

GLOBAL WORKFORCE CHALLENGE

1huddle°



LEARNING MANAGEMENT SYSTEMS

FAST FUN NO-FLUFF SLOW BORING OUT-DATED

THE DETAILED SHOWDOWN BETWEEN 1HUDDLE AND LEARNING MANAGEMENT SYSTEMS

A Detailed Breakdown of 1Huddle vs. LMS

1Huddle and Learning Management Systems (LMS) may share similar goals, but, if you look closer, you will find that we are very different.

We all know that the primary goal of an LMS is really just to store all of your learning content. This is important, but this is also where our differences begin.

1Huddle was built to be the fastest, most engaging way to train a company's workforce. No wasted time, no fluff. Exactly what you need to onboard and upskill people faster.

First, let's take a look at the features Matchup Card between 1Huddle and a typical LMS in the learning industry.

MATCHUP CARD BY THE NUMBERS

1huddle[®]



LEARNING MANAGEMENT SYSTEMS

PRIME	AGE	SEMI-RETIRE
91%	WON'	13%
9%	LOST'	87%
10 MINS	TIME TO BUILD	108 HOURS
100%	VOLUNTARY USAGE	7%
2:46	LENGTH PER TRAINING	34:42

¹Percentage of knowledge retained (Won) or forgotten (Lost) within 30 days of training completion.

1huddle[•] is Fast

Our mobile app allows employees to train anytime, anywhere. Each game (we train up employees using games, not eLearning videos) takes less than 3 minutes to complete.

And the data across hundreds of thousands of games played on our platform show employees retain information more effectively - we're helping workers do their jobs the right way, at the right time, all the time.

Bottom line: More sales, better customer service and less wasted payroll on ineffective training time from day one.

What about getting those games in our platform in the first place?

After the 1Huddle team helps get you kickstarted, any manager can build and launch a new game in under 10 minutes. We built our platform for managers to quickly and easily spin up training when they are crunched for time.

In fact, each client is assigned a personal Client Services representative that will get them up and running in less than 2 weeks.

Learning Management Systems are Slow

Want to build a learning or training module on a traditional LMS? Plan to launch around this time next year.

The videos and the transcripts and the custom development and the copy - it all takes months and months and \$\$\$\$\$ to create, organize, and build.

By the way, how long will that information stay relevant? What happens when your product rollouts and promotions outpace your LMS content?

Either your employees will learn stuff that's no longer relevant or you will have to start all over again with a new module.

1huddle[•] is Easy

You don't need to hire a learning specialist to set up games on 1Huddle. You don't need a Ph.D to optimize curricula. Anyone – and I mean ANYONE – can create a game in minutes.

No more architecting user flow on a spreadsheet or planning user flows on a slide deck. If you need to teach something, just log in, create your game, and simply push it live to your team.

Workers play because they want to. Bet you never heard that before when talking about training.

They tell us it's fun to compete against their coworkers. They like that they can play whenever they want using the mobile app, get rewarded for getting to the top of the leaderboard, and that it really does help them learn quicker on the job.

Mission Complete.

Learning Managements Systems Are Difficult

Want to teach your employees something? Schedule some meetings with department heads to figure out what module to build, how to structure it, and how it should look and feel.

Then get some additional spend from your CEO and hire that contractor again to help you troubleshoot building the module on your LMS.

Better call up the videographer, too...

And then tell your employees to take a few hours out of their day, sit down at a desktop, and log in to the LMS and see what you've created. If they're a sales staff on commission, they'll LOVE you for it. (Obviously I'm being sarcastic.)

1huddle[•] is Simple

We focus on exactly what you need and exactly what works. No bells and whistles you'll never use. It's No Fluff.

When you need to get somewhere efficiently, you wouldn't use a tug boat would you?

1Huddle isn't a tug boat. 1Huddle's a speedboat, purpose-built with one goal in mind:

Get you across the finish line and give your staff the skills they need fast. As your team grows, onboarding new employees to achieve faster productivity and knowing their stuff is essential to your success.

