



# canstudios

## eLearning specialists

Our full-service content development service is the easiest way to get best-in-class elearning that's designed to meet your unique needs.

Prepared by Paul Hilton

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# Elearning production from Can Studios

## A creative collaboration

Developing elearning with us is a collaborative process between your subject matter expert and our team of instructional and media designers.

### Step 1 - High level design

We work with your team to fully understand your objectives, existing material and requirements for your elearning. We create a high-level design that outlines the content, structure and style for the course.

### Step 2 - Full outline

Our instructional designers outline the concepts, terminology, level of detail and sequencing for each section of the course. This gives you a clear outline for checking, adding or deleting content.

### Step 3 - Storyboarding

Next we provide you with a full draft of the course content to review and sign off. Storyboards detail the actual words, interactions, graphics and other media that will be used.

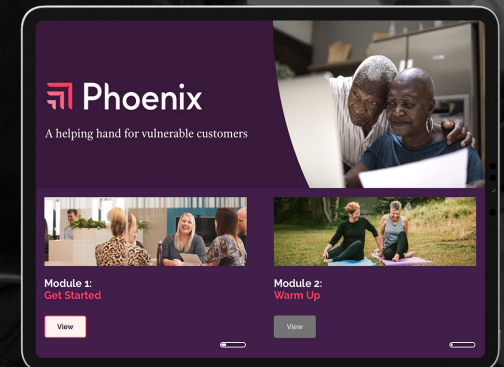
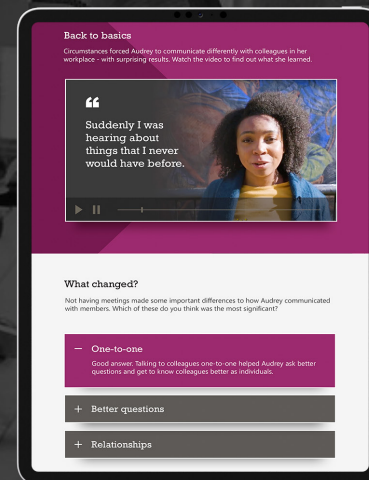
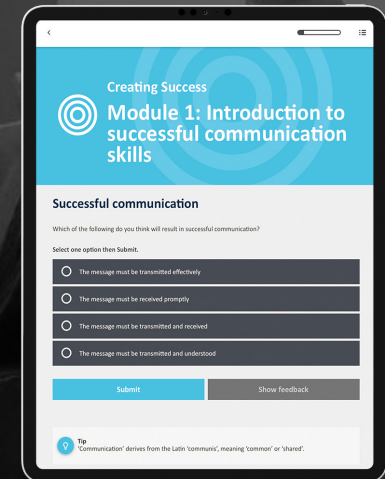
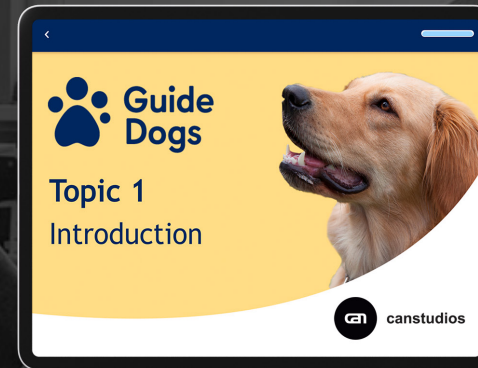
### Step 4 - Course build

First we make a prototype, with a small sample of content, so you can review the course styling and test it on your LMS/hardware. Alpha and beta builds add more content and media – ensuring all text and timings are correct before any voiceover or final editing takes place.

### Step 5 - Final delivery

We provide you with a fully tested, SCORM compliant package to upload to the learning management system of your choice. We'll also supply all the source files and media assets.

**Read on to see examples of our client work.**







WOLF CONNECTION

## Wolf Lessons for Human Lives

Wolf Connection is a wilderness retreat centre in Palmdale, CA. They produce a wonderful new resource for youth empowerment.

