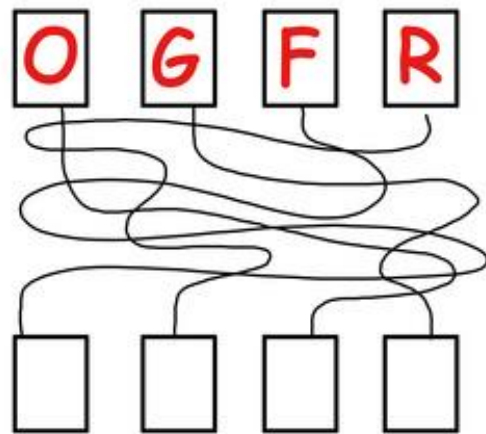
An asset: ludic objects

Playful activities

Games to find objects or spot differences, areas to activate, scrambled words:

The Ludiscape tools allow you to quickly set up a fun multimedia activity with texts, images or pictures.

These objects do not require advanced computer knowledge; they just need to be configured with the option areas.



Create content by simply dragging and dropping it

We built unique objects allowing you to quickly create quality interactions.

These objects are to be integrated by simply dragging and dropping them from the LUDI objects library.



A hint of videogames: serious games objects

Serious games

Playing games will always be a great way to promote the learners' focus and motivation.

Ludiscape, with its unique library, allows you to create truly educational videogames. Indeed, it makes it very simple for you to add animated characters that move in a virtual environment.

Games bring a futuristic approach to e-learning. It sometimes lays out existing content, followed by a test with multiple choices. Gaming allows for the learner to immerse into the story and take part into the plot.

You don't need to be an expert to create serious games: by simply using your computer and Ludiscape editor, you will be able to create serious games fully accessible and easy to implement.



Encourage learning

Any learning progress should be rewarded. Apart from the pride the learner feels when learning something new or when getting a good grade on a final test, he or she should also be virtually rewarded or congratulated.

The dialogue object: when discussions come to life

Interacting with the learners

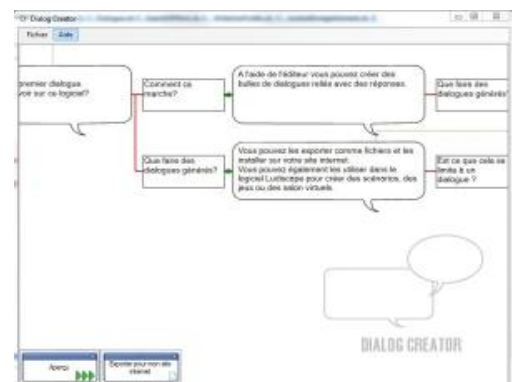
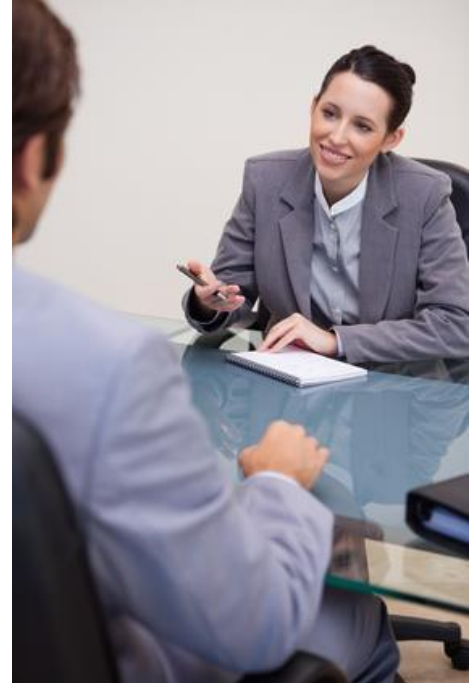
Creating dialogues for a virtual interaction between an avatar and a human being is not an easy task.

The Ludiscape software has its own integrated tool, "Dialog Creator" to help you with this issue. It is a ludic interface with comic dialogue bubbles that quickly show all of the dialogue's possibilities.

Thanks to "Dialog Creator", you can:

- 1 –Create virtual interactions*
- 2 –Coach the learners*
- 3 –Give a grade and importance to the learners' answers.*
- 4 –Refer the learner to a screen or document relevant to the dialogue.*

Dialogues bring life to your multimedia content.

