



Did You Know ?

- **56%** skills of the current workforce **DO NOT MATCH** changes in company strategy, goals and business needs.
- **75%** of companies look for support in using technology effectively to increase L&D effectiveness.

THE RISE OF DIGITAL IS TRANSFORMING TALENT DEVELOPMENT AND LEARNING.

Is Your Customer Future Ready?

44% Companies Want to Replace LMS

- COTS as well as custom LMS
- Learning experience platforms
- Integrated talent environments

\$165 Bn: E-Learning Market Size

- Off-the-shelf e-learning content
- Custom e-learning content creation and conversion
- 2D and 3D animations

\$11 Bn: Gamification Market in 2020

- Game-based learning
- Gamification