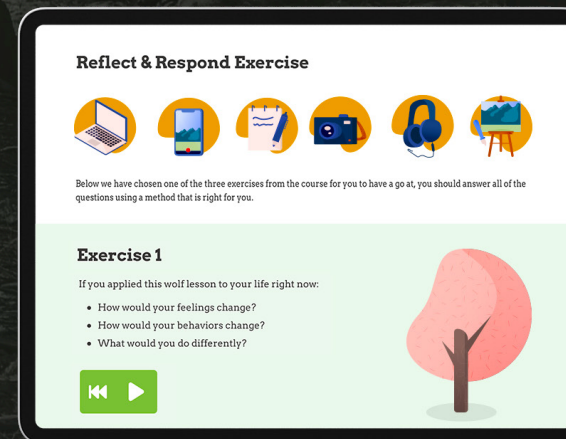
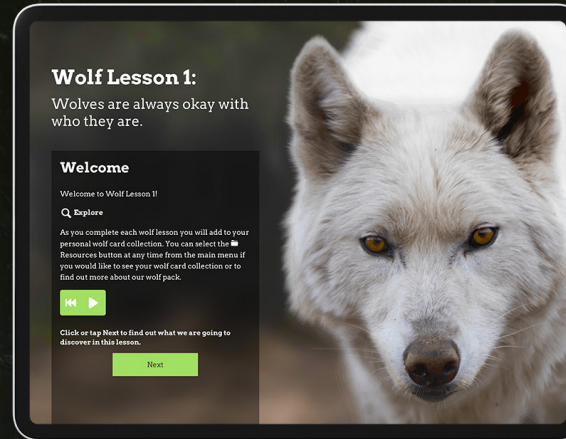
The programme is based upon 12 key lessons, each embodied in the story of one of Wolf Connection's rescued wolves. The online course follows the same structure, introducing the participant to the unique characters of the wolves through video, animation and interactive elements.

Wolf Connection are using Can Studios' **Training Post LMS** to deliver the course into schools. This allows them to create a separate learning portal for each subscribing school so that teachers in the schools can check their own student progress.

**"The course is beyond what we could have imagined and captures the essence and teachings of our "real life" wolf teachers and organisational philosophy. The animation and design are magnificent."**

**Amanda Beer**

Executive Director Wolf Connection







## The Phoenix Group

### A helping hand for vulnerable customers

This 1 hour course will help staff to recognise the importance of supporting vulnerable customers and treating them with care. Understanding the role they play in supporting customers through a journey of learning and discovery.

**Winner** at the The Financial Services Forum awards for Innovation and Transformation.







This elearning needed to work as both an engaging standalone introduction, and a resource for people who work directly with the dogs to refer back to. We had to ensure a rich learning experience for those with and without sight loss, and make sure the course worked well with assistive technology.

Working in Adapt gave us the best possible start for a course that needed exceptional accessibility for visually impaired learners.

Because Adapt-based courses are built in HTML5, there is an underlying structure and order that makes the interface navigable by screen reader – rather than being a mass of unorganised alt-text.

Of course, some interactions are more accessible than others. Our instructional and media designers worked closely with experts in the Guide Dogs team to test and understand which components we could use most successfully.

**"The empathy of the Can Studios designers – their ability to understand the non-sighted learner experience – was immediately obvious. We were impressed by how hard they worked to make using the course via screen reader smooth, enjoyable and engaging."**

**Annie Hourston**

Head of Learning and Skills,  
Guide Dogs for the Blind Association



# Collins

## Big Cat Phonics

Collins wanted teachers to be able to easily generate and deliver perfectly-pitched lessons that would be fun enough to hold the attention of a whole class.

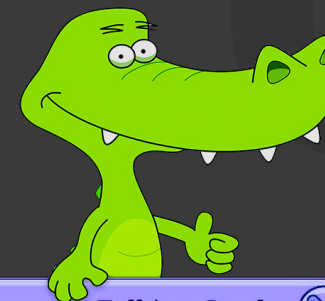
We designed an innovative delivery engine that could generate custom lessons based on the specific needs and progress of a class. The lessons are delivered by Collins' well known **Big Cat** and a new character who we created, called **Snappy**.

The unique delivery engine dynamically combines thousands of sound elements to create customised lessons, and tracks each class' progress to make sure future lessons are based on an appropriate mix of familiar and new sounds.

In addition to the lessons, the system also provides a range of:

- themed bonus games which can be used individually by students or played in teams with an adult keeping score
- printable resources and video guides to support lesson delivery.

By creating a tool that can generate activities based on the exact phonemes that the class has practised so far, Big Cat Phonics delivers a tailored learner-experience for a wide range of abilities.







