

# THE BOILER ROOM | eLearning Demo's



We design for **user engagement**.  
If you can **DREAM IT**, we can **BUILD IT**.

OUR UNIQUE APPROACH TO DIGITAL LEARNING >

We follow a **unique overlay approach** using:

- 1 An **Instructional Design Model**.
- 2 **Learning Taxonomies**, and
- 3 A **Visible Digital Pedagogy** to create eLearning experiences that is not only **interactive**, **flexible**, and **fun**, but **educationally sound**.

## WMS & TMS

Create & develop courses to manage the training of employees with the implementation of the Next Generation Logistics (NGL) system.

The project's requirements involved (1) introducing affected employees to the changes within the logistics system, as well as (2) providing a way in which these employees can be assessed on their understanding of this system.

The platform also (3) had to allow for expansion and other courses. In line with the Sandvik drive towards digitisation, all employees must gain knowledge and move towards supervisor positions within their departments to refresh or update working knowledge as systems are updated and revised within the company.

VIEW DEMO



## Shark™ GET & Buckets

Create & develop courses to manage the training of employees in the Shark™ GET & Buckets system.

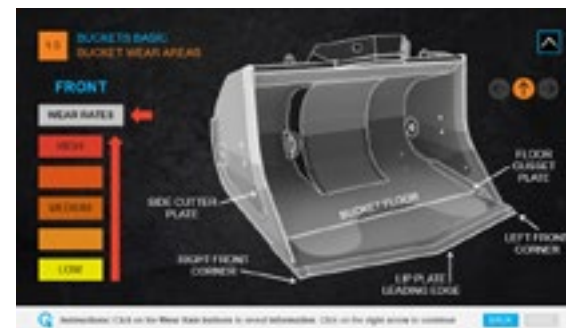
The project's requirements involved (1) introducing employees to the Shark™ GET and Buckets system, as well as (2) providing them with the necessary knowledge and skills to recognise damaged components, remove and replace said parts with the working Shark™ GET and Buckets system.

The course also (3) provided relevant configuration types and case studies on wearing on the bucket and overall production loss over time when the system is not corrected.

VIEW DEMO



VIEW DEMO



Player Menu:

**BUCKETS | Course Content > Quick Assessment**

Player Menu:  
**BUCKETS | Course Content > 1.5 | Wear Areas**



# THE BOILER ROOM | eLearning Demo's

## On-the-Job Coaching

### Self-Awareness & Self Knowledge

Establish a coaching culture in the company, through an eLearning course.



The project's requirements involved

Highly interactive course presented in a conversational tone.

Micro-modules with various case studies and exercises integrated throughout.

Story-based learning.

Custom Adobe Animator Puppets were introduced in a scenario that showcased a problem that users would likely encounter and could be solved through coaching.

Users could identify with these characters, and stories deepened into branching scenarios bringing the material to life. These served as knowledge integrations and tested if users can apply the skills in simulated real-life situations, allowing them to practice their newly acquired skills, make mistakes and learn from them in a safe environment. Continuous assessment strategies ensured that at-risk users are identified early, and appropriate support is provided in a just-in-time fashion.

Formative feedback is consistently offered to enhance learning at every opportunity. Due to the robust assessment strategy used, statistics on user performance are easily accessible to view progress and analyze gaps to identify further training needs, course improvements needed, ROI, etc.

Included in this demo:

### Module 4 | Self Awareness & Self Assessment.

The user learns more about his/her own, Coaching skills, Social style, Preferred learning style, and self-confidence as a coach through a series of self-rating questionnaires.



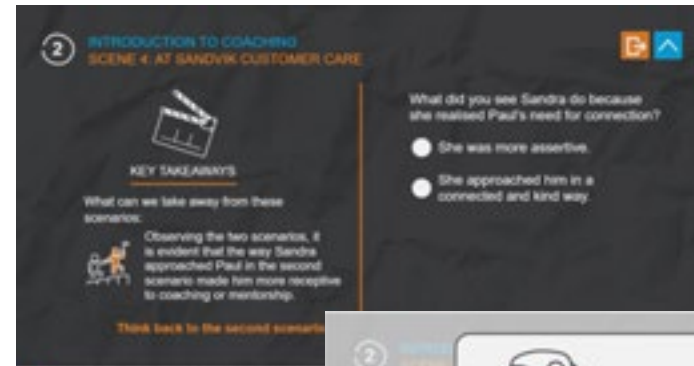
### Understanding Others

After gaining self-understanding, the user's knowledge is broadened about his/her fellow employees.



