

Harbinger Knowledge Products

www.harbingergroup.com

Year of Incorporation: 1998

Category of Innovation: Business Process & Business Model



Company overview: Solution provider in the e-learning space. Harbinger's software products address each aspect of the Learning Modality Triangle—Raptivity and Elicitus, which address the eLearning segment, TeemingPod which focuses on informal learning and YawnBuster, the latest offering, which takes care of the needs of the classroom training segment. All these products enhance the way people acquire knowledge by introducing very high levels of interaction in the training content.

Innovation: Harbinger has developed Raptivity, the world's first rapid interactivity builder for game-based learning. The solution enables trainers, educators and subject matter experts to create effective learning interactions in less time and at a lower budget.

Impact of Innovation

Internal: With Raptivity, Harbinger has established its credentials as a company developing innovative software products for the global markets. Newer products like Raptivity TurboPacks, TeemingPod and YawnBuster have enabled the company to further strengthen this image. The excitement of creating pioneering, world-class products has enabled Harbinger to attract as well as retain talent.

External: Traditionally, the creation of learning games requires technical and creative efforts, making it a very costly exercise. With Raptivity TurboPacks however, users have access to a variety of pre-defined learning games which are based on best practices in instructional design. Users can take any of these pre-defined templates and customise them using an easy-to-use form-filling interface and create their own learning game. This requires no programming knowledge. Trainers, educators, subject matter experts can now focus more on the content of the games rather than work on the software programmes to create them. The addition of TurboPacks has increased the number of available interactions to over 200.



Awards and Recognitions: Projects using Raptivity TurboPacks have won multiple recognitions at the international level, including the Chief Learning Officer (CLO) Gold award. Harbinger won the Gold Learning in Practice award for Clinical Challenge, for an innovative online eLearning project with Philips Healthcare, which was deployed using Raptivity 3D Turbopack, Games Turbopack and MindPlay Turbopack.

Customer speak:

“Raptivity continues to push the envelope of instructional designer-friendly, rapidly developed learning games. These games are very appealing and also touch various aspects of instructional design—especially with regard to engaging the learner for practice, repetition and skill checks. The game shows are great for adding fun, while strategy games make the learners think.”

Carl Fischer, MFSS Instructional Design & Technologies, Putnam Investments