Cash Learning Partnership (CaLP) helps workers around the world respond to humanitarian crises. They needed a course to take practitioners from basic concepts to devising and running schemes in complex situations.

Using real-world situations to introduce core concepts, we provided gamified learning that was engaging without being patronising. Skilful instructional design helps the course convey a lot of information without overwhelming learners.

Given how and where the course would be accessed, it was essential the content would work on mobile devices and over poor internet connections. But it still needed to be compelling enough to engage busy and often under-resourced workers.



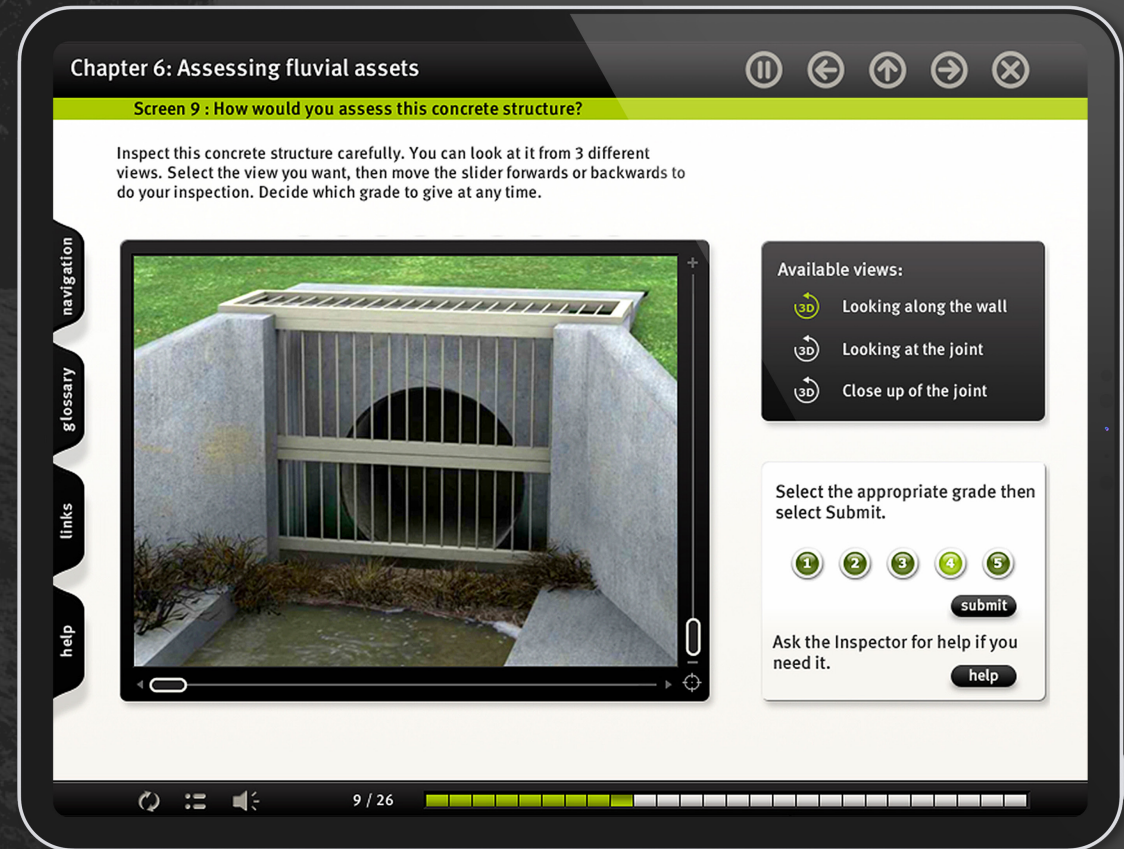
## Hyper-real flood defence training

Much of a flood defence inspector's expertise is gained on the job, learning from colleagues. But first they need a grounding in the fundamentals. The EA wanted to reduce the time, cost and delays associated with training via field visits. But compromising on the detail and nuance of the real world was not an option.

We brought together expertise in digital education and game design to combine interactive tutorials about the principles flood and coastal risk management with highly detailed 3D models of specific assets.

Grading assets means looking closely at fine details. So our developers used games technology to model virtual flood defences that let learners see every seal, crack, patch and blade of grass. We also gave the trainee inspectors 360° freedom to view structures and features from every angle and distance.