A good coach must have knowledge about others. Topics include The Need for Connection.

Different Social Styles, and how to tailor your coaching approach. Changing Preferences, dealing with resistance, and the fear of change. Lastly, the user also learns how to adapt his/her coaching style based on the coachee's preferred Learning Preferences and Learning styles.



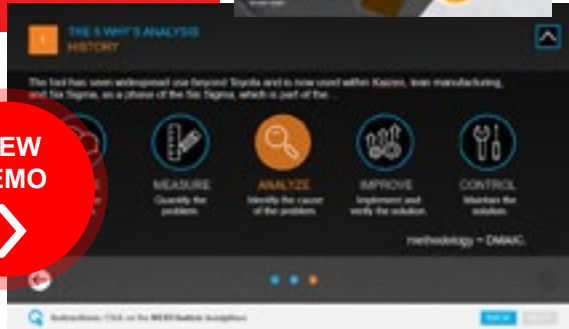
# THE BOILER ROOM | eLearning Demo's

**Competence Development | The 5 Why's**  
At the root of every seemingly technical problem is a human problem. Five Whys provides an opportunity to discover what that human problem might be.



The project's requirements involved (1) creating a module with simple techniques the user can apply to any problem. (2) A tool to identify the root cause of a problem, that is easy to comprehend and apply (3) in the day-to-day business life where problems involve human factors or interactions.

VIEW DEMO



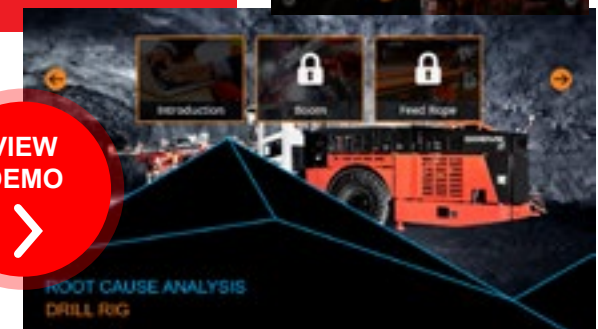
The **5 Whys**, is an **iterative question-asking technique** used to explore the cause-and-effect relationship to determine the root cause of the defect or problem.

**Competence Development | Drill Rig**  
Applying the principles of the 5 Why's to troubleshooting on the Drill Rig, users are guided through a series of fault finding activities, practically demonstrated.



The project's requirements involved working closely with the SME to co-develop and design the learning material, as the content did not exist at the time of eLearning development.

VIEW DEMO



**5 THE 5 WHY'S ANALYSIS METHODOLOGY & EXAMPLES**

**WHY?** The drill rig could not drill all of the planned time.

**WHY?** The rig broke down after drilling 5 holes.

**WHY?** The drifter broke down.

**WHY?** Incorrect oil was used in the Shank Lube system.

**WHY?** Correct oil was not available to be taken to the rig.

**PROBLEM STATEMENT**  
The Mine did not meet its ceiling targets.

Instructions: Click on the NEXT button to continue

**3.1 FEED ROPE OVERVIEW**

**FEED OPERATION, ROPE TENSION & ADJUSTMENT**

Check the wire tension visually from the operating station while drilling. The return wire should not have greater slack than approximately 50mm. The correct tension for the feed rope is between 25-50mm of play.

25-50 mm play

Instructions: Click on the Knowledge Check icon to return to the Question



# THE BOILER ROOM | eLearning Demo's

## Sandvik Z50 Vehicle

Maintenance procedures performed on the vehicle.



Users are tested on various maintenance procedures performed on the Sandvik Z50 vehicle, ranging from daily to 3 monthly procedures.

VIEW DEMO



## Sandvik LH518B Vehicle

Maintenance procedures performed on the vehicle.



Users are tested on various maintenance procedures performed on the Sandvik LH518 vehicle, ranging from daily to 6 monthly procedures.

VIEW DEMO



## ASSESSMENT

VIEW DEMO



Q3 Z50 EVERY 125 HOURS FRAME STRUCTURES | LIFT RACK AND CABIN SUPPORT STRUCTURE | TIGHTENING TORQUE

Test your knowledge by answering this question.

What must you remember when tightening the mounting screws of the V-blocks to the correct torque settings?

- Make sure to tighten the mounting screws on all 4 V-blocks.
- Make sure to tighten the screws on all 4 V-blocks and check the oscillator.
- Make sure to tighten the screws on both V-blocks.

