

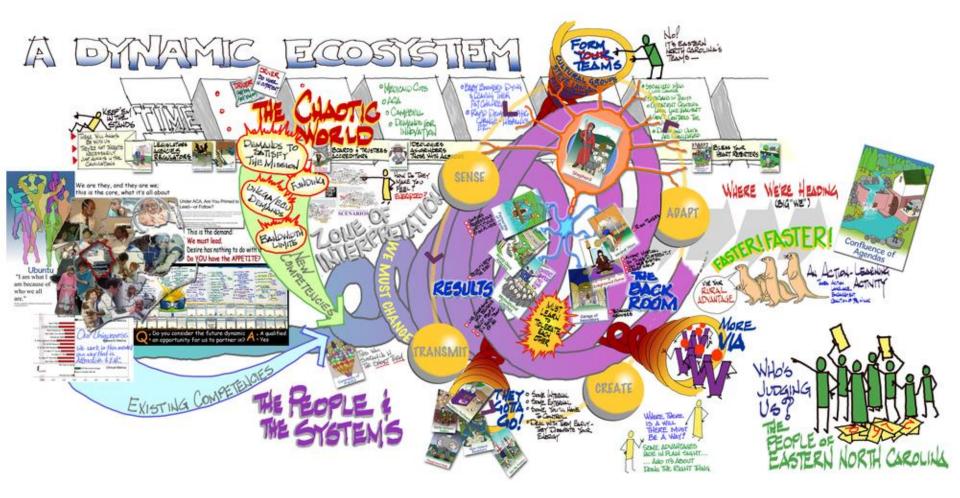
Doing Software Right - Athens, May 2, 2017



From e-LEARNING apps to e-ENABLING apps

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Director – Strategic Change Management RDC Informatics (<u>www.rdc.gr</u>) rcc | INNOVATION Certified Quality Systems Manager [SAQ-QSM / Reg.17QSM011, EOQ-QM / Reg.61080] LINKED IN: <u>https://www.linkedin.com/in/ariskotsakis</u> e-learning Apps ("e-TRAINING outputs driven", by design) : HEAVY APPS with digital learning "noise" and lack of real value for the multi-stakeholders ecosystem .



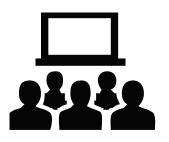
E-LEARNING Apps Ecosystem : What to achieve



- Student

- / EMPLOYEE STAKEHOLDER
- Teacher / INSTRUCTOR STAKEHOLDER
- Parent / MANAGER STAKEHOLDER
- Project Admin / HR LEADER STAKEHOLDER

- Secretary / LIVE HELP DESK
- Supervisor / LEARNING OUTCOMES ASSESSOR
- Content Author / UX AUTHOR
- CMS administrator / UX ADMIN
- Platform Admin / SYS-ADMIN

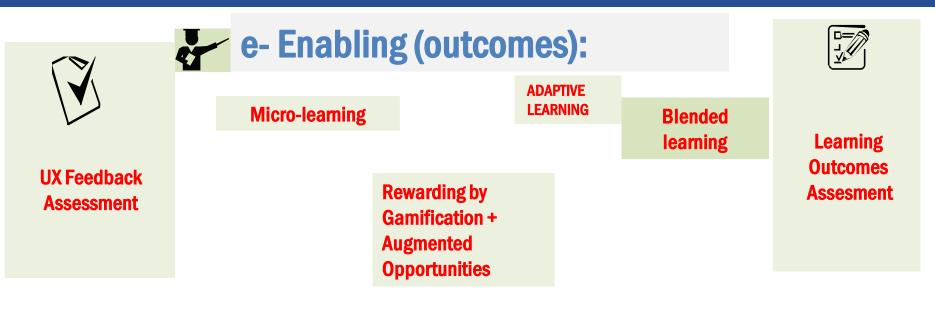


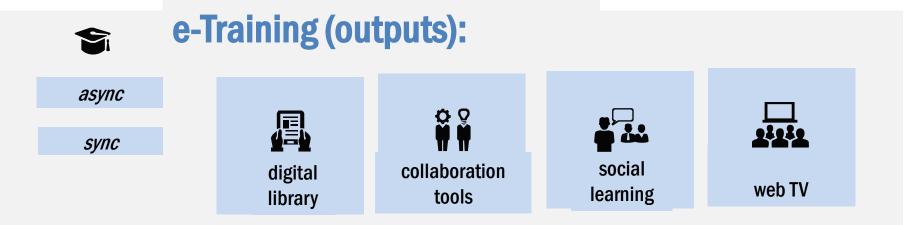
Roadmap from e-LEARNING OUTPUTS to e-ENABLING PEOPLE:

- UX REWARDING
 UX FEEDBACK.
 UX 360*
 UX CENTRIC CULTURAL CHANGE
 - (from outputs to outcomes)
- 1. e-Recognize and e-Reward Your Trainees
- 2. Actively Seek «User Experience» Feedback
- 3. Provide a Unified & Personalised 360* Multi-Stakeholder Interface + Help Desk
- 4. Establish a LEARNING ORGANIZATION CULTURAL approach on issues relevant to "outcomes value" for MULTI-STAKEHOLDERS.



e-ENABLING Tools (Adaptive LEARNING +)





Roadmap from e-LEARNING OUTPUTS to e-LEARNING OUTCOMES

e-ENABLING ROADMAP Milestones:



1. UX - REWARDING

2. UX - FEEDBACK

- 3. UX 360*ENGAGEMENT
- 4. UX OUTCOMES CENTRIC CULTURE (..from TRAINING OUTPUTS to PEOPLE OUTCOMES)

Thank you!

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