# eidesign

## **Solution Blueprints**

Completed project solutions

Prepared for: Knowledge Repository 15<sup>th</sup> Oct 2020

#### Topic

Data Security and Data Handling

#### Business Objective

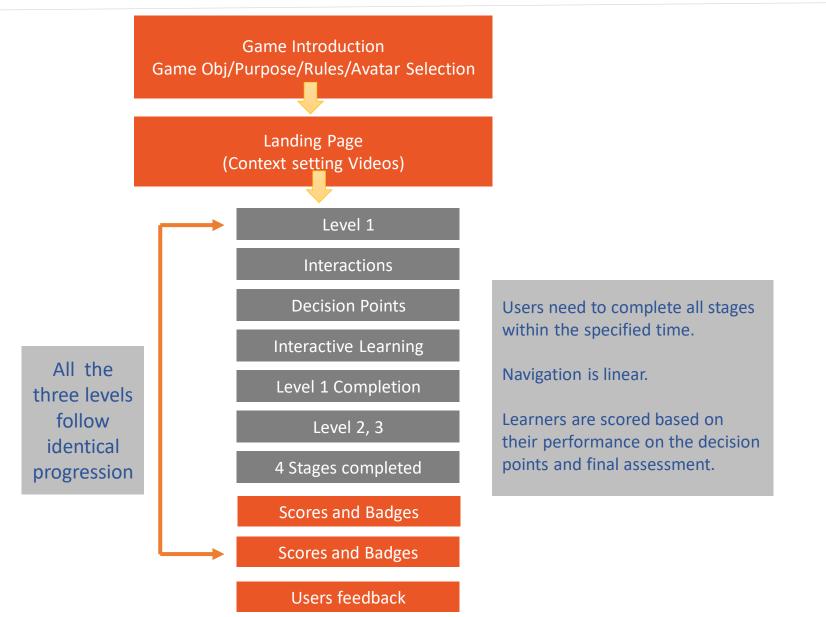
- Build awareness on data security
- Demonstrate ways of mitigating data security risks
- Share best practices on data handling

#### Approach

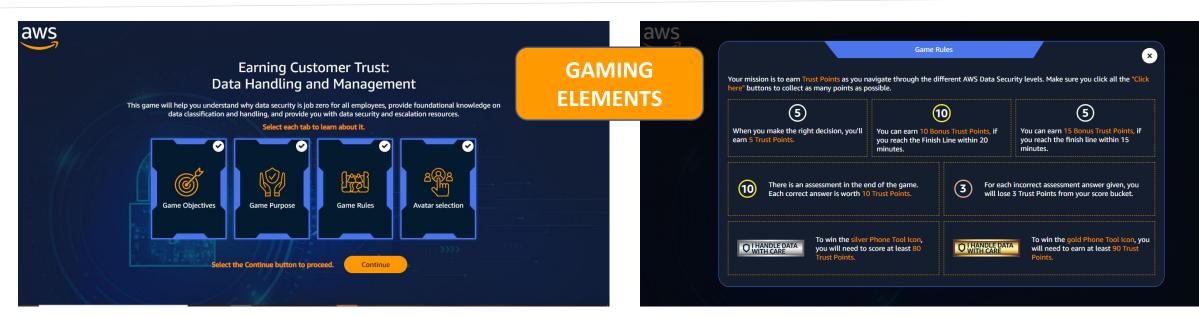
A gamified learning driven through a single character or avatar who is on a mission to earn trust points from customers as he or she navigates through the different security levels embedded in the course.

### Key Highlights

- Gamified Learning on Data security
- Includes all gaming elements (Avatar Selection, Scoring, Rewards, Penalties, Badges)
- Avatars are close to real-life characters in Amazon and helps in instantly connecting with the target audience
- Use of real situations or scenarios for greater impact
- With Spoiler alerts, decision points and an overarching story the learner is beautifully hooked to the game all the way till completion
- Partially audio driven
- Built on Storyline 360
- Leverages the Parallax platform for linear navigation

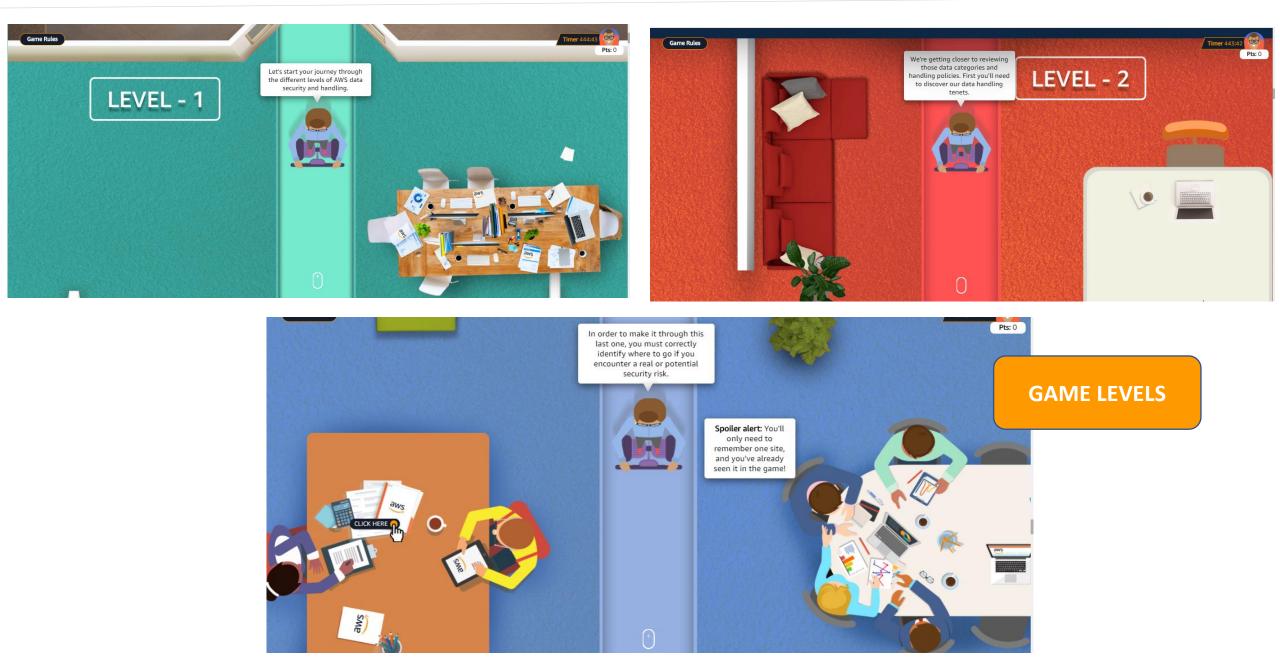


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