The digital Asset Condition Grading course was well-received throughout the Environment Agency. The course is well respected by learners, their managers and subject experts - whose feedback indicates that the overall quality of learning outcomes has improved.



**"Can Studios has, without fail, delivered an excellent quality of service across all areas, adding value above and beyond our initial requirements. The course paid for itself within the first 12 months of use, and it continues to save us money."**

**Chris de Felice**  
Environment Agency





# MEDICAL RESOURCE SIMULATOR

## Strategic Incident Manager Game

Immerse yourself in the role of a Strategic Incident Manager in this engaging browser-based game and mobile application. Tasked with securing and managing funds, players navigate complex decision-making scenarios, balancing investments in research, infrastructure, and emergency reserves.

When an infection inevitably breaks out, the effectiveness of prior choices determines resource availability and preparedness. Players must act quickly and strategically during the Operations phase, allocating resources like medical aid, infrastructure, and personnel to contain the outbreak. Each decision influences the outcome, with poor choices potentially escalating the crisis to a global epidemic.

Designed as an educational tool, the game highlights the challenges and ripple effects of health crises on human lives, economies, and environments. It offers real-time feedback and impact analysis, making it ideal for raising public awareness and fostering humanitarian insights.

### MEDICAL RESOURCE SIMULATOR

#### PHASE ONE – DIPLOMACY

You are tasked with approaching each continent and asking for revenue in order to fund research and resources



ADVISOR Felipe Hayes

#### SOUTH AMERICA

POPULATION 386 million  
SOUTH AMERICAN COUNTRIES 12  
TOTAL GDP 2014 \$4 trillion



ACCEPT

NEGOTIATE

HELP

### MEDICAL RESOURCE SIMULATOR

#### PHASE ONE – BUDGETING

You are tasked with approaching each continent and asking for revenue in order to fund research and resources



NORTH AMERICA  
POPULATION 565 million  
NORTH AMERICAN COUNTRIES 23  
TOTAL GDP 2014 \$21 trillion

Total Fund: \$1,196,000

ALLOCATE BUDGET

GO

### MEDICAL RESOURCE SIMULATOR

#### PHASE ONE – BUDGETING

You are tasked with approaching each continent and asking for revenue in order to fund research and resources



RESEARCH

61

INFRASTRUCTURE

88

EMERGENCY

12

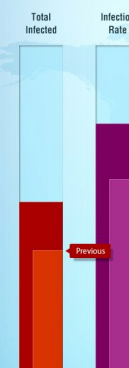
Total Fund: \$1,196,000

COMMIT

### WEEK 5

Both the total number of people infected and the infection rate itself continues to increase.

You need to prevent the infection from spreading further.



Total Fund:

\$2,256,000

Add Resources:



#### OUTBREAK!

A strain of the airborne virus has been detected in North Africa. The potential for it to spread is high. Research suggests that we are close to finding a cure so, at present, your role is to stem the spread of infection from quarantined areas.

The locals are misreading of your organization and negotiations with local influencers are tense. As such, you have limited access to regional infrastructure.

North Africa



## Inclusion of disabled people in humanitarian action

Humanity & Inclusion (HI) works to improve the living conditions of people with disabilities in conflict and disaster zones.

HI's research highlighted a desperate need for aid agencies to measure how well programmes reach and support disabled people. We created an accessible elearning module in three languages (English, French and Arabic) for use across the world.

In a survey of 169 people who completed the elearning soon after its release, 95% said they felt confident to apply what they had learned in their work.

**“Working with Can Studios has been great for us. We’ve learned so much about instructional design, the authoring tool and the process.**

**There’s been a real transfer of knowledge – and that will continue to benefit the humanitarian community way beyond this project.”**

**Pauline Thivillier**  
Disability Specialist, Humanity & Inclusion





## MATHS PRACTISE

Our digital learning experiences transform standard curriculum into captivating journeys, whether students are exploring ancient civilisations, unraveling scientific mysteries, or conquering mathematical challenges.

Our approach goes beyond traditional point-scoring and leaderboards. We craft immersive experiences that naturally motivate students to engage, learn, and excel. By combining rich cultural themes with proven game design principles, we create educational games that students actually want to play.

