



CONVENE

for CITIES

CONVENE LIV8

Convene ERP/DXP's innovative eLearning platform revolutionizes digital learning, offering a flexible and engaging experience. With a learner-centric approach, we help you provide high-quality courses across diverse subjects, incorporating interactive multimedia content for immersive learning.

Collaboration features foster community and knowledge exchange, while flexibility allows users to learn at their own pace. **Convene ERP/DXP's LiV8** offers comprehensive support through personalized learning paths, progress tracking, and instructor guidance. It's time to elevate effective learning!



OMNIWEB
LiV8
ELEVATE EFFECTIVE LEARNING



GENERAL FEATURES

Features available for registered students

TRAININGS

A free or fee-based course offered by **Convene ERP/DXP's LiV8** is a structured learning program that focuses on a specific subject or topic. Each training is designed to provide comprehensive and in-depth knowledge on the subject matter, guiding learners through a series of courses, modules and activities.

When enrolling in a **Convene ERP/DXP's LiV8** training, learners gain access to a dedicated online learning platform where they can access training materials, such as lecture videos, readings, assessments, presentations, and interactive modules. The training curriculum is divided into courses (categories), populated by modules which contain activities, each covering a specific aspect of the subject.

Depending on the training, learners will also have access to supplementary activities (resources), such as videos, quizzes, assignments, or discussion forums, to enhance their understanding and facilitate active learning.

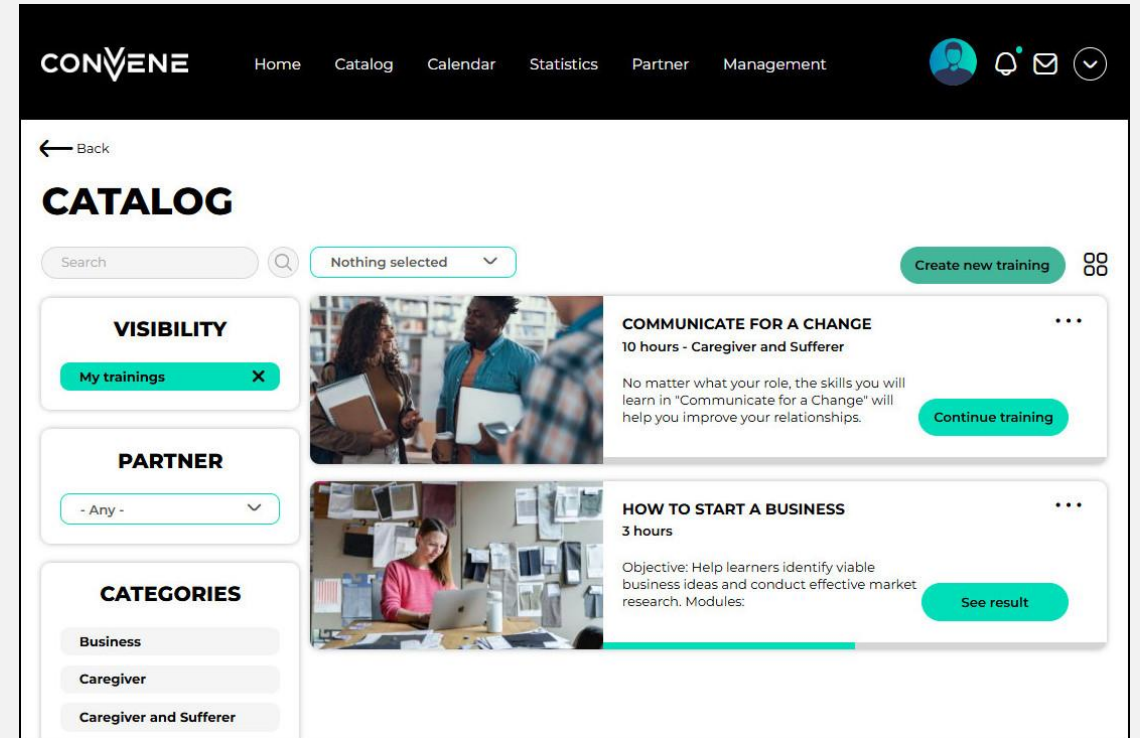
The screenshot displays the 'CATALOG' page of the Convene ERP/DXP's LiV8 training platform. The interface features a dark header with the 'CONVENE' logo and navigation links: Home, Catalog, Calendar, Statistics, Partner, and Management. On the right side of the header, there are icons for user profile, notifications, and a dropdown menu. Below the header, a 'Back' arrow is visible. The main content area is titled 'CATALOG' and includes a search bar, a dropdown menu currently showing 'Nothing selected', and a 'Create new training' button with a grid icon. The catalog is organized into three sections: 'VISIBILITY' with a 'My trainings' button, 'PARTNER' with a '- Any -' dropdown, and 'CATEGORIES' with buttons for 'Business', 'Caregiver', and 'Caregiver and Sufferer'. Two training cards are displayed: 'COMMUNICATE FOR A CHANGE' (10 hours - Caregiver and Sufferer) with a 'Continue training' button, and 'HOW TO START A BUSINESS' (3 hours) with a 'See result' button. Each card includes a small image and a brief description of the training's objective and modules.

TRAINING ROLES

Roles help govern access to content based on the configurations and settings of the platform.

Student role: A user with the Student role can participate in training activities and view resources but not alter them or see the class gradebook. They can see their own grades if the training creator has allowed this. Administrators and training creators determine how a student enrolls, and what they can do or see in a site. These permissions can vary with each training or with any of many activities.