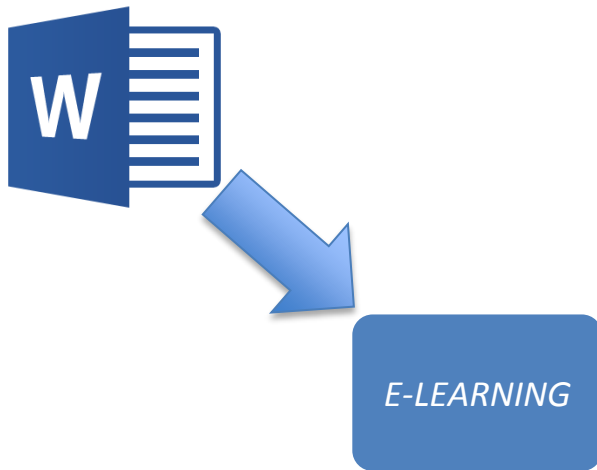


Generators & templates: industrialize your productions

Automate your projects

Create a project that expresses your company's identity and turn it into a starting template for your editors to use.

This way, you ensure a uniformity in your corporate identity and graphics (colors, shapes, words). Titles are also always inserted into the corresponding text boxes.



Convert your documents for e-learning purposes

Converting PowerPoint or Word documents in Ludiscape projects allows for an efficient dissemination to the training platform.

With Ludiscape, you can convert your document .doc into an e-learning resource. In a few instants, you will be able to use it on a LMS. Ludiscape will then convert the document format into a navigation menu.

Avoid unnecessary reporting!



Feedbacks

Feedbacks are very important to the learning process.

While learning, it is critical that you:

- Monitor your progress
- Note if you met the objectives
- Evaluate your weaknesses

Tutors should be able to give feedbacks that are helpful to the learners.

Automatic report

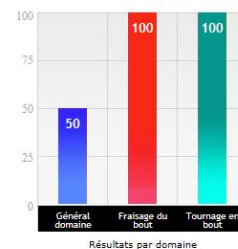
A report is useful to monitor the successes and mistakes during the learning experience.

*We created for you the "**automatic report**" option, directly integrated into Ludiscape, to create reports with custom graphics should your training platform be insufficient.*

Ce résumé vous permet de faire le point sur le parcours que vous venez de réaliser, vos compétences, vos aptitudes, les points clefs sur lesquels vous avez des difficultés.

Vous avez obtenu un résultat de 15/20 en un temps de 00:00:14

Votre note est suffisante, mais pas parfaite, prenez du temps pour revoir les points clefs.



Ce résumé vous permet de faire le point sur le parcours que vous venez de réaliser, vos compétences, vos aptitudes, les points clefs sur lesquels vous avez des difficultés.

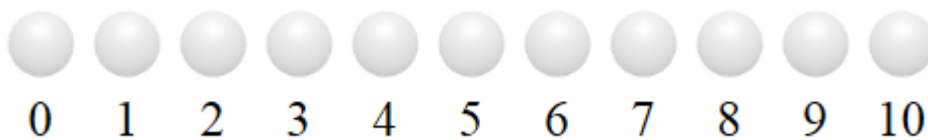
A critical component: the learners' satisfaction

Reverse score

When an online training module contains no self-assessment, logically, no score is recorded.

But, there is also no indicator measuring the learner's satisfaction, which is necessary to assess the quality of the educational content.