You have correctly answered 0 questions out of 4. SUBMIT

## ASSESSMENT

VIEW DEMO



Q3 LH518B EVERY 4000 HOURS POWERTRAIN | COOLANT CHANGE

Test your knowledge by answering this question.

After filling the cooling circuit with new coolant, you need to vacuum bleed the system. If you cannot bleed the system, what should you do?

- Replace the cooling circuit as this is an indication of a faulty vacuum.
- Contact an Artisan Vehicles representative for further instructions and check the coolant level.
- Consult the user manual and follow the specified steps.

You have correctly answered 0 questions out of 3. SUBMIT



# THE BOILER ROOM | eLearning Demo's

## Standard Bank

Deliver a Proof-of-Concept based on a custom-designed Human First Hub (WPA) that will smoothly integrate with Standard Bank systems and applications.

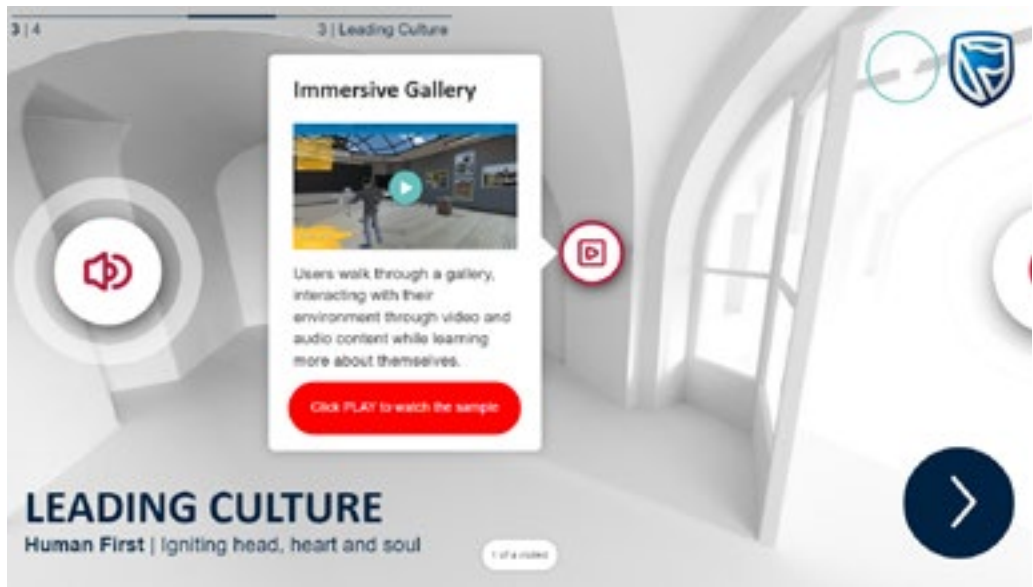
Requirements, specifications, and a beautifully designed proof of concept were interwoven throughout the response.

On the landing page of the HF Hub, users should experience the Human First concept come to life through visuals and creativity, specifically designed to do so, using the SBG visual language as guardrails while making the site look and feel unique.

The platform's identity and philosophy should be linked to the Culture Journey Statement of Intent "Human First - Igniting Head, Heart and Soul".

Using the Standard Bank Human First Statement of Intent and Key Messages, we created an immersive experience that CIB users will interact with on the Human First, Leading Culture Journey.

From the onset, the user is engaged in the content with reflection points, urging them to think about where they are heading and how they want to achieve these milestones.



# THE BOILER ROOM | eLearning Demo's

**Cyber Academy | Security**  
Online, interactive training from ethical hackers with case studies and practical solutions that minimizes your risk.

Available anytime, anywhere, on any device.

The course content has been developed by experts to analyse staff and recognise the risk profile of an organisation using the results from our Cyber Posture Analysis online questionnaire.

VIEW  
DEMO



# THE BOILER ROOM | eLearning Demo's

## Glencore

Create & develop a course to manage the training of employees with project management.