What sets us apart:

- Culturally rich themes that spark curiosity
- Research-backed game mechanics that reinforce learning
- Adaptive difficulty levels that keep students challenged
- Engaging rewards systems that celebrate progress
- Cross-curricular connections that deepen understanding

We've been pioneers in educational gamification since before it became an industry buzzword. Our expertise shows in every detail, from the engaging character design to the carefully calibrated learning progression.

Let us help you transform your curriculum into an engaging digital adventure that students will love and teachers will trust.

# MAYAN MIND MELTER



**PLAY AGAIN**

# TUC Education

With a 160 year legacy and 5.8 million members, the Trades Union Congress (TUC) is the national trade union centre representing the majority of trade unions in England and Wales.

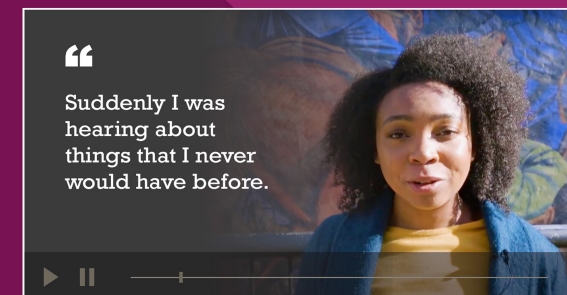
Offering continued education and training for their members and representatives forms a core part of the TUC's campaign for making the working world a better place.

Supporting the TUC's internal Digital Learning Team, **Can Studios** were selected through a rigorous tender process to provide end-to-end development of a bespoke online organising course for union representatives.



## Back to basics

Circumstances forced Audrey to communicate differently with colleagues in her workplace - with surprising results. Watch the video to find out what she learned.



## What changed?

Not having meetings made some important differences to how Audrey communicated with members. Which of these do you think was the most significant?

### — One-to-one

Good answer. Talking to colleagues one-to-one helped Audrey ask better questions and get to know colleagues better as individuals.

### + Better questions

### + Relationships

"Can Studios are obviously a capable bunch who know what they are doing and the quality of their work is great. I would highly recommend the team."

**Craig Hawkins**

Online Learning Officer – TUC





## Strategic and Tactical Incident Management

Each year the Environment Agency (EA) trains hundreds of incident managers, from across the country, to mobilise personnel and resources for the protection of homes, businesses and lives when the worst happens. They wanted elearning to supplement instructor-led activity, and ensure they make the most of the time, money and effort it costs to bring field staff together for simulations.

We created a series of scenarios, based on a variety of incident categories - from river floods and chemical attacks to radiation and air-borne pollution. Within these, learners adopt different roles and respond to unfolding events.

The elearning quickly became a flagship resource within EA and Can Studios was asked to showcase the tool at a multi-agency incident response forum.





## Invasion, Plague and Murder

Our team transformed history education with *Invasion, Plague and Murder: Britain 1066-1485*, bringing the past to life through meticulously crafted animations, engaging interactive games, and captivating illustrations. Each element was thoughtfully designed to captivate learners, making complex historical concepts accessible and memorable.

Tailored to meet Key Stage 3 objectives, our contributions seamlessly merged educational content with visually rich, interactive designs that keep students motivated and immersed in the learning process. By integrating multimedia elements with strategic storytelling, we created a resource that fosters a deeper understanding of the era while supporting critical thinking and retention.

This project demonstrates our ability to craft cutting-edge eLearning solutions that align with curriculum goals and engage learners on a deeper level. Whether through dynamic visual storytelling, responsive game mechanics, or innovative instructional design, we specialise in building educational tools that go beyond teaching to spark curiosity and a love for learning.

Our expertise lies in creating experiences that inspire independent thought, foster meaningful engagement, and drive measurable learning outcomes, making us a trusted partner in the evolution of digital education.







## Online dyslexia screening

We helped GL Assessment create an online testing platform so intuitive that teaching staff can administer tests and access reports for whole schools - without any training.

GL Assessment wanted to move three existing CD-ROM-based screeners to an online platform. As well as providing diagnostic reliability and validity, the platform needed to be fully-secure, optimised for school environments and super-simple for busy teaching staff to use.

The screening process at the heart of these assessments relies on a series of game-based tests. These assess key indicators of dyslexia across working memory, visual-verbal integration, auditory-verbal memory and reasoning.

We worked with GL Assessment's educational psychologists to understand the precise requirements for reliable and valid screening across all of these dimensions. Accurate timing and consistent, repeatable delivery of the tests is essential, so for each sub-test all code and media assets are loaded to the browser in full before the pupil begins. This ensures the test can be completed without any buffering or interruption.