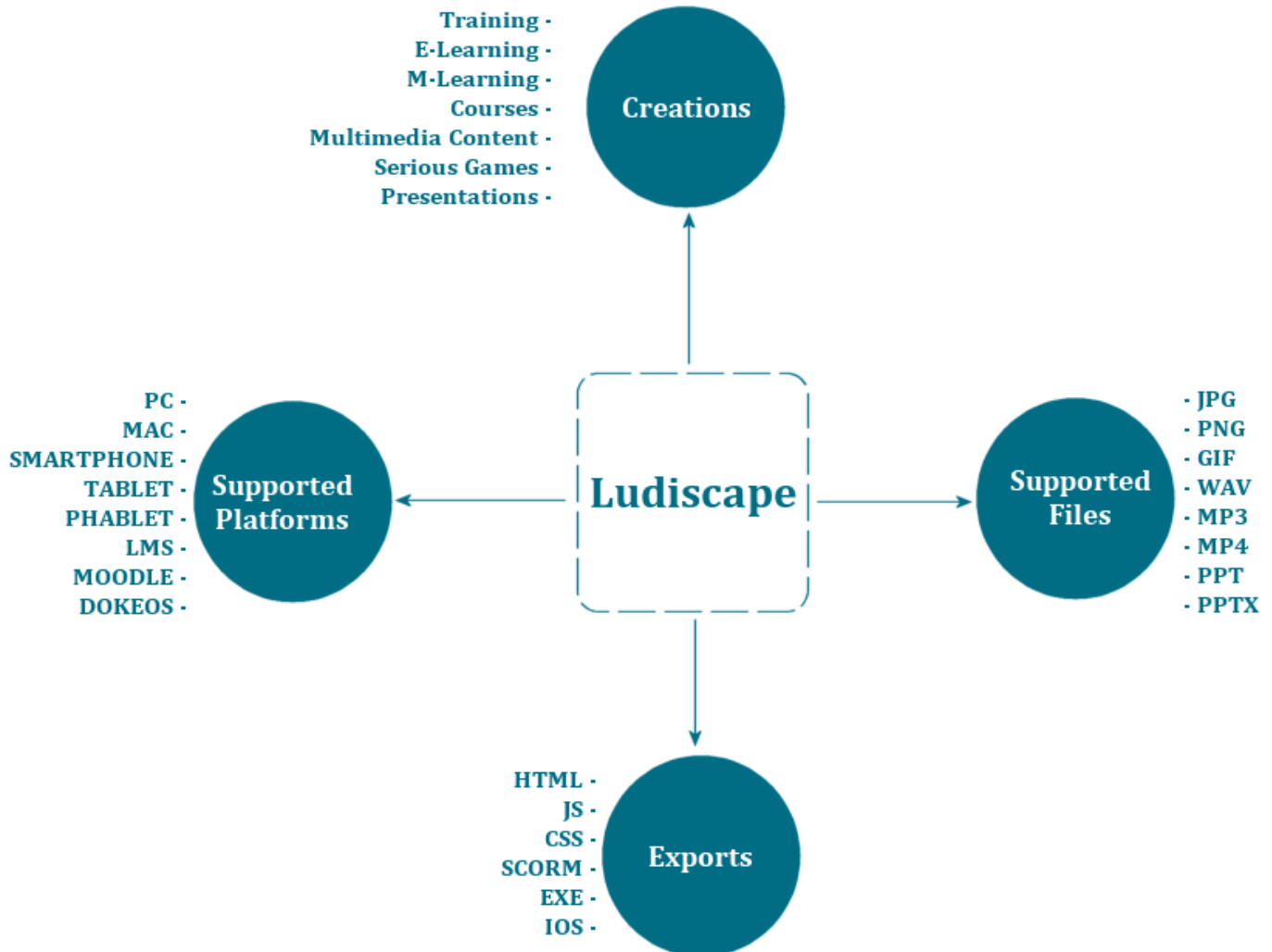
Was this training module useful?



With the "satisfaction" object, you can add a function to your educational content that allows the learners to indicate their level of satisfaction when they leave the module and save it as additional data.

Ludiscape environment

Ludiscape can create any type of interactive content or simulations with videos, soundtracks or other playful elements.