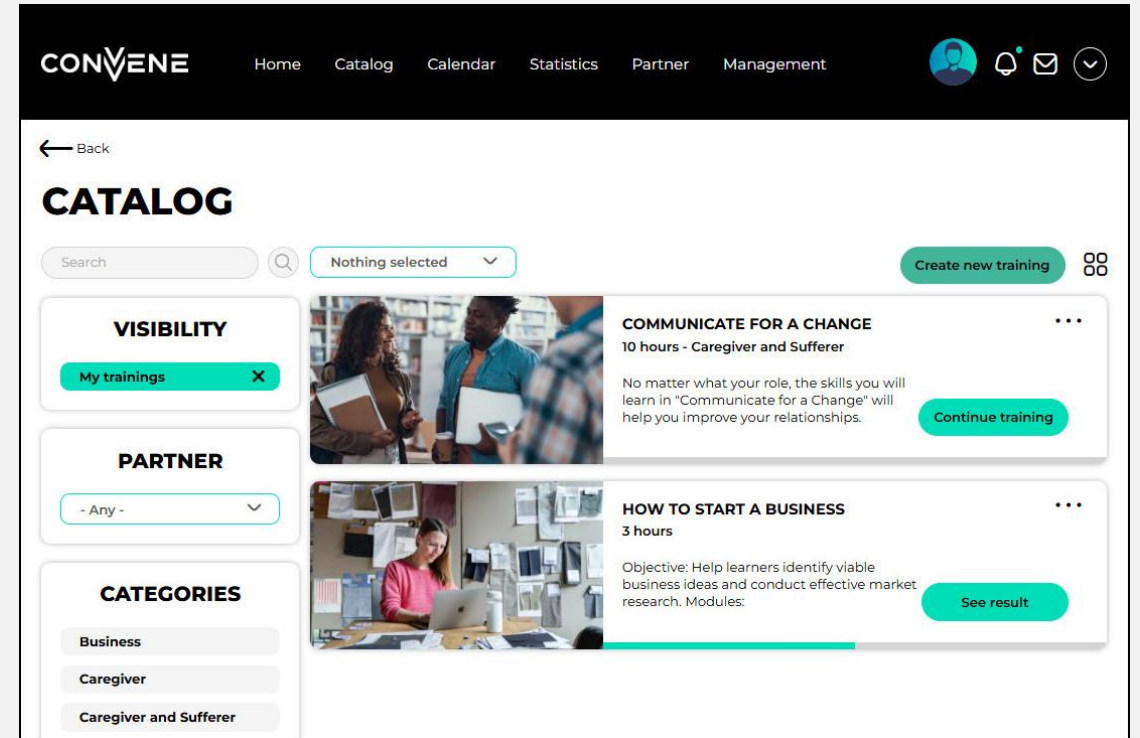
Teacher: Teachers can do almost anything within a training, including adding, editing or changing the modules and activities, as well as grading of students. Teachers can assign a Non-editing Assistant role and a Student role to other users. Teachers can only teach in the trainings they have been enrolled in.



TRAINING ROLES

Training Creator: A user assigned the role of training creator can create a training. If the setting "Creators' role in new training is left as default (teacher), then the training creator is enrolled as a teacher in the training they have just created and can then edit the training settings and enroll other users. A training creator can also view hidden training. The role of training creator could typically be assigned to a master teacher, department head or program coordinator.

Site Administrator: Site administrators have permissions to do anything. Users may be assigned the role of site administrator by another site administrator, but the role itself cannot be edited (or deleted). The primary administrator (created when the site was created) cannot be removed from the site administrator role.



TRAININGS

A **Training** is the container of ALL the training pieces. It is the overall **Class** – which includes:

- **Courses** (a group of modules),
- **Modules**, and
- **Activities**

This is how it maps:

- Training
 - Courses
 - Modules
 - Activities

Inside Modules are all Activities for that module.

COMMUNICATE FOR A CHANGE



Continue training >

See progress

INFORMATION

Started 10/29/2024
Visibility Semi-private
Duration 10 hours
Category Caregiver and Sufferer
Modules 23

Last update on: 10/29/2024

No matter what your role, the skills you will learn in "Communicate for a Change" will help you improve your relationships.

It all starts with four simple skills that come out of counseling research but are also mentioned as attributes of Love in the Bible:

Genuineness: Real, Authentic, and Open to others

Respect: Every person carries the image of God and has eternal worth.

Empathy: Accurately understanding other people's ideas and feelings. Patient attention.

Warm Kindness: Friendly, Liking, Sensitive

Pending 0%

Type	Steps	Status	Score	Action
☆ Course	WELCOME & OVERVIEW	⋮ Pending	33%	⤴
☆ Module	WELCOME	✔ Passed	100%	🔄
☆ Module	WELCOME: PRE-SURVEY	⋮ Pending	0%	▶
☆ Module	COURSE OVERVIEW	⋮ Pending	0%	▶
☆ Course	COMMUNICATION BARRIERS	⋮ Pending	0%	⤴
☆ Module	COMMUNICATION BARRIERS: ADVERSE ADVICE	⋮ Pending	0%	▶
☆ Module	COMMUNICATION BARRIERS: INEFFECTIVE LISTENING	⋮ Pending	0%	▶
☆ Course	GENUINENESS	⋮ Pending	0%	⤵
☆ Course	WARM KINDNESS	⋮ Pending	0%	⤵
☆ Course	EMPATHIC LISTENING	⋮ Pending	0%	⤵
☆ Course	RESPECT	⋮ Pending	0%	⤵
☆ Course	LAUNCHING LISTENERS	⋮ Pending	0%	⤵
☆ Course	WRAP-UP	⋮ Pending	0%	⤵

TRAININGS

Setup of Initial Settings include some powerful options:

- **Visibility**: You can set to Public, Semi-private, Private
- **Forum** option
- **Category** option
- You have an option of “**automatically expire results**” if you have a periodic re-certification for this training.
- **Required Trainings** option: to require users finish a different training program before they complete this training. This can be helpful for multi-stage programs.

← Back

CREATE TRAINING

MANAGE

Description

Learning Path Manager

Modules

Activities

Members



A training is a program composed of diverse courses, modules and activities which guide students throughout their learning process. Start here by describing the basic information of your learning program and click the button «Next». You will be taken to step 2, to the Learning Path Manager to create content. You can learn more in our [online user manual](#)

Title*

Description

About text formats

Text format

Unrestricted HTML

Visibility*

Semi-private

Requires validation

Hide for anonymous users

Required Trainings

Training name

You can specify the list of trainings that the user must complete before starting this training. You can choose one or more trainings (separated by comma).

Duration

Partner

Price

Setting a price requires purchase before a user can enroll.

Published

Next >

COURSES

Trainings are made up of Courses. Each course is a section that holds multiple modules. Think of a Course as a **Chapter** in the overall class.

- **“Guided” or “Free” Navigation.**
 - If you want a user to go through the Training in a particular order, check “Guided Navigation”. If it doesn’t matter the order they take, you can leave it at “Free”.
- Courses can be **RE-USED**.
- As additional Courses are added, they be **automatically linked** to the previous course. However they can be linked and unlinked manually.
- Choose if course is **Mandatory** or not. *At least one course must be mandatory.*
- **Minimum Score** option. If you want there to be a required minimum score for users to receive before they can advance.

← Back

GROUP MANAGER

Return to the training page

MANAGE

Description

Learning Path Manager

Modules

Activities

Members

Welcome to the Learning Path Manager. It makes possible to build up the steps composing your training, that can be courses (groups of modules), modules, live meetings or instructor-led trainings. At the following steps you will be able to manage the modules inside the courses, and the activities inside the modules.
Start by adding or creating your first content.

Link

Guided navigation

With free navigation users can take modules in any order, and go back to activities from modules previously done in any order; in case they submit new answers for previous activities the new answer will replace the previous one if it gives a higher score.