Based on our extensive experience of user-behaviour and interface design for education, we probed suggested features and functions to streamline the overall platform and guard against overcomplicating it.

With the cloud-based GL Ready platform, schools can now administer as many tests as they need to, simultaneously, by simply logging into the school's account from any browser. And because all the tests can be run on tablets as well as desktop machines, schools can carry out screening in just about any space that's quiet and comfortable.



## Adapt from Can Studios

Adapt is our **authoring tool** of choice for building high-quality elearning because its courses:

- use mobile-friendly HTML5
- are SCORM compliant – so they work with most learning management systems
- offer the best options for accessibility via assistive technology.

We're such big fans that we became an official collaborator on the Adapt Learning project; we've been contributing our skills to developing the open-source authoring tool since 2017.

We also offer a range of Adapt services commercially, helping teams of all types and sizes take their Adapt authoring to the next level.

**Whatever you want to do with Adapt elearning – having Can Studios as your technical partner will let you work smarter and faster.**



# ADAPT

from **canstudios**



## Custom theme design

Adapt supports user-defined themes, a special kind of plugin that lets you style your course in a variety of ways. They're powerful tools for applying a visual style throughout a suite of courses and ensuring brand consistency.

Themes can also be made editable. This allows you to easily re-brand, co-brand or white label your course content across as many courses as you want. So a carefully designed editable theme will save you time and effort for years to come.

Our developers can create a custom theme for you – based on your specific requirements – ready for upload to your authoring tool.

## Plugin development and updates

One of the big benefits of working in Adapt is that – because it's open-source – its functionality can be customised.

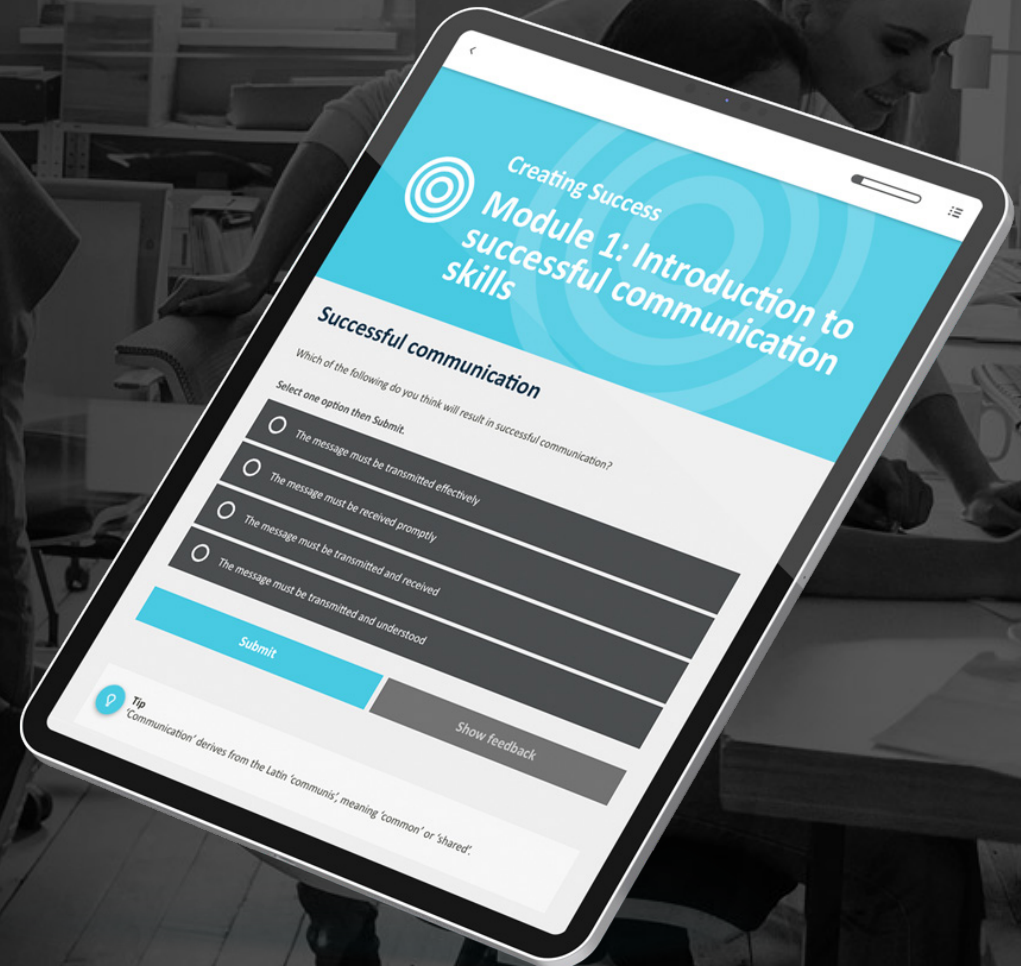
Code modules can be developed for custom interactions, extensions, menus and so on, and plugged into courses.