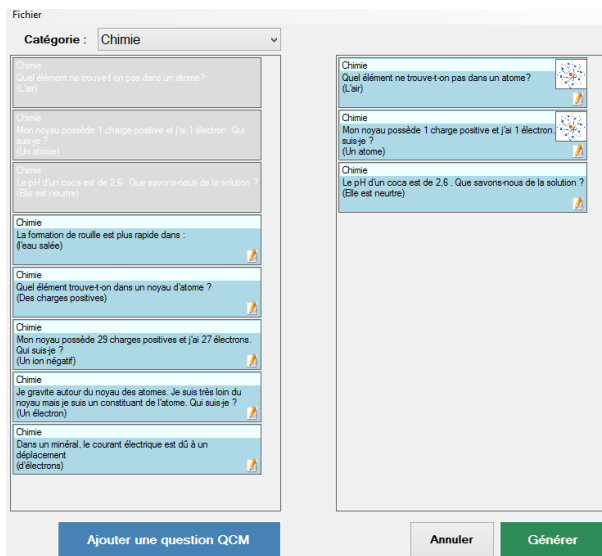
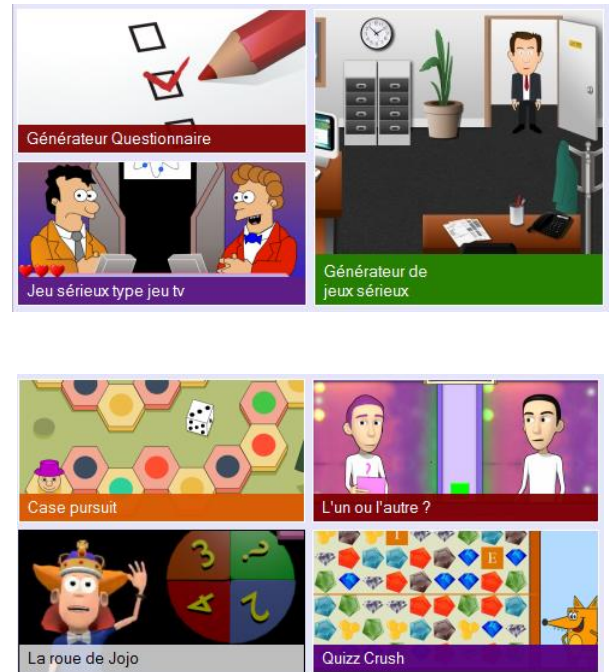
I manage my content in a **single project file**, which allows me to export it to different platforms.

Application generators: in only a few clicks

Fast generation

Create an app or mini game in record time. The software guides you step by step. You choose the app type you want to create (evaluation, Case pursuit, serious game, etc.) and start creating.

You only need a few seconds to get an app or mini game ready.



MCQ center

To easily create and reuse questions in your e-learning courses and mini games.

Ludiscape has an integrated MCQ CENTER, a database that keeps all your questions in one place.

The MCQ CENTER can easily save and export your questions.

Images, sounds, videos: directly to your screens



Quick integration

Ludiscape works with images, sounds and videos.

The management of the most common formats is integrated as standard, without the need to change the size.

All image files are embedded in the project and optimized for web display.

The videos can be embedded in your Ludiscape file or be remote (on a server or an external streaming service like Youtube, Vimeo, etc.)

Ludiplan: navigating on HD blueprints and images

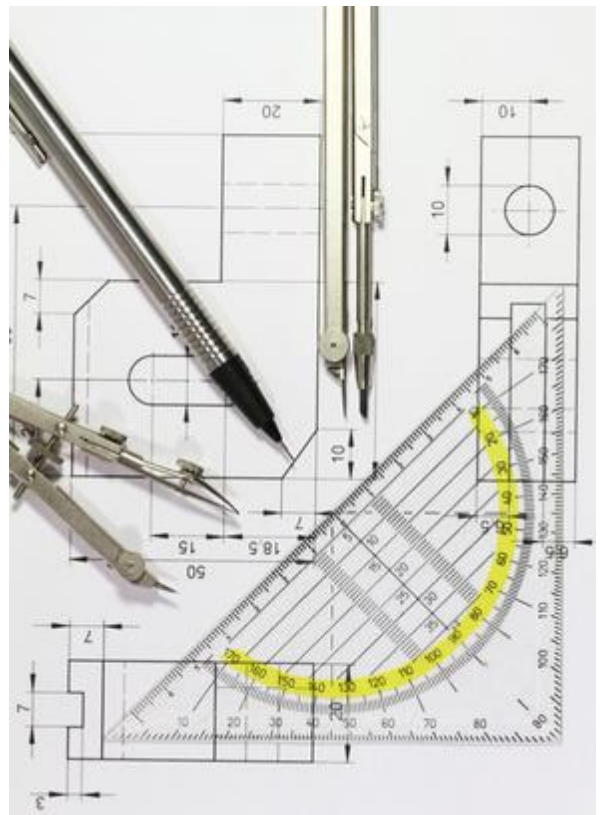
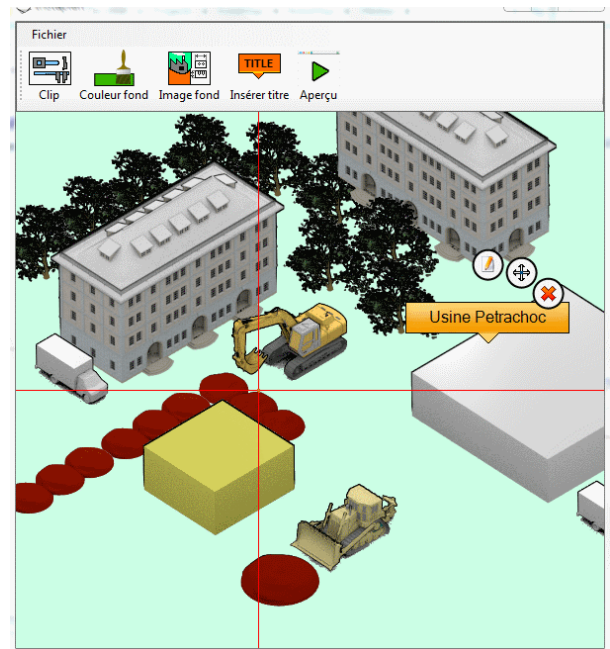
Easily display blueprints