Add your first item

Description

Learning Path Manager

Modules

Activities

Members

Link

Click here to add a new item
Do not show this message again

Guided navigation

Prevent learners from freely navigating the training

Learn about Training Vocabulary

Mandatory

Minimum score to validate step
0

Examine Activities

Mandatory

Minimum score to validate step

MODULES

Modules are added to Courses. Think of a module as a single Lesson within the course. There are multiple options that help you customize each module separately with a course.

- A Module can be **Mandatory** or not. *At least one module must be mandatory.*
- **A Minimum Score** requirement.
- **Allow Resume:** if a user must complete this module in one sitting or leave and return later.
- **Backwards Navigation:** if you want to allow users to go back and revisit previous answers within the module, or not. This is within the module only – not in the course or overall training.
- **Do Not Display Results at End:** if you don't want all results to display at the end.
- **Randomize:** if you want the activities to be random.
- **Number of attempts** a user can take.
- **Stored Results:** If there are multiple attempts, choose which results are stored for each user.
- **Length of time** a Module is available to users.
- **Specific Feedback** for specific Results.

Module

Taking options Availability options Badges settings Skills settings Result feedback Revision information

Allow resume
Allow users to leave this Module incomplete and then resume it from where they left off.

Backwards navigation
Allow users to go back and revisit activities already answered.

Do not display results at the end of the module
If you check this option, the correct answers won't be displayed to the users at the end of the module. Please note that if the activities in the module lack a minimum score, no results page will be displayed; instead, the user will be redirected to the next step or the group home page, as applicable.

Randomize activities*

No randomization

Random order

Random activities

Random order - all questions display in random order
Random activities - specific number of activities are drawn randomly from this module's pool of questions

Multiple takes

Allowed number of attempts*

Unlimited

1

2

3

4

5

6

7

8

9

The number of times a user is allowed to take this Module. Anonymous users are only allowed to take Module that allow an unlimited number of attempts.

Display allowed number of attempts
Display the allowed number of attempts on the starting page for this Module.

Store results*

The best

The newest

All

These results should be stored for each user.

Allow users to take this Module multiple times.

Save

ACTIVITIES

Activities are **Pre-made Templates**. Everything a user sees, listens to or does is considered an “**Activity**”. That includes reading text or watching a video lesson.

Activities can be **Re-Used**. All created Activities are held in an **Activity Bank**.

Creating a new Activity is as simple as clicking on an **Activity Name**, which will open the Activity Dialog Box to **Add** it to your module.

All activities have an **"i"** will give you **information** and/or **examples** of how to use and develop this activity.

Add activities to the module "Vocabulary: Terms and Overview"

The screenshot displays the 'Add activities to the module' interface for the module 'Vocabulary: Terms and Overview'. At the top, there are input fields for 'Activity Name' and 'Skill Name', followed by a green 'Apply' button. Below this is a table of existing activities:

<input type="checkbox"/>	Name	Type	Author	Changed
<input type="checkbox"/>	3. Re-Write Negative into I-You Statement	Long answer	Site Admin	Tue, 10/22/2024 - 14:25
<input type="checkbox"/>	Add a File	File upload	Site Admin	Mon, 10/28/2024 - 16:37
<input type="checkbox"/>	Adverse Advisors - Download PDF	Slide	Site Admin	Tue, 10/22/2024 - 17:08
<input type="checkbox"/>	An Afterword for Communicate for a Change	Slide		
<input type="checkbox"/>	AUDIO: What is the color of the sky	Interactive content		

Below the table is a 'Choose an activity type' dropdown menu with the following options, each with an information icon (i):

- File upload
- Long answer
- Slide
- Video
- Audio Recorder
- Chart
- Column
- Course Presentation
- Crossword
- Dictation
- Documentation Tool
- Drag and Drop
- Drag Text
- Essay

ACTIVITY TYPES (PRE-MADE TEMPLATES)

FILE UPLOAD makes it possible for students to load files that will be manually scored by teacher. Or if you have a long survey, it can be downloaded by the student, and then re-uploaded.

LONG ANSWER lets the student fill-in text, that will be manually scored by the teacher. This is not scored automatically.

A **SLIDE** is the equivalent of a “Page”. This is for entering text and images using the rich HTML editor.

VIDEO can be added as either external or internal. Note that this is video only. There is no text added to this file type.

AUDIO RECORDER. Create an audio recording. Record your voice and play back or download a .wav file of your recording. There are limitations based upon the user’s system.

CHART. Quickly generate bar and pie charts, presenting simple statistical data graphically without creating the artwork manually.

COLUMN: Organize your content type into a column layout. Content types that address similar material or share a common theme can be grouped together to create a coherent learning experience. Use this if you have text you’d like to display in accordion style.

COURSE PRESENTATION. Create a presentation with interactive slides consisting of multimedia, text, multiple choice questions, interactive videos and many different types of interactions like interactive summaries.

CROSSWORD PUZZLE. Build and customize a crossword that is highly customizable allowing you to configure colors, upload a background image, decide how scoring should work and randomize the words.

DICTATION. Add audio samples containing a sentence for dictation and enter the correct transcription. Your students can listen to the samples and enter what they have heard into a text field. Their answers will be evaluated automatically.

DOCUMENTATION TOOL. Create a form wizard with text export. This tool aims to make it easy to create assessment wizards for goal driven activities. It can also be used as a form wizard.

DRAG AND DROP. Create drag and drop tasks with images. Associate two or more elements and make logical connections in a visual way. Create Drag and drop questions using both text and images as draggable alternatives.

AUDIO can be added as either external or internal. Note that this is audio only. There is no text with it.

DRAG TEXT. Dragging the words allows content designers to create textual expressions with missing pieces of text. The end user drags a missing piece of text to its correct place, to form a complete expression.

ESSAY. Create Essay has instant feedback. In this content type, the author defines a set of keywords that represent crucial aspects of a topic. These keywords are matched against a text that students have composed and can be used to immediately provide feedback. Using Essay does require correct words and cannot be used for random or diary entries.

FILL IN THE BLANKS. Create a task with missing words in a text. Learners fill in the missing words in a text. The learner is shown a solution after filling in all the missing words, or after each word depending on settings.

FIND THE HOTSPOT. Create image hotspots for users to find. This content type allows end users to press somewhere on an image and get feedback on whether that was correct or incorrect according to the task description.

FLASHCARDS. This content type allows authors to create a single flash card or a set of flashcards, where each card has images paired with questions and answers. Learners are required to fill in the text field and then check the correctness of their solution.