If you want to add a new function to your courses, or to update or upgrade an existing plugin, our experienced Adapt developers can help.

## Training and help

Whether you're looking to get up to speed in Adapt quickly, or take your skills to the next level, we can help with boot camps, custom tutorials and intensive help-on-demand bundles.

Just tell us a little about your team's set up, goals and what you'd like to be able to do, and we'll suggest some ways to get you there.





## Learning management with Training Post

You'll need a place to host your elearning content.

Training Post LMS is like a toolbox for people who create and sell online courses. It helps them organise their courses in one place, lets them create special areas for each client, and easily connects with other tools. It's great for different businesses that want to teach things online and helps them grow in the e-learning world.

Training Post is a fuss-free way to host elearning courses and track your learners' progress. It has everything you need to make life easy for you and your learners:

- **Branding options** - add your logo and hero image to welcome your users.
- **Mobile access** - complete or manage learning from anywhere.
- **Full SCORM compatibility** - host your own original courses, deliver off-the-shelf elearning or offer a combination. (We can help you find library content, if you need it, via our partner network.)
- **Progress reporting** - see who's started, completed and passed.
- **User groups** - organise learners as you choose, making it easy to share courses with sets of users as you need to, and filter reports.
- **Certification** - learners can download and print certificates at the click of a button (of course, learning managers can access them too).





- **Full hosting** - there's nothing to install or maintain at your end and we take care of all security and system updates.
- **Support** - learning managers can get help via our support portal; learners can access help information within the platform.

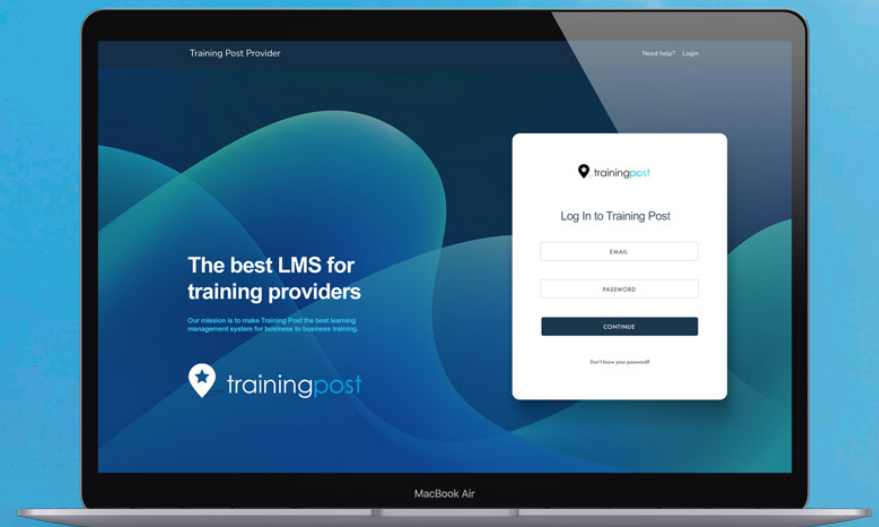
Training Post will also allow you create sub-portals if you wish. From your dashboard you'll be able to:

- see all your sub portals and set limits on how many users each has
- create a central course catalogue and choose which courses from that catalogue each sub portal can access
- enable specific users within a sub portal to:
  - manage their own learners
  - customise the branding.

If you need to, you can further extend and control your set-up via Training Post's API - for example to integrate ecommerce.

**Simple, flexible, transparent  
pricing, brilliant service  
- no brainer**

**Elaina Smith**  
Principal Consultant - HUMANISTICS





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Thank you

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