Ludiplan can create small interactive blueprints from an image or an "industrial design" CAD file.

Using the tools offered in this module, you can add components to illustrate a work zone, worksite, industrial site or comment on a mechanical blueprint.

Ludiplan is also directly integrated into a Ludiscape course or educational content. This function is ideal for integrating industrial designs or blueprints in a learning sequence.

The tool allows you to insert labels to identify important components in final renderings. Furthermore, you can add a script to give your course an advanced interactivity level.



Powerful and flexible content

Adaptive single engine

You won't need to generate content for each platform or install plug-ins anymore.

Ludiscape offers unique content that automatically adapts itself to the environment on which it is displayed.

The engine does not limit its compatibility to a brand; it adapts itself to any environment:



-
- WINDOWS
 - MACINTOSH
 - LINUX
 - iPad TABLETS
 - ANDROID TABLETS
 - SURFACE TABLETS
 - I-PHONE
 - IOS
 - FIREFOX OS
 - WINDOWS PHONE
 - ANDROID
 - FIREFOX
 - CHROME
 - INTERNET EXPLORER

Fully customizable interfaces

Settings

The content displayed by Ludiscape is totally customizable.

You can:

- 1 -Change the loading logo and add persistent fixed components.
- 2 -Manage transitions between screens.
- 3 -Access any objects at any time through scripts.
- 4 -Manage your project styles
- 5 -Create links to your external apps whenever desired.



This Is an
example of
the Open Dyslexic
Typeface

$$\sum_{l=0}^k a_{kj}^{(l)} \frac{d^l \alpha_{kj}}{du^l} (t) = \delta(t)$$

Pre-integrated libraries

To make reading easy, the OpenDislexic Open Source Library can be downloaded and integrated by only checking a box.

Similarly, the MathJax Library allows you to create mathematical and scientific formulas easily and 100% compatible.

Related data in your applications.

Embedded datasets

A dataset allows you to embed a data table directly into your content.

This makes it possible for you to use data for your educational content coming from, for example, another database (SQL, Access, Excel, etc.).

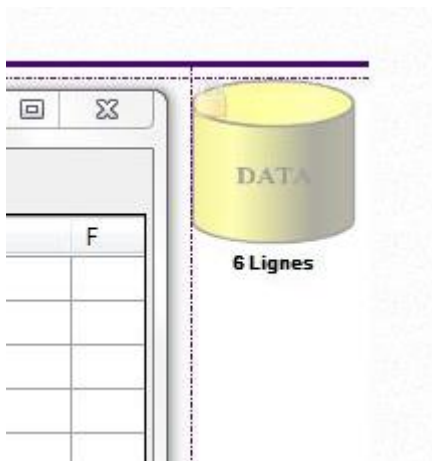
A dataset provides one or several screens with a set of data drawn randomly to generate content on a page.

