

Simulations



Introduction

Simulations attempt to recreate, in a true-to-life way real situations applicable to any field of knowledge.

These tools provide opportunities to use and integrate previous knowledge by creating a framework for exploration and practice. Participants take on responsibilities and make decisions in an environment where they can make mistakes without running any risks.

Among the benefits of the use of simulations in e-learning are the following:

1 Immediate implementation of new knowledge

By the end of the training process, users will have the required knowledge and capabilities to carry out their professional practice.

2 Higher learning retention rates

There will be easier recall of the information acquired due to constant interaction between participants and the learning materials.

Typology of Simulators

Different training objectives will require different approaches for the design of simulations. Whether it is a new ERP system or an executive training course that we are working on, we will always be in a position to find the best solution to your learning challenge within its own parameters.

Simulation of Scenarios and Products

By using the latest modeling techniques, either for real or fictitious objects or places, we generate graphics with reality effects to show products and physical spaces. Once animated, they can be visited by a user interested in having a close look at the details of objects or places.

Business simulations

Corporate strategy simulations enable users to develop and apply their management capabilities and skills in an environment which is practical, true-to-life and risk free. Participants will have the opportunity to get involved in the process of managing a company or business unit and see for themselves the consequences of their own decisions.

Tutorials

A series of steps and instructions with increasing level of difficulty and understanding, lead the user through more important characteristics and functions of application software and hardware devices, processes, system designs and programming languages.