



# TATAMI - DIGITAL LEARNING

## Description

With the Tatami, you will learn how to design innovative and impactful digital learning programs.

## Target

This program is intended for heads of learning, learning program managers, digital learning managers, learning designers, business experts, occasional or professional facilitators.

## Requirements

You need general knowledge in the professional learning area to take this course.

## Technical requirements

To follow the program, you will need a computer (with a camera) and access to internet.

## Duration

The program lasts 16 hours spread over 6 weeks:

- 3 virtual classes of 2 hours each
- digital learning resources (educational videos, help sheets, trainings...)

## Price

The intra-company custom-made programs are invoiced on quotation. Basis: 790€ pre-tax value / person.

## Learning objectives

At the end of the program, you will be able to:

### Manage a digital learning project:

- Structure a digital learning project
- Ensure the deployment of a digital learning program
- Interact with the project's stakeholders
- Analyze the data to improve the learning program

### Script a learning program using digital methods:

- Identify and use learning methods adapted to the program's objectives
- Build a learning experience adapted to your target



## Group size

The intra-company groups must be composed of at least 5 people.

## Access

The time between the moment you subscribe and the moment when the program starts will vary depending on the availability of our facilitators. You might need to wait between 3 and 4 weeks.



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## Program

### WEEK - 1

#### Opening ceremony

Introduction webinar

Access to the Dojo (online learning platform)

### WEEK 1

#### Warming up:

Discover the program, the team and the group

Explore digital learning innovations and get acquainted with the digital learning basics

### WEEK 2

#### Mastering the digital learning weapons:

Keep on exploring the most innovative trends and learn how to make your digital learning programs more attractive

### WEEK 3

#### Understanding your opponent:

Discover and follow the different steps of structuring a digital learning project

### WEEK 4

#### Build a battle strategy:

Explore and follow the different steps of designing a digital learning project  
Create different types of digital learning contents

### WEEK 5

#### Gathering your community of learners:

Develop the community management practices for your own learning community  
Learn the basics of marketing and communication to improve your learners' engagement

### WEEK 6

#### Closing session:

Here, you will be able to share your opinion on the program.

## Trainings

#1 Analyze data extracted from an LMS

#2 - Pitch learning methods

#3 - Structure a project

#4 - Skill mapping

#5 - Define personas

#6 - Create a storyboard

#7 - Script a gamified learning experience

#8 - Create an infographic

#9 - Design a digital learning program

#10 - Formalize a scripting intention

#11 - Create a production plan

#12 - Coach the experts to talk during the video shooting

#13 - Create a newsletter

#14 - Facilitate a learning community within a digital learning program

#15 - Decline a universe



## Virtual classes

#1 - Structuring a digital learning project

#2 - Building a learning experience

#3 - Manage the production of a digital learning project

## Tools and learning methods

Our program is available on our LMS platform. In addition to the virtual classes, you will have access to resources (videos, help sheets, etc.) and trainings to practice the skills you will learn during the course.



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## Facilitators

**Emilie Canet, Consulting & Learning Director at Learn Assembly**

Emilie is Head of the consulting and learning activities at Learn Assembly. In charge of R&D and learning quality, she helps the project management teams to design the best learning experiences possible. Emilie has a PhD in Management Sciences and before joining Learn Assembly, she was the Director of the Business Transformation Master's Program at Université Paris-Dauphine.

**Antoine Amiel, Founder & CEO of Learn Assembly**

Professional self-learner, Antoine first studied literature before attending a business school. Passionate about the digital and education worlds, he founded Learn Assembly to help learning and employability optimists grow. Antoine is also a member of the boards of directors of Acteurs de la Compétence (Professional Learning Federation) and EdTech France Association.

## Accessibility for the disabled

Don't hesitate to contact us if you have a disability. We will to our best to adapt our programs to your needs.

## Assessment methods

The program starts with a self-assessment survey. To validate the program, you need to complete 3 exercises, answer a quiz (minimum score of 50%) and write an insider's letter that you will send to our learning team. Three months after the end of the program, you will receive the self-assessment survey again to measure your progress

## Satisfaction and engagement

Le Tatami program has an NPS of 8.5/10.

Engagement rate:

- intra-company program: < 85%
- inter-company program: 100%

## Who are we?

Learn Assembly is a learning company founded in 2013. We help all the skill development players transform. As a learning company, our mission is to help L&D players develop a strategic role within their organization to increase the individuals' employability.

Thanks to innovative consulting and learning solutions, we support the transformation of organizations' learning departments and skill development practices.



## Contact & legal notice

**LEARN ASSEMBLY**

Address:

5 Place de la Bataille de Stalingrad – 75010  
PARIS. RCS Paris 79791405800012

Phone number: 07 77 88 89 65

Email: [contact@learnassembly.com](mailto:contact@learnassembly.com)

Intra-community VAT number:

FR 48 797914058

Siret number: 79791405800012

Naf code: 8559A - Société par actions  
simplifiée