This dataset is shown in a small table. This table can be generated from an external source (if the source is available).

ID base : BASE_96366

	A	B	C
▶	Test0	result0	
	Test1	result1	
	Test2	result2	
	Test3	result3	
	Test4	result4	
	Test5	result5	
*			

Si une connexion internet est disponible, je souhaite utiliser ce flux



Embedded media data

Ludiscape also allows for the embedding of any file directly in the deployed content (PDF, images, sounds, videos, zip files).

These files can be used at any time during your course or game.

Extend the Ludiscape software



Plug-ins and extensions

The Ludiscape Library offers powerful learning objects adequate for most projects.

However, to optimize your educational creations, it may be useful to create your own objects.

Ludiscape gives you the opportunity to create your own objects through plug-ins.

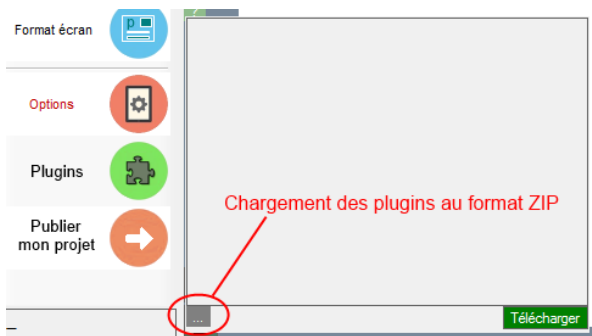
Plug-ins add objects and custom formats directly into the software.

They are very easy to install and can be used transparently by the educational writer.

The plug-ins and extensions are created using JavaScript, HTML and CSS files and your team will find them very easy to edit.

We offer you a library of plug-ins and extensions ready to use, so that you can customize your authoring system.

Ludiscape was designed in such a way that it is both simple enough for beginners and powerful enough for experts.



Components for your distance learning platforms

SCORM

The SCORM standard is used by all editors in the world for communication between e-learning content and learning management systems (LMS).

SCORM is a great tool that helps improve the effectiveness of distance learning systems.

SCORM has been widely adopted by large organizations and has become the No 1 choice for distance learning platforms.



xAPI – TIN CAN



Tin Can API or xAPI, also known as the SCORM of the next generation, is a new standard that keeps track and saves all learning experiences anywhere from many sources.

Like SCORM, xAPI is used to track training activities and pass them onto a training management platform.

Thanks to TIN CAN, a wide range of e-learning system can now capture learning activities with a simple method, a dedicated “verbs” glossary and a LRS, a database for storing what was learned.

Create multilingual content

Manage translations

Translate your content easily in the language of your choice to make it accessible to learners worldwide.

Ludiscape will keep your presentation size.

You can even translate your courses in Chinese, Japanese, Arabic and Korean.

The translations are also available for the objects' questions and answers:

Examples:

1 –A "dialogue" object offers a different editing interface based on the language selected.

2 –An "input" object will have a different answer depending on the language.

Ludiscape projects always have a default language. While processing the request, the Ludiscape engine will look for an available translation in its database. If it is not available, the text will be displayed in the default language.



Deploy your learning content easily

Online deployment

Translate your content easily in the language of your choice to make it accessible to learners worldwide.

In addition to being compatible with SCORM's standards, the Ludiscape modules present another advantage: they stand alone and are very easy to install on a server or intranet (FTP, integrated statistics).

This kind of distribution is often used for trainings about company processes and products.

You wish to quickly disseminate your training courses but have no internet space?

We suggest that you use our dedicated server at no cost via the Ludiscape software.



Offline deployment

In this internet era, some may not wish to share their content online.

With Ludiscape, you can disseminate your content offline. This kind of distribution is commonly used in schools, in classrooms or places with poor or no internet connections.

Help, support and training

The creation of educational content is a process that takes time and is continuously changing. That's why choosing Ludiscape enables you to optimize your work while ensuring maximum efficiency and ease of use.



Technical support via phone

To fix problems related to hardware and operating system or get information about your warranty.

TEL : +33 04.26.25.04.94 service support (2)

Technical support via email

An engineer will respond to your questions by email. Note: this option is recommended for minor problems only.