By 2020, 50% of employees will be millennials. Out of this group, many will have completed 25,000 hours of classroom learning and skill training, yet still feel unprepared to work.

According to a White House study, one of the major problems in the workforce today is that employees are unsure whether they have the skills necessary in order to perform.

Gamification is a powerful tool that can be used to not just make training stick, but also to make it something employees look forward to.

10K

BY AGE 21, THE AVERAGE MILLENNIAL WILL HAVE SPENT OVER 10,000 HOURS PLAYING GAMES.

SOURCE: HARVARD BUSINESS REVIEW

Today, more than ever, it is essential that your employees stay connected, motivated and interested in order to retain the training information you are sharing.

And with all this in mind we know one thing for certain: Millennials like games. World-renowned game designer Jane McGonigal estimates by age 21, the average millennial will have spent over 10,000 hours playing games. Use gamification to make your training more fun and interactive and guess what...you may end up with more employees who are more equipped, more prepared and more excited about work.

FEATURES MATCHUP POUND FOR POUND

1huddle[®]



ESSENTIAL

MOBILE APP EXPANDED LEADERBOARDS NEW TRAINING < 30 MINS QUICK-BURST GAMES LIVE ROLEPLAY GAME GAME-BASED LEARNING TRAINING & GO-LIVE CUSTOM BRANDING CONTENT CONVERSION ANALYTICS & REPORTING SINGLE SIGN-ON (SSO)

LEARNING MANAGEMENT SYSTEMS

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Learning Management Systems Are Complicated

Want to set up your LMS? Pull out your project management materials. First, start architecting your course. Not in the actual LMS, though; architect the course in a spreadsheet or document. Determine course flows, subject matter, and essential topics.

Hire a videographer if you don't have one on staff, prepare a studio, and record hours of you talking into a camera. All the while knowing, deep down inside, that most of your employees don't want to watch you stare into a camera for hours.

Then comes the transcription. And the formatting. And the creation of downloads and PDFs. And the styling. Sound fun?

Next, start building out your LMS. Create pages after pages, style them, add contingencies and workflows for user behavior. Gate your content.

Don't forget to decide which video platforms to host your new shiny videos on.

Build quizzes (which take you at least 30 minutes a piece). Contract with developers to create the custom functionality you want.

Until, finally, after months of proofing and testing, you launch. And wait for employees. And wait.

Oh...

Need to update your material? Pull out your project management frameworks again. Or maybe just hire a couple people to manage this thing full-time.

Wait. You wanted to use your LMS?

Figure out which course you need to enroll in. It's a commitment, so take your time. You don't want to hop back and forth between subjects; you might lose your progress or get confused.

For more on workflow comparisons between 1Huddle and a typical LMS, let's look at our next Matchup Card.

WORKFLOW MATCHUP EFFORT TO BUILD ONE (1) TRAINING

1huddle



STEPS

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2

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4 5

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18 19

LEARNING MANAGEMENT SYSTEMS

GATHER CONTENT BUILD A GAME LAUNCH Done!

CONDUCT NEEDS ANALYSIS PLAN YOUR PROJECT ASSIGN PROJECT MANAGER MEET WITH SMES SCRIPT YOUR E-LEARNING **RECORD VIDEO CONTENT** TRANSCRIBE VIDEO CONTENT EDIT VIDEO CONTENT **UPLOAD TO YOUR LMS DESIGN RESOURCES DESIGN QUIZZES DESIGN ASSIGNMENTS** PILOT YOUR NEW TRAINING MAKE ADJUSTMENTS LAUNCH YOUR NEW TRAINING ANNOUNCE TO EMPLOYEES WAIT FOR EMPLOYEES TO TAKE TRAINING **REMIND EMPLOYEES TO TAKE TRAINING** REPORT VANITY METRICS TO EXECS DONE ... FINALLY.