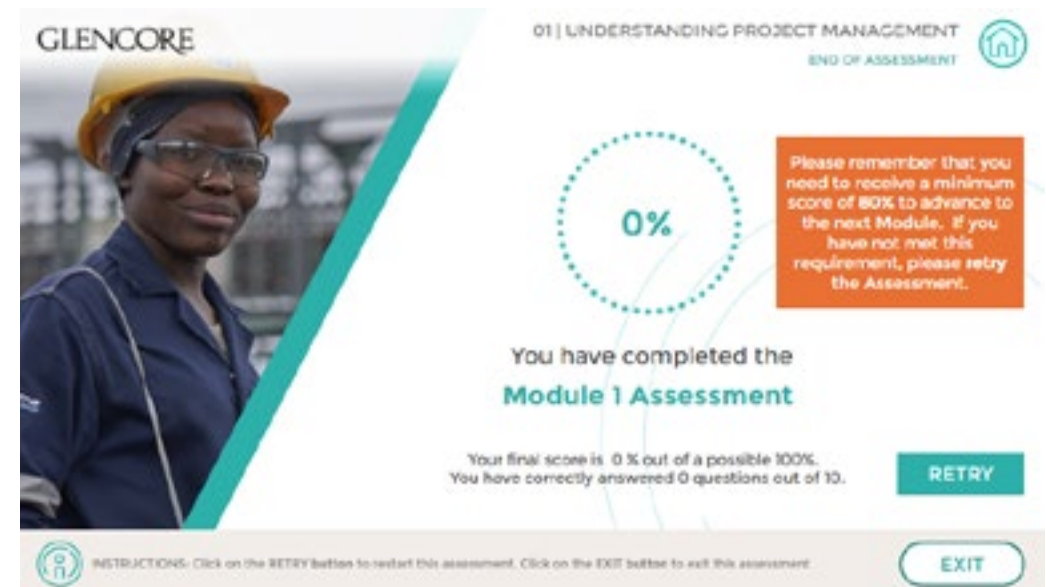
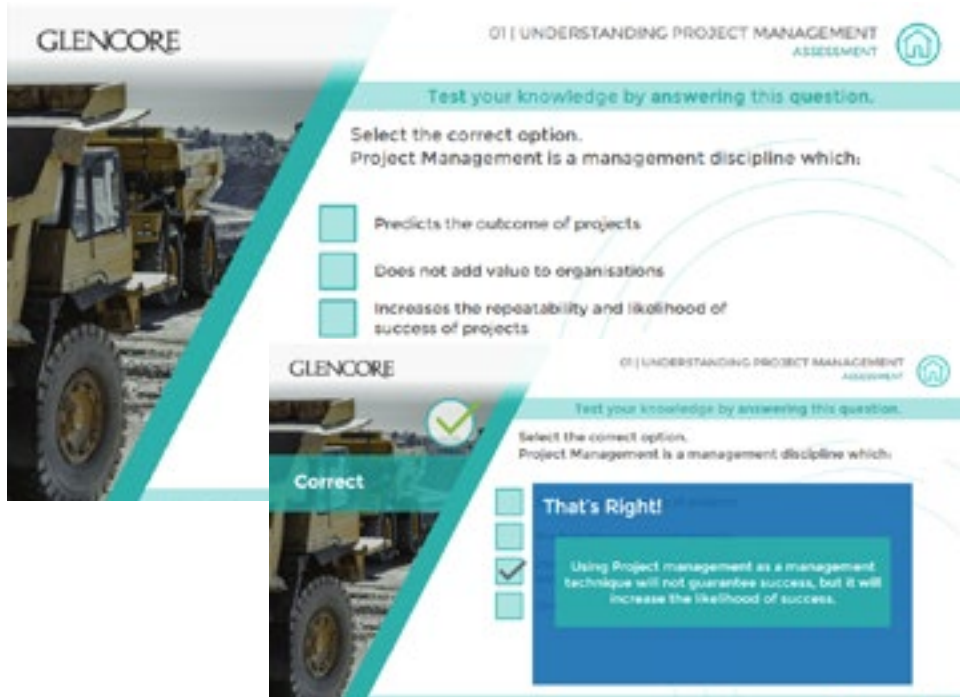


An introduction to project management, starting with the history of project management, gives an understanding of why project management was introduced. The course will also provide the user with various tools and guidelines to help them on their project management journey over 13 in-depth modules.

VIEW DEMO



This course has also been translated into French and Spanish.



# THE BOILER ROOM

## eLearning Demo's

### Schauenburg | System Overview SCAS II underground system.

This course aimed to take the user through the full SCAS II underground system, starting with an introduction to the new SCAS II level 9 underground system, give them an overview of the various components and guide them in setting up the SCAS II management system.

VIEW  
DEMO



### Schauenburg | Installation Guidelines SCAS II underground system.

The project's requirements involved working closely with the SME to co-develop and design the learning material.