Technical support via online chat

Chat with our technical support team. Fast, simple and worry-free! Avoid waiting on the phone and talk directly with one of our technician.

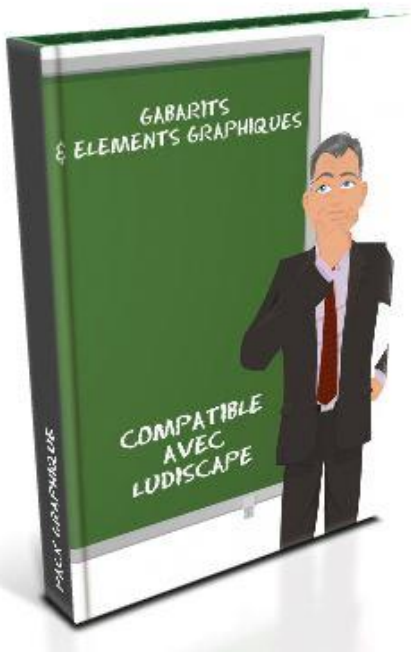
In-Class training/E-learning

Training takes 2 days, consecutive or not.

One the first day, the educational writers will learn about the Ludiscape objects and their mechanisms. Then, on the following day, they will familiarize themselves with the settings and the Ludiscape tool deployment.

Tutors can customize the content according to the learners' educational projects and work field.

Additional graphic packs



Ready-to-use content

You don't have the time to create your own graphics?

Our graphic packs give you access to professional illustrations and templates quickly and easily.

The packs contain avatars, backgrounds, modern e-learning interface and scenes so that you can focus on what is essential: the writing of educational material.



More information?

Find more information on Ludiscape's official website:

<http://www.ludiscape.com>

By email:

contact@ludiscape.com

By phone:

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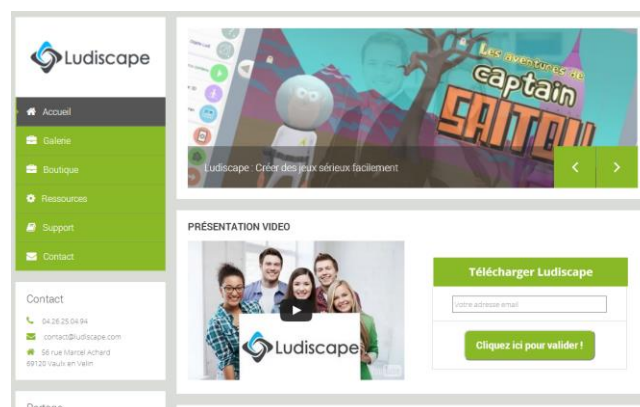
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Glossary of distance learning terms

Learner: We use the term "learner" and not "trainee" in e-learning as it enhances the idea of self-education. It also contrasts with students train in groups and in a classroom.

Serious games: These are softwares that combine the rigor of an educational approach with the lightness of an entertainment program.

Online assessments: In a LMS, the graded questions and knowledge tests are conducted online. Quizzes are corrected automatically and the results are immediate.

LMS: Learning Management System. It is a distance learning platform which the users use like if it were a website. They can log in and access various courses assigned to them by the tutor. The tutor uses the training platform for various reasons. He or she can, for example, follow up on a given training.

LRS: Learning Record Storage. It is a service that allows you to save everything you learned, on the computer or not.

Blended Learning: A mixed learning method that combine both online and in-class learning.

IMS : Global Learning Consortium. An international consortium that works to define the specifications for online training.

LOM : Learning Object Metadata. One of the IMS consortium requirement for a metadata model.

SCORM: Sharable Content Object Reference. SCORM is an integration and communication standard between training modules and platforms.

TICE : (Technologies de l'Information et de la Communication pour l'Éducation). Information and communications technology for educational purposes.

TIN CAN : A new standard that will replace any SCORM content in the up coming years.

TRACKING: In e-learning, tracking refers to the tracking of a learner's training information. This includes his or her ID, dates and times of use, training time, number of attempts as well as the grades obtained during assessments.

TUTOR: We use the term "tutor" instead of "trainer" in e-learning. The tutor doesn't necessarily have all the business, product and behavioral knowledge presented in the training modules. His role is to assist the learners to use training material.