Energizes and Engages Your Team

Employees love using 1Huddle. Our studies show a voluntary participation rate of over 98%. Our training games energize participation with leaderboards that fuel a new kind of motivation, and rewards that incentivize competition.

By the way, it's so easy for you to create content on our platform that it won't feel like a drag for managers.

Learning Management Systems Sap Employee Morale

You'd better give your team some caffeine if it's train-on-the-LMS day. Let's face it, people do not want to watch hours and hours of training videos. Whether it's a 3-minute video or a 30-minute module, it doesn't matter. Boring is boring.

After you've spent months and months building out the monstrosity you call your LMS, after you've hired developers and maybe a full-time content manager to keep information current, how does it feel when no one watches your videos? Bad for you, but we all know it is worse for your employees.

Uh-oh.

There's a product update. Rewrite your video script. The whole ordeal is about to start over.

Which one should I choose?

An LMS might be right for you if...you already have one.

Remember the filing cabinet? Just because you only look at your old tax documents once every audit doesn't mean you should trash them. They might come in handy.

It's got TONS of amazing information stored up inside it. Keep it for knowledge management's sake. Someday, you'll need that archival information on how you did something because you went public and the guy who used to do it now lives on a private island.

An LMS might also be right for you if you've got spare time you'd like to fill. It's right for you if you want loads of valuable, working curriculum that people rarely use. Learning Management Systems only work if people work them. But they don't.

Let's pause for a second. Now we know that if people sat down and watched all the videos and read all the PDFs and took all the quizzes, they would take some positive information away. Of course, they'd only retain approximately 8-17% of it because Learning Management Systems are ineffective.

1huddle[•] is right for you if...

- 1. You need to onboard new hires fast.
- 2. You need to teach your staff the skills they need, and you need to teach them now.
- 3. You don't have time to kill, energy to waste, or money to leave on the table.
- 4. You want your employees to access training whenever and wherever they want.
- 5. You want them to remember what they learn.

1Huddle is right for you if you're tired of having to repeat yourself to THAT new hire over and over. Or if you're constantly wondering why it's such a struggle to get your people to complete their LMS modules.

If 1Huddle's methods are so great, why don't LMS companies follow suit?

LMS companies know everything we know. They understand that quick-burst games work better, and that employees retain information better and enjoy them more.

They know users rarely retain the knowledge from their videos and courses, and they know the LMS they offer does not fulfill the promises they make. They know that people don't WANT to use these systems, let alone design courses on them. They know they have a problem, and that they could do better.

In one conversation I had with the CEO and CLO of a Fortune 500 company, I learned their average voluntary employee participation in the existing LMS was 9%. Nine percent.



AVERAGE VOLUNTARY EMPLOYEE PARTICIPATION RATE IN EXISTING LMS

SOURCE: FORTUNE 500 CEO AND CLO

LMS companies don't change because they don't have to. Why don't they change despite the feedback loop from employees whose lack of participation speaks for itself?

One word: Incentive.

There's no incentive for them to change. As long as people continue to settle for LMS products, they won't feel threatened by alternatives.

But that's not going to last forever. The shift is underway. We're leading the charge along with other solutions that round out your learning tech stack.

The days of "HR is approved for a single LMS and that's it" are over. Your CEO and executive leaders can finally use solutions like 1Huddle to impact business metrics by leveling up your most critical asset...

Your people.

Don't be the company that is slow to move. There are countless examples of companies that have underestimated the impact of failing to adopt new tech. Blockbuster never saw Netflix coming. Until it was too late.

What is 1Huddle?

1Huddle is the workforce training platform that gets your employees ready to work. We empower you and your team with quick-burst games that are fun, easy to implement, and – most important – effective.

When your team needs to confidently onboard new employees and level-up veterans to mastery, even when they're not at work, 1Huddle has you covered.

CONTACT SALES

sales@1huddle.co | (646) 926-1942

or, sign up at <u>1HUDDLE.CO</u>

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