

## Optimize Your Virtual World Learning Experience: Integrate SCORM with Forterra's OLIVE

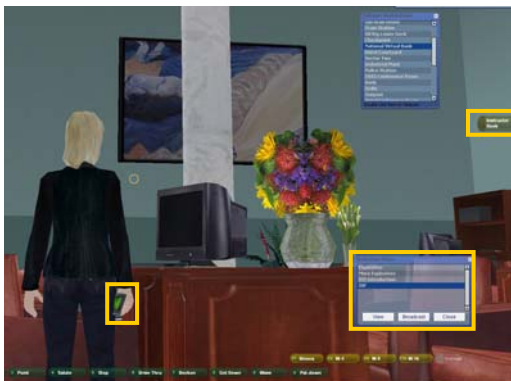
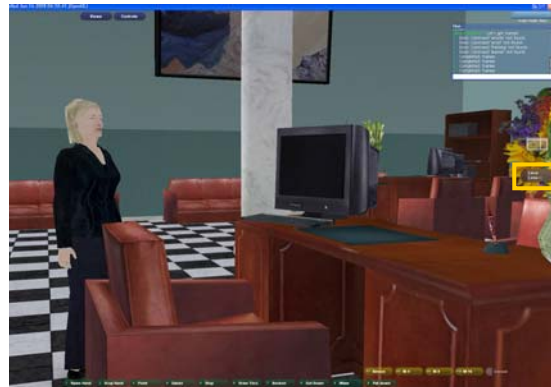
Virtual Worlds provide realistic, immersive learning environments where instructors and learners can gather in the same virtual world regardless of their location in the real world. A critical component of effective learning is the ability to review and process information from training documentation and media at the moment of need.

Forterra's OLIVE™ (Online Interactive Virtual Environment) 3D platform provides a comprehensive learning experience by not only bringing together the learners and instructors into a virtual classroom environment, but now you can even incorporate your Learning Management System (LMS) materials into your OLIVE experience to leverage investments in existing learning assets.

OLIVE integrates with all Sharable Content Object Reference Model (SCORM) content. This enables you to leverage your existing e-learning materials and analysis (known as Sharable Content Objects (SCOs) in a variety of ways.

### 1. Local Lessons

Learners can study SCOs and take associated quizzes at their own pace within a learning scenario. With Local Lessons, an object within the 3D virtual learning environment, such as a 3D book or laptop, can be linked to a SCO. That object will then become interactive for any avatar within range of the object. Once a learner is in range, an action tag appears on their screen indicating that a SCO is ready for them to review.

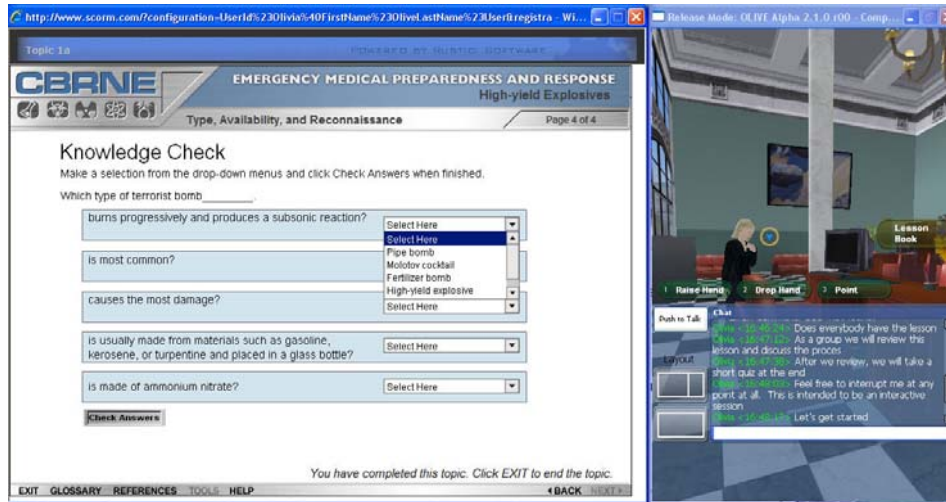


### 2. Instructor Book

Instructors often need to walk participants through a lesson or SCO to provide verbal as well as visual reference to the information, much like a live classroom situation. The Instructor Book is a course leader's handbook for dynamically managing a course and pushing SCOs out to learners. Visually represented in-world by a small, handheld device, the Instructor Book can contain any relevant existing LMS content for a particular course, such as:

- a. Training materials
- b. Videos
- c. Quizzes
- d. Class results

All of these can then be broadcast out to learners as needed.



### 3. Lesson Books

Effective learning in a real or virtual environment combines not only classroom training, but also hands on exercises.

In OLIVE, Lesson Books can be set up for each learner containing all relevant SCOs. With Lesson Books in hand, learners can quickly and easily reference a SCO during a training exercise while maintaining their presence in OLIVE.

### Get Results from Virtual World Learning

With the integration of SCORM and OLIVE, Forterra expands its already robust virtual learning platform. We enable you to not only deliver a realistic immersive training experience complete with both formal and informal collaboration, but we also help you gain performance assessments for your learners from that experience.

1. Deliver SCORM quizzes and access results from the Instructor Book.
2. 3D record and replay scenarios for after action reviews.
3. Capture avatar movement and processes in the OLIVE Datamart to measure individual or group performance against learning standards. For example, if participants in a fire drill exercise are required to follow 6 steps and evacuate the building within 5 minutes, OLIVE's Datamart will capture how each learner performed against those requirements and provide team analysis following the exercise.

These are just a few examples of how Forterra can help you get the most from your Virtual World learning solution. For more information, view our SCORM demo video at [www.forterrainc.com/videos](http://www.forterrainc.com/videos).

You can also visit us on line at [www.forterrainc.com/education](http://www.forterrainc.com/education), or call 1.650.433.4000.