ACTIVITY TYPES (PRE-MADE TEMPLATES)

IMAGE HOTSPOTS. Create an image with multiple interactive hotspots. When the user presses a hotspot, a popup containing a header and text or video is displayed. Add as many hotspots as you like.

IMAGE JUXTAPOSITION. An image content type that allows users to compare two images interactively.

IMAGE PAIR. Image pairing is a simple and effective activity that require learners to match pairs of images. Since it is not required for both images in a pair to be the same, authors are also able to test the understanding of a relation between two different images.

IMAGE SEQUENCING. Place images in the correct order.

IMAGE SLIDER. Present your images in a slider. Users simply click the next arrow to slide through the images.

INTERACTIVE VIDEO Create videos enriched with interactions. Add interactivity to your video with explanations, extra pictures, tables, fill in the blank and multiple choice questions. Quiz questions support adaptivity, meaning that you can jump to another part of the video based on the user's input. Interactive summaries can be added at the end of the video.

KEWAR CODE. Create QR codes for different purposes.

MULTIPLE CHOICE. Create flexible multiple-choice questions. The user is given immediate performance feedback. Questions can have a single or multiple correct options per question.

QUESTION SET. Create a sequence of various question types. Question Set is your typical quiz content type. It allows the learner to solve a sequence of various question types such as Multichoice, Drag and drop and Fill in the blanks.

SORT THE PARAGRAPHS. Create a set of paragraphs and/or sentences to be sorted. Type or paste in a list of paragraphs that will be randomized. Learners are to sort the paragraphs into the correct order.

TIMELINE. Create a timeline of events that allows you to place a sequence of events in a chronological order. For each event you may add images and texts.

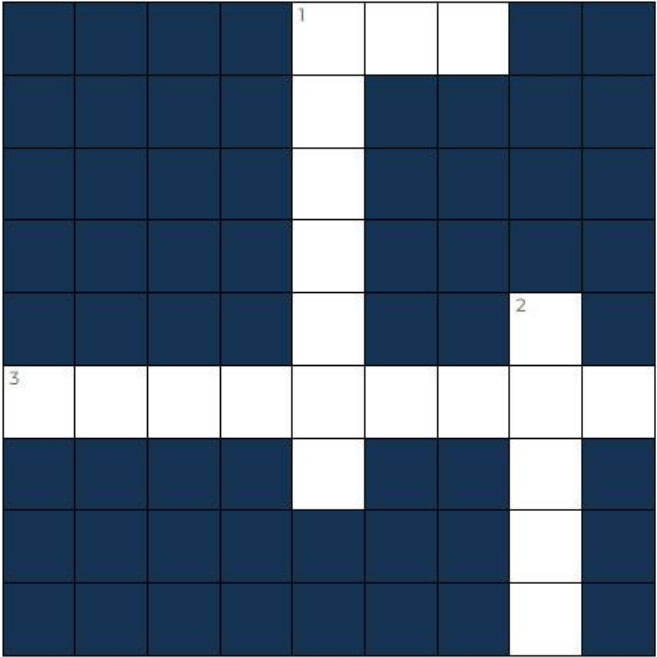
TRUE/FALSE QUESTION is a simple and straight-forward multiple-choice work by itself or can be inserted into other content types such as Course Presentation. A more complex question can be created by adding an image or a video.

On the following pages are a few activity examples.

ACTIVITY: CREATE CROSSWORD

Easily enter the clues and answers and the system automatically creates a crossword puzzle for you.

Crossword



Across

1 Opposite of happy (3)

3 Communication is verbal and ... (9)

Down

1 Author's Last Name (7)

2 Opposite of sad (5)

5

Check Show solution Retry

Property of Crossword

Name*
The name of the Activity entity plus.

Assign a skill to this activity

Question Content type

Example

Crossword

Title*
Used for searching, reports and copyright information

Task description
Describe your task here.

body p

words*

- 1. Opposite of sad
- 2. Opposite of happy
- 3. Author's Last Na...
- 4. Communication ...

+ ADD WORD

Clue*
Clue that should point to the answer.

Answer*
Answer to the clue.

Extra clue

Fix word on grid
Check if you want to fix the word to a particular position on the grid. Words with the same alignment may not be placed touching each other.

ACTIVITY: CREATE INTERACTIVE VIDEO

Property of Interactive Video

Name*
The name of the Activity entry plus.

Assign a skill to this activity

Question Content type

Tutorial Example Copy Paste & Replace

Title
Used for searching, reports and copyright information

Step 1 Upload/embed... Step 2 Add interactions Step 3 Summary task

Add a video*
Click below to add a video you wish to use in your interactive video. You can add a video link or upload video files. It is possible to add several versions of the video with different qualities. To ensure maximum support in browsers at least add a version in webm and mp4 formats.

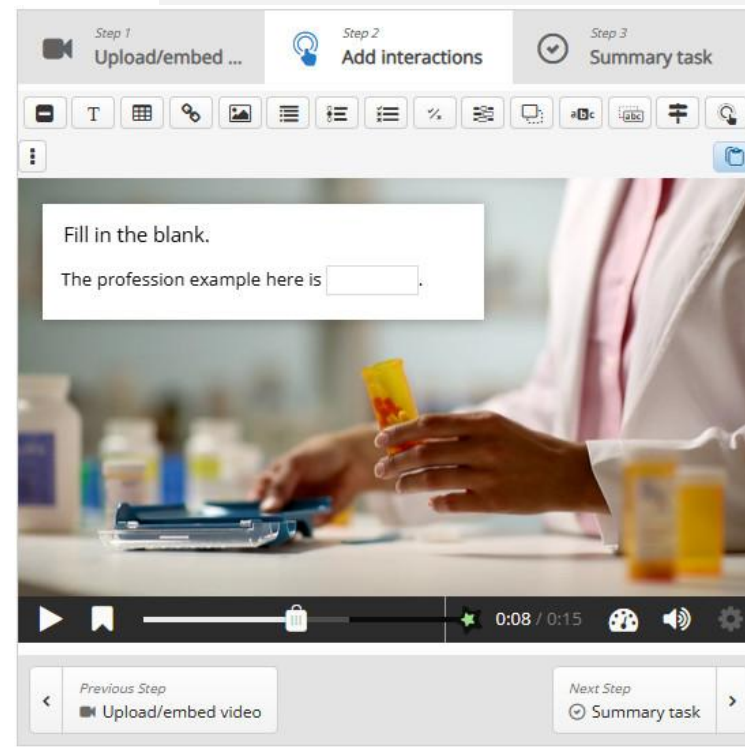
mp4 Video quality label
This label helps the user identify the current quality of the video.
E.g. 1080p, 720p, HD or Mobile

Next Step Add interactions

Step 1: Either Upload an MP4 video, or link to your YouTube video.