VIEW  
DEMO





# THE BOILER ROOM | eLearning Demo's

Seriti | COC Introduction  
Ethical code of conduct.

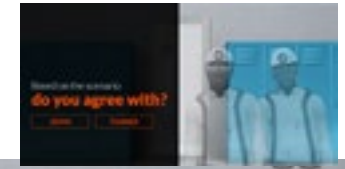


A course aimed at familiarising the user with the mine's ethical code of conduct by using scenario-based learning to demonstrate the basic concepts and guide the user to make the right decisions.

VIEW  
DEMO



Seriti | Scenario Personal Investment  
Ethical code of conduct.



The project's requirements involved working closely with the SME to co-develop and design the learning material.

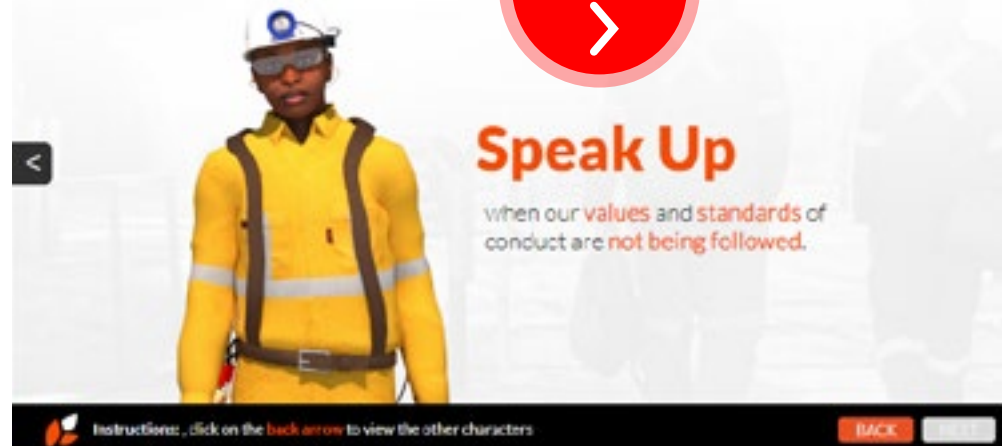
VIEW  
DEMO



Seriti | COC Speak Up  
Ethical code of conduct.

12 CODE OF CONDUCT  
Speak Up

VIEW  
DEMO



Question 1

From this conversation, we can agree that John has the right idea, but Thandi is also right, there is an issue with a conflict of interest.

From the options displayed, select what the conflict of interest is that John should not participate in.

Select the correct option below.

- Participate in any decision-making or management of potential or existing Seriti business relationships that involves family or close friends.
- Have personal investments, directly or indirectly, in companies or businesses when it might cause, or appear to cause, you to act in a way that could impact Seriti.
- Accept any personal benefit, directly or indirectly, from any third party who is bidding for or trying to retain Seriti's business.
- Participate in the hiring or recruitment process where a candidate is a family member or close friend.

Instructions: select the correct answer, then click submit

BACK SUBMIT



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We follow a unique overlay approach using:

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Create & develop courses to manage the training of employees with the implementation of the TARP system.



VIEW DEMO

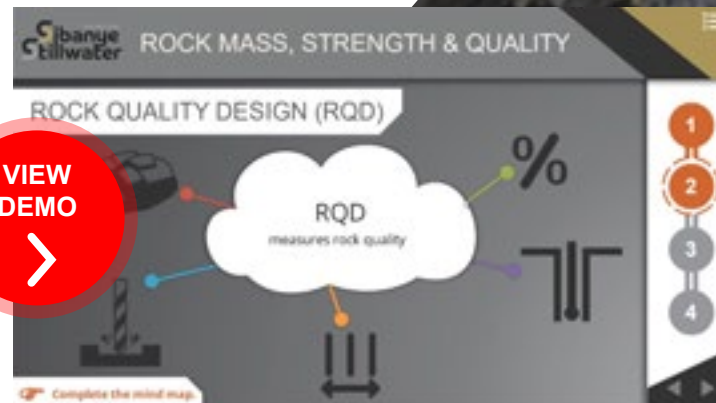


TARP applies to all Sibanye Stillwater underground mines

It is a simple set of rules that help shows us what to do when we find hazardous ground conditions in the mine.

This process will assist in identifying and treating hazardous ground conditions and promote a healthy and safe working environment for all underground employees.

VIEW DEMO



## What does TARP stand for?

T

Trigger

Target

A

Action

Area

R

Response

Reason

P

Plan

Process

