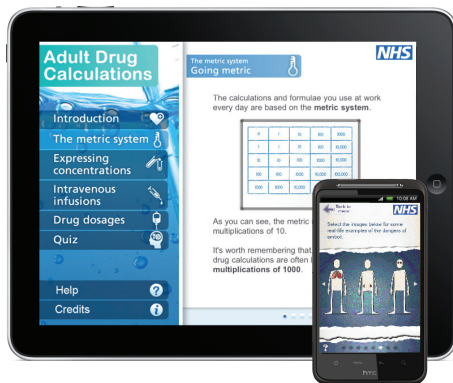


# Epic in Mobile

NHS South Central | British Army | Collins Education | For Dummies

With the largest mobile division in the e-learning industry, Epic recently built a new authoring tool which allows us and our clients to design once, and deliver great learning to multiple platforms.

## NHS South Central Administration of medicines



**Solution:** Two mobile apps produced for NHS South Central. User feedback is playing an important role in testing the feasibility of delivering learning via mobile device across the National Health Service.

**Audience:** Doctors, nurses, midwives and other clinical staff.

**Approach:** The first app, 'Compatibility of injectable medicines', contains 40 minutes of content in an informal and conversational style. Imagery is illustrative, making extensive use of hand drawn cartoon characters. Animations use illustrated nurse and patient characters and voiceovers from a narrator.

The second app, 'Adult drug calculations', is more formal in style. Imagery is photographic, with animations provided by whiteboard/handwritten sequences rather than cartoons.

The apps have been produced for the Apple iPhone, iPad and Android devices.

## British Army 'Operation Numerika'



**Solution:** 40% of Standard Entry recruits to the British Army don't have the required numeracy skills. A traditional classroom approach wasn't working so Epic created an interactive, games-based solution on Nintendo DS.

**Audience:** All recruits to the British Army.

**Approach:** Use of a games console ensures the learning is informal and as such engages the young target audience. The game combines simple, contextually relevant challenges and provides different levels of difficulty to cater for a range of learners and extend the life of the challenge. Scores are stored and uploaded separately for tutor review.



**2010 International E-learning Association Awards Winner:** 'Business/Professional Mobile Learning award'

**2010 International Visual Communications Association awards:** Highly commended, 'Best e-learning programme'

**2009 E-learning Award Gold Winner:** 'Best use of mobile learning'

## Collins Education GCSE Maths Revision apps



**Solution:** A series of four Maths GCSE revision applications for the iPod, iPad and iPhone. Each app contains 3-5 hours of content, including full screen videos and is available on the Apple App Store and iTunes.

**Audience:** Approximately 700,000 students preparing to sit GCSE Maths each year.

**Approach:** Accessible on the move, the apps consist of learning screens, videos, paper animations, practice questions and assessments. They cover the whole of the GCSE syllabus for three examination boards.

Launched in late 2010 and early 2011 and with over 1,000 downloads in the first two weeks alone, the apps have proven extremely popular. A free Lite version of 'Numbers' is available on the Apple and Android.

For more information on our work in this area, call +44 (0) 1273 728686 or email [contactenquiries@epic.co.uk](mailto:contactenquiries@epic.co.uk)

## For Dummies Body Language for Dummies app



**Solution:** This is the first development in a suite of mobile apps based on the 'For Dummies' books.

**Audience:** The final product is available to anyone, downloadable from the Apple App Store and Google Apps Marketplace.

**Approach:** Two hours in length, the app is designed to complement the 'Body Language for Dummies' book. Users can dip in and dip out of the app as and when they need support, rather than having to follow a linear route. Each section supports a chapter in the book in interactive format, with videos to complement the text and graphical content.

Screens are not limited by the size of the smartphones, meaning users can scroll down or zoom in on text and graphics.

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