Step 2: Add the Interactions, such as pausing the video to **add in a question**. Other options include: **text, images, choose correct statement, multiple choice, true/false, fill in the blank, and more.**

There are also options for the video to **jump to a specific spot in response to their answer.**

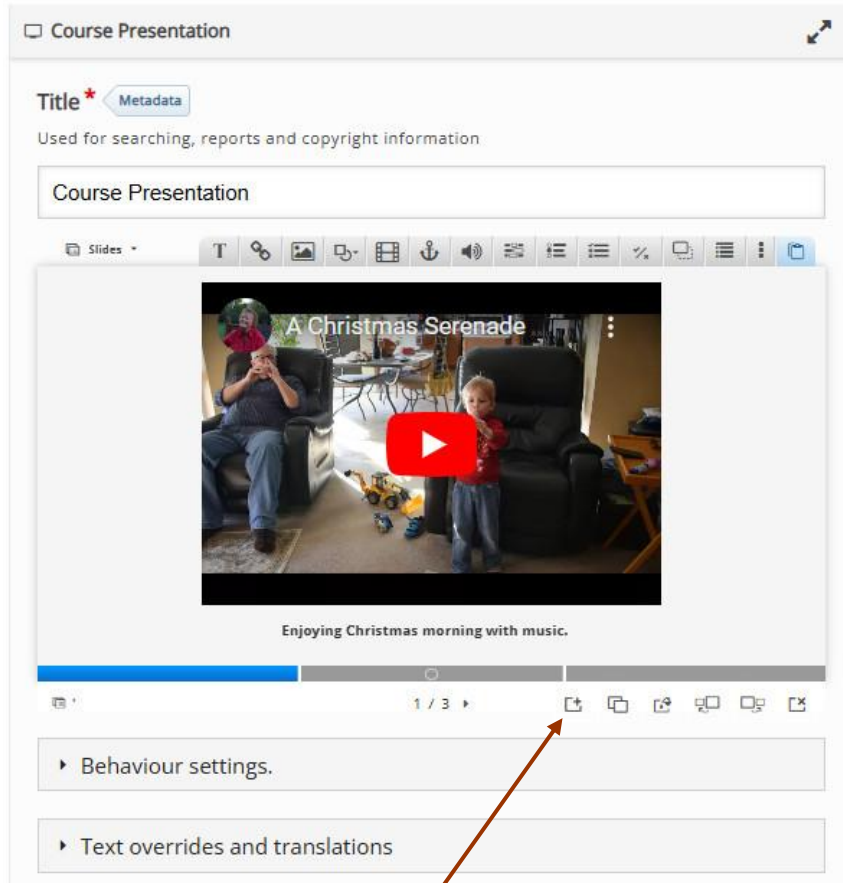


Step 3: Summary Task is a question or set of **questions that you can add at the end of the video.**

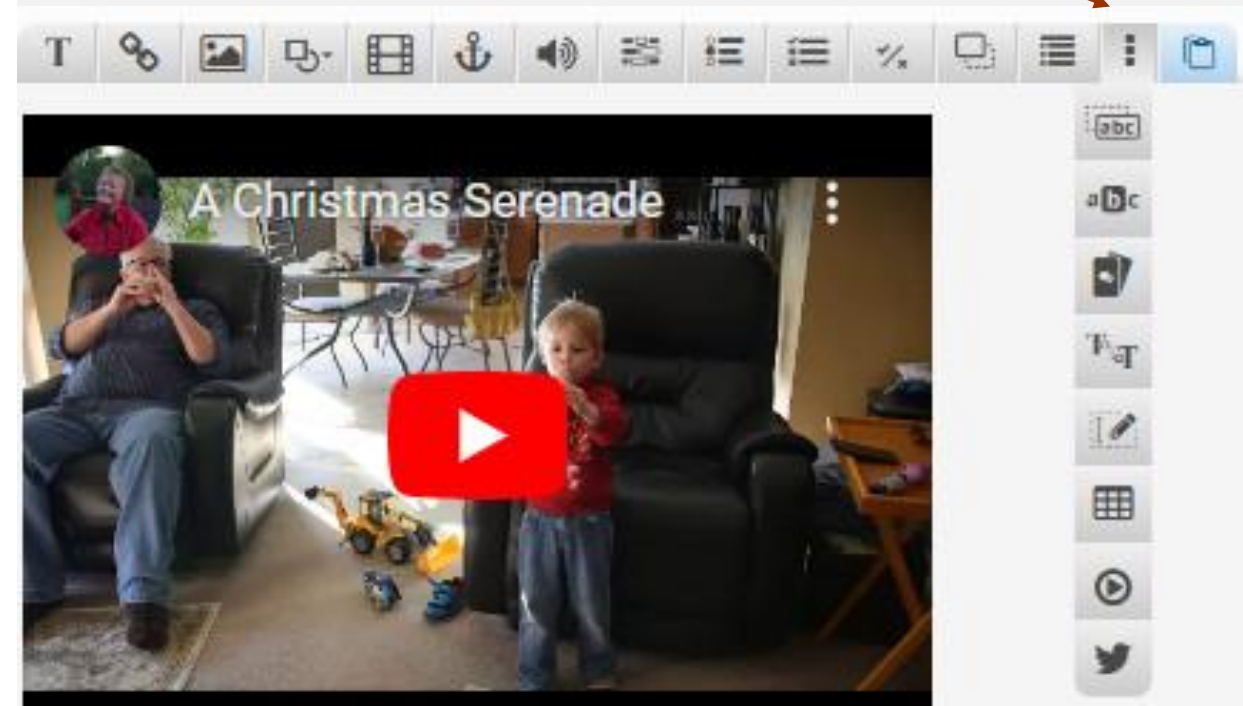
ACTIVITY: CREATE COURSE PRESENTATION

Course Presentation is similar to a PowerPoint, in that you create slides. The power is in the **Interactive Slides** consisting of:

Text. Links. Images. Shapes. Video. Audio.
Anchor (Go to a particular slide). Fill in the Blank.
Single Choice Set. Multiple Choice Set. True/False.
Drag n Drop. Summary. Drag Text. Mark the Words.
Dialog Cards. Interactive Video.



Add, copy, and move as many slides as you'd like. Each slide can have different content types.



ACTIVITY: CREATE DRAG AND DROP

After creating the settings, begin setting up the drag and drop pieces on the “Task” tab.

Task *

Enrico came rushing through the door shouting to his brother, "We won! We won! And I scored the winning goal for United. Now all the clubs will look at me as a good player." [Drag & drop the responses over to their respective number on the Empathy Scale.]

Brother: "What was the score?"

Brother: "I am glad you did so well, but don't get your hopes too high."

Brother: "You must be on Cloud Nine. Everybody loves soccer here, and you were the hero today! It is rare for anyone on your club to do that well. This is really a big deal for your future."

Brother: "That is wonderful news for you to win and make the final goal. What could be better than that?"

Brother: "That athletic stuff never lasts. Just focus on your grades."

4.0 Insightful and committed. Opens hidden areas of the John Window.

3.5 Perceptive. Discerns the speaker's underlying thoughts / feelings.

3.0 Sensitive. Accurately reflects the speaker's content and feelings.

2.5 Sincere but dummy. Makes part of the speaker's content or feelings.

2.0 Superficial. Responds to surface feelings with shallow clichés.

1.5 Detached. Misses the speaker's stated feelings.

1.0 Apathetic and uninterested. May even berate the speaker.

Start by placing your drop zones.
Next, place your droppable elements and check off the appropriate drop zones.
Last, edit your drop zone again and check off the correct answers.

1. Start by placing your drop zones.
2. Next, place your droppable elements and check off the appropriate drop zones.
3. Last, edit your drop zone again and check the box containing the correct answer for each.

Other examples of using **Drag and Drop** below:

Which genus does the Strawberry belong to? Drop the correct genus name on the Strawberry.

Show score

Task *

Verbs Adjectives Nouns

Come Find

House Tall

Pen Draw

Little Play

Paper Feed

Bad Pretty

Plate

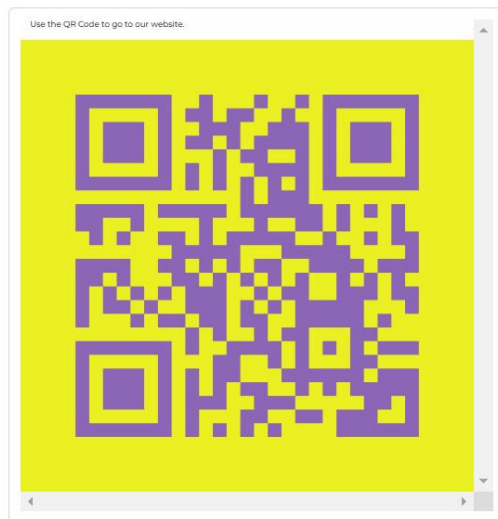
Overcome Young

Position 500, 270 Size 108 x 18

ACTIVITY: CREATE QR CODE

Create a simple QR Code by selecting “KewAr Code” in Activities.

- Add your instruction text.
- Choose the type of code you want and enter the appropriate response based upon the type.
- You can even change the color scheme to correspond with your website.
- Choose the size. Or leave all settings at default.



Title * Metadata
Used for searching, reports and copyright information

QR Testing

Introductory text
This text can optionally be presented along with your code.

B I U S x_r x_r I_x [List Icon] [Align Icon] [Link Icon] [Table Icon]

Normal 10... A - [Link Icon]

Use the QR Code to go to our website.

body p

Code type *
Select what kind of code you want to generate

URL

URL

URL *
URL to link to (must start with https:// or http://)

https://tqi.solutions/

Behavioural settings

Code color
[Purple Color Picker]

Background color
[Yellow Color Picker]

Maximum size
Maximum size for the code given in CSS notation (pixels by default if only a number is given)

[Input Field]

Horizontal alignment *
Set horizontal alignment if you set a maximum size

[Input Field]

ACTIVITIES: MORE

On the **Activities** page, we can see **ALL Activities** created for ALL Modules.

From here we can Edit or Remove an Activity from a Module. *Note: They still exist in the Activity Bank if they are deleted from the Learning Path.*

Other Options:

- Give a “**Max score**” to an activity.
- **Move an activity** up or down by clicking, holding, and dragging the move icon.

LEARNING PATH MODULES

Return to the training page

MANAGE

- Description
- Learning Path Manager
- Modules
- Activities**
- Members

WELCOME Activities bank Add activity

1 activity

Show activities

WELCOME: PRE-SURVEY Activities bank Add activity

2 activities

Activity ID	Max score		
81 DOWNLOADED: Pre-Survey	10	edit	delete
81 UNLOADED: Your Completed: Pre-Survey	10	edit	delete

Show activities

COURSE OVERVIEW Activities bank Add activity

3 activities

Activity ID	Max score		
81 VIDEO: Course Overview	10	edit	delete
81 DOWNLOADED: Components of communicating for a change	1	edit	delete
81 EXERCISE: Overview Questions	10	edit	delete

Show activities

COMMUNICATION BARRIERS: ADVERSE ADVICE Activities bank Add activity

4 activities

Activity ID	Max score		
81 VIDEO: Communication: Barriers - Adverse Advice	10	edit	delete

MEMBERS

On the Members' tab is a list of users / learners for this Training. If this is a new Training, you won't have any members.

You can also ADD members, if the user is already a member of your site.

[Return to the training page](#)

MANAGE

- Description
- Learning Path Manager
- Modules
- Activities
- Members**

MEMBERS

You can invite here users or classes (group of users) to join your training. Then click on "Publish" button to have your training ready!

[Add members](#)

Search a user

LEARNERS NOT IN A CLASS

Search a user

3 Members	Enrolled Since	Student Manager	Content Manager	
Dana Dunmyer	05/11/2024	<input type="checkbox"/>	<input type="checkbox"/>	
Client Services	28/10/2024	<input type="checkbox"/>	<input type="checkbox"/>	
Site Admin	18/10/2024	<input type="checkbox"/>	<input type="checkbox"/>	

Hide

[Finish](#)

RESULTS/REPORTING

These are Individual User's Stats. It gives progress, status, score, and more.

To drill down for further details for each activity, you can click the "See activity results" button for that activity.

COMMUNICATE FOR A CHANGE

- WELCOME
1/1 activities done
- WELCOME: PRE-SURVEY
2/2 activities done
- COURSE OVERVIEW
VIDEO: Course Overview
DOWNLOAD: 4 components of communicating for a change
EXERCISE: Overview Questions
- COMMUNICATION BARRIERS: ADVERSE ADVICE
4/4 activities done
- COMMUNICATION BARRIERS: INEFFECTIVE LISTENING
9/9 activities done
- GENUINENESS: GENUINE LOVE
18/18 activities done
- GENUINENESS: BUILD TRUST - JOHARI WINDOW
7/7 activities done
- RELATE WITH WARM KINDNESS
5/5 activities done
- WARM KINDNESS: 3 WAYS TO COMMUNICATE WARM
2/2 activities done
- WARM KINDNESS: SOLAR TEA
10/10 activities done

1. VIDEO: COMMUNICATION BARRIERS - ADVERSE ADVICE
Score: 10 of 10

2. DOWNLOAD: IDENTIFY ADVERSE ADVISERS
Score: 10 of 1

3. EXERCISE: IDENTIFY ADVERSE ADVICE
Score: 24 of 10

"Waste not, want not. A penny saved is a penny earned. Outgo shouldn't exceed income. That's my final advice for you."

Answers	Your Answer	Correct
Bumper Sticker		✓
Dr. Deoderant		✓
Drill Sergeant		✓

"Let me tell you how it was when I was a young boy. We didn't have video games to keep us busy. We played outside with neighbors instead."

Answers	Your Answer	Correct
The Prophet		✓
Historian		✓
FBI Detective		✓

"Buying a new car? I just know it's not going to work out for you. You'll botch the deal, and besides, you don't know anything about cars. You'll have a new car in the junkyard within a year."

Answers	Your Answer	Correct
The Prophet		✓
The Accuser		✗
FBI Detective		✓

MY TRAINING PROGRESS

TRAINING - COMMUNICATE FOR A CHANGE

Status

PASSED

Progress

100%

Score

98%

Register date

Time spent

10/28/2024

2 days 15 hours

☆ **COURSE - WELCOME & OVERVIEW**

Status passed	Completion	Score	Time spent	Completed on	Badges earned
3/3	100%	97%	20 hours 34 min	10/29/2024	0

☆ **MODULE - WELCOME**

Status	Completion	Completed on	Time spent	Badges earned
✓ PASSED	100%	10/28/2024	18 SEC	0

Activity	Score	Status
Welcome	10/1	Done

Activities Done

1/1

Score

1/1

See activity results

☆ **MODULE - COMMUNICATION BARRIERS: ADVERSE ADVICE**

Status	Completion	Completed on	Time spent	Badges earned
✓ PASSED	100%	10/29/2024	21 HOURS 1 MIN	0

Activity	Score	Status
VIDEO: Communication Barriers - Adverse Advice	10/10	Done
DOWNLOAD: Identify Adverse Advisers	10/1	Done
EXERCISE: Identify Adverse Advice	24/10	Done
EXERCISE: Adverse Advice Reflection Question	10/10	Done

Activities Done

4/4

Score

31/31

See activity results

☆ **MODULE - COMMUNICATION BARRIERS: INEFFECTIVE LISTENING**

Status	Completion	Completed on	Time spent	Badges earned
✓ PASSED	100%	10/29/2024	59 MIN 15 SEC	0

Activity	Score	Status
VIDEO: Communication Barriers - Ineffective Listening Skills	10/10	Done
DOWNLOAD: Ineffective Listening Skills	10/1	Done
Identification & Buttons Pushed	10/10	Done
Jumping to Cause & Jumping to Conclusions	10/10	Done

Activities Done

9/9

Score

81/81

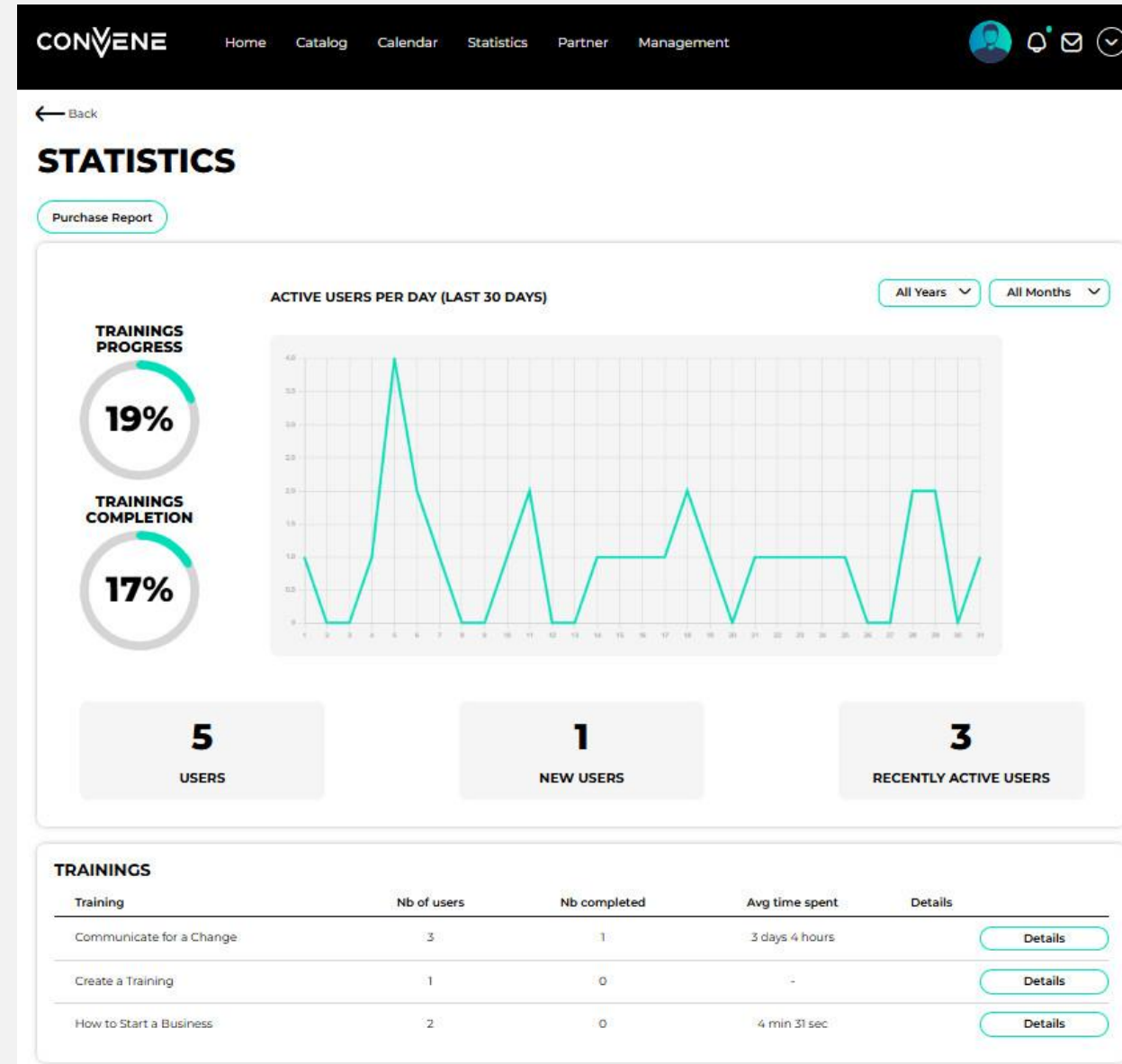
See activity results

TRAINING STATISTICS

Training Statistics for All Trainings are quickly available from the Navigation Bar.

Here the administrator can view training progress, completions, and active users for ALL trainings.

This is also where an administrator can view statistics for INDIVIDUAL trainings by clicking “Details”.



INDIVIDUAL TRAINING STATISTICS

These are stats for this one Training for ALL users.

From here the Trainer can view the overall completion percentage, average scores, and the amount of time spent in each individual course.

A Trainer can click “Details” on individual users for this training, to view the individual results for this user. This is especially important for “Long Answer” questions, and if you are trying to gauge the responses in general.

TRAINING STATISTICS - COMMUNICATE FOR A CHANGE

The dashboard displays training statistics for 'Communicate for a Change'. It includes two donut charts for 'TRAINING PROGRESS' and 'TRAINING COMPLETION', both at 33%. Below these are three summary cards: '3 USERS', '1 NEW USERS', and '3 RECENTLY ACTIVE USERS'. The 'TRAINING CONTENT' table lists steps with completion percentages, average scores, and time spent. The 'USERS RESULTS' table shows individual user performance with scores, pass/fail status, and time spent. A red arrow points from the 'Details' button for 'Client Services' in the 'USERS RESULTS' table to the 'Details' button for 'Client Services' in the 'TRAINING CONTENT' table.

TRAINING PROGRESS: 33%

TRAINING COMPLETION: 33%

3 USERS

1 NEW USERS

3 RECENTLY ACTIVE USERS

Step	% Completed	Avg score	Avg time spent
Welcome & Overview	33%	78%	1 week 1 day
Communication Barriers	33%	68%	1 day 7 hours
Genuineness	33%	100%	20 hours 43 min
Warm Kindness	33%	100%	2 min 18 sec
Empathic Listening	33%	100%	3 min 22 sec
Respect	33%	100%	1 min 57 sec
Launching Listeners	33%	98%	5 min 37 sec
Wrap-Up	33%	100%	2 min 53 sec

User	Score	Passed	Time spent	Details
Dana Dunmyer	4%	Pending	25 sec	Details
Site Admin	4%	Pending	6 days 21 hours	Details
Client Services	98%	Success	2 days 15 hours	Details

INDIVIDUAL TRAINING STATISTICS

The training stats opens for that user. These are overall statistics and percentages.

To view details, such as “Long Answers” – an administrator can “See activity results”.

MY TRAINING PROGRESS - CLIENT SERVICES



TRAINING - COMMUNICATE FOR A CHANGE

Status: **PASSED** ✓

Progress: **100%**

Score: **98%**

Register date: **10/28/2024**

Time spent: **2 days 15 hours**

COURSE - WELCOME & OVERVIEW

Status passed: **3/3**

Completion: **100%**

Score: **97%**

Time spent: **20 hours 34 min**

Completed on: **10/29/2024**

Badges earned: **0**

MODULE - WELCOME

Status: **PASSED** ✓

Completion: **100%**

Completed on: **10/28/2024**

Time spent: **18 SEC**

Badges earned: **0**

Activity	Score	Status
Welcome	10/1	Done

Activities Done: **1/1**

Score: **1/1**

[See activity results](#)

MODULE - WELCOME: PRE-SURVEY

Status: **PASSED** ✓

Completion: **100%**

Completed on: **10/28/2024**

Time spent: **26 MIN 24 SEC**

Badges earned: **0**

Activity	Score	Status
DOWNLOAD: Pre-Survey	10/10	Done
UPLOAD: Your Completed Pre-Survey	0/10	Pending

Activities Done: **1/2**

Score: **20/20**

[See activity results](#)

COMMUNICATE FOR A CHANGE

- WELCOME** (1/1 activities done)
- WELCOME: PRE-SURVEY** (DOWNLOAD: Pre-Survey) (UPLOAD: Your Completed Pre-Survey)
- COURSE OVERVIEW** (0/3 activities done)
- COMMUNICATION BARRIERS: ADVERSE ADVICE** (0/4 activities done)
- COMMUNICATION BARRIERS: INEFFECTIVE LISTENING** (0/9 activities done)
- GENUINENESS: GENUINE LOVE** (0/8 activities done)
- GENUINENESS: BUILD TRUST - JOHARI WINDOW** (0/7 activities done)
- WARM KINDNESS: RELATE WITH WARM KINDNESS** (0/5 activities done)
- WARM KINDNESS: 3 WAYS TO COMMUNICATE WARM**

1. VIDEO: COURSE OVERVIEW (Score: 10 of 10)

2. DOWNLOAD: 4 COMPONENTS OF COMMUNICATING FOR A CHANGE (Score: 10 of 1)

3. EXERCISE: OVERVIEW QUESTIONS (Score: 16 of 10)

The goal of this course is to create perfection in your listening skills.

false true

[Correct Answer](#) ✓ Your correct answer ✗ Your incorrect answer

What are the four skills of good communication and good listening?

Answers	Your Answer	Correct
Respect	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Laughter	<input type="checkbox"/>	<input type="checkbox"/>
Quiet	<input type="checkbox"/>	<input type="checkbox"/>
Empathy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Warm-kindness	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Prideful	<input type="checkbox"/>	<input type="checkbox"/>
Genuineness	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Clamorous	<input type="checkbox"/>	<input type="checkbox"/>



CONVENE

The benefits of a unified platform and data silo

CONVENE PRODUCT SUITE

Convene ERP / DXP is a dual-focused platform, integrating Enterprise Resource Planning (ERP) and Digital Experience (DXP) functionalities. It provides a cohesive technical framework for building multiple products and applications. Our strategy emphasizes standardization, efficiency, security, compliance, and personalization, making Convene a universal intelligent business platform. Investing in platforms like Convene enables companies to develop, improve, upgrade, and customize products faster and more cost-effectively than building stand-alone solutions.

Benefits of Convene include:

- Comprehensive enterprise-level software suite
- Centralized data management
- Seamless cross-product and platform integration
- Advanced intelligence and analytics
- Strategic scalability, interoperability, mobility, and automation
- Secure AI and machine learning
- Relationship-centric design
- Robust security and compliance

CONVENE'S MODEL FOR UNIFICATION



OMNIPOINT 360 is a comprehensive solution that unifies disparate systems into a single data silo. This integration enhances efficiency and accelerates data summarization and presentation. Tasks and reports that typically require extensive resources are completed in seconds, saving time, money, and manpower.

OMNIPOINT 360 is the **Dynamic Directive(TM)** service solution that manages your evolving workflow with consistency and standardization, eliminating chaos. This process clarifies the necessary steps, allowing you to focus on your goals without interruption.

THANK YOU

