

# Creation Of An E-Learning Course For The Worldwide Distribution Within The Group And To Suppliers



## VOLKSWAGEN

AKTIENGESELLSCHAFT

*»The first creation of e-learning is more complex in comparison to an on-site training. The additional costs amortize when considering the costs incurred for trainers, room and travel times starting from a training number of around 50 participants. We would never have been able to reach several hundred or thousand users without e-learning.«*

*(Florian Duffert, IT Group Project Manager, Volkswagen AG)*

### Technology

- Articulate Storyline 2 / Storyline 360

**Further information at [www.fme.de](http://www.fme.de)**

### Benefits

-  Unlimited availability: Time and location independent e-learning in the form of a web-based training
-  Savings in working time: Higher percentage of trained employees and thus ensure efficient handling of the application
-  Cost savings: More users could be reached with less effort and resources than would be possible with classroom training.

### Challenge

A comprehensive change of a CAD application in the form of functional software modifications as well as a strongly optimized work process aimed at a working time reduction of up to 90% off. In order to achieve this added value, it was necessary to train as many users as possible in the software release and the new methodology. The difficulty was that the users were distributed across all group offices and that various suppliers belonged to this circle. Experience has shown that guides and manuals in PDF format received too little attention and on-site training of several thousand users was only suitable to a limited extent from a cost point of view.

### Solution

The Volkswagen AG commissioned fme with the creation of an e-learning in order to communicate the changed methodological approach and the innovations of the application to the global user community in the best possible way. fme initially guided the client through workshops to develop a rough and detailed concept and provided prototypes at an early stage, which were continuously tested and further developed. A Game-Based-Training aroused the interest of the users by presenting the current initial situation in a playful and witty way. In a subsequent system simulation, the new functions and processes could be learned without risk, without critical data and without the actual calculation times of 10 to 90 minutes in the protected area. The approach was complemented by a voluntary knowledge survey, which further strengthened the own understanding. In the future, further e-learning are planned.