



Induction Program developed for University of Sheffield

A guided tour of a campus—online

The University of Sheffield is one of the UK's leading universities. Its history stretches back to 1828, when the Sheffield School of Medicine was founded, and the University Charter was granted in 1905. It has the reputation as a center for world-class research in several disciplines. University of Sheffield has more than 23,000 students, from 116 countries, and 5,500 staff. The University's research partners and clients include Boeing, Rolls Royce, Unilever, Boots, AstraZeneca, GSK, ICI, Slazenger, and many more household names, as well as the UK and overseas government agencies and charitable foundations. Their academic partners include leading universities around the world. International partnerships include Worldwide Universities Network (US, Europe, and China); their partnership with Leeds and York Universities (the White Rose Consortium) has a combined research capacity that exceeds that of either Oxford or Cambridge.

THE NEED FOR E-LEARNING

The University of Sheffield approached Tata Interactive Systems with the requirement to design and develop an induction program for the new joiners. The program would address new recruits and highlight the role of the various faculties and departments in the functioning of the University. It identified the following objectives for the program:

- To help the recruits settle down in their new job roles at the university
- To make the recruits feel pride in belonging to a reputed university
- To present a unified picture of the university, and provide an overview of its faculties, departments, and central services
- To familiarize the recruits with the functioning of the various faculties and departments to enable them to clearly identify their roles

HOW OUR SOLUTION HELPED

The program that was developed was a Web-based Induction program that offered the following features:

Map: A scaled down campus map of the University of Sheffield served as the primary interface for user navigation. All the faculties, departments and other key buildings were represented on the map. The user could click on any of them to explore a particular faculty or service area in greater detail. There were a total of nineteen such buildings available on the map.

Roles: This section listed the important roles in the university and provided a brief description about each role. There were thirteen roles represented in this section.

Documents: This section served as a bank of important documents to be used for reference by the inductees. Apart from important documents, this section also contained a list of important URLs, which took the user to Web sites of the corresponding faculty members.



The program is one of the exemplary e-learning projects that not only capture the grandeur of a location with the minutest details, but also streamline and simplify to the process of the induction.

Quiz: This section had a few simple questions about facts and figures pertaining to the University. The objective was to increase awareness amongst the users about the University.

Hall of Fame: This link provided information about famous personalities who had been associated with the University, including Nobel Prize winners and sports celebrities; the description of the famous people was accompanied by their photographs.

Search: A search facility was available within the package. It was a keyword-based search available for location, people and documents. The entire list of keywords was available in a dropdown list. Clicking on any keyword made a link available, which took the user to the relevant page.

Progress: This facility helped the users to track their status of completion of the program in three stages: not started, started, and complete. Additionally, the program bookmarked the screen where the users exited and provided them the option of starting the next session from the same screen. Tracking became active only when the program was launched through an LMS.

Help: Help was provided in form of instructions, along with screenshots, on how to use the program. It was available to the user at all points in the program for reference.

Quit: This facility allowed the user to exit the program at any point in time.

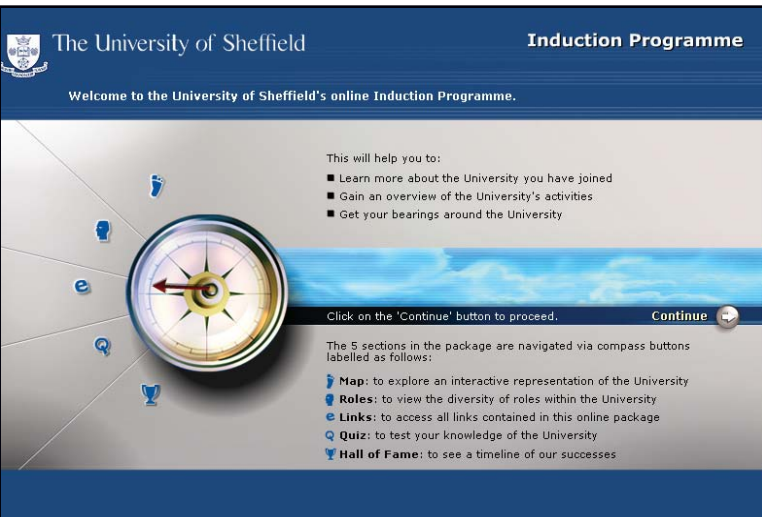
Checklist Icon: This icon acted as a guide for the users to remind them of particular tasks and pointed to particular areas of the material. It also prompted users and offered further information, e.g., a reminder to visit CICS..

TECHNOLOGY USED

The course was developed using Flash MX.

SOME SAMPLE SCREENSHOTS

The screenshots offer a brief glimpse of the induction program, designed for the University of Sheffield. To experience our products at work, you may view our demos by registering online at www.tatainteractive.com.



Screenshot showing the main page.

The map showing different locations on the University campus.



The 'Roles' section of the program.

