

## **Business Requirement**

With the entire training administration being done manually, the client was looking to implement a digital platform to meet all their requirements.

- A centralized/single learning platform to support end-to-end learning process for all the corporate employees across the organization.
- Providing users with the ease of access to manage anytime, anywhere learning via mobile app.
- A system with the ability for content upload, manage scorable assessments and track learner's progress.
- Eliminate manual effort in handling training administration and move towards digital transformation.
- To enhance overall efficiency and effectiveness of the learning and development process.

## Targeted Audience

The LMS usage is currently targeted towards the 'Managerial level & above across the organization.

Till date, there are 1000 licensed users to access LMS.

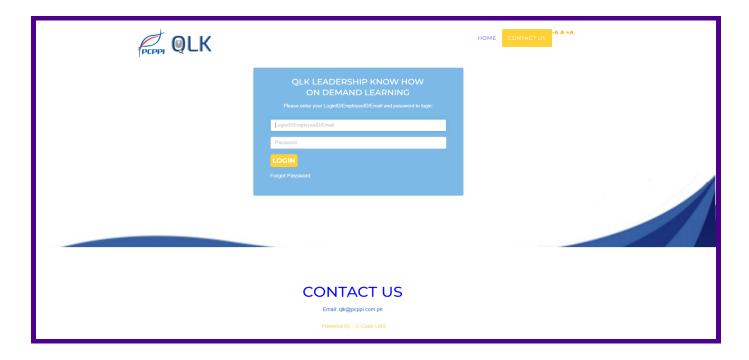
Going forward, the client aims to provide system access across all positions, functions, and roles.

## Solution

Tenneo's project team implemented an LMS in accordance with the client needs that helped them streamline the entire training process.



- The LMS implemented is easily integrated with any existing system such as HRIS to meet any future requirements.
- User Management feature allows Admins to manage roles and privileges, define custom parameters like location, designation, etc. and import/export user data. The Learners can also nominate/self-register for sessions.
- The LMS comes with an Integrated BI tool for reports and analytics. The Admin can access and generate various kinds of reports in multiple formats (excel, pdf, CSV). Learners too can view the status of completed, not completed and in-progress trainings.
- The mobile-based version enables users with the anytime, anywhere access.
- The LMS is enabled with an auto-mailer functionality and alert notifications.
- The LMS helps with Training Needs Identification to bridge learners' skill gap and allows them to receive assigned and recommended trainings.
- The Gamification feature provides an interactive & engaging environment wherein the Learners earn points by completing tasks (course completion, test marks, attending classes etc.)



## **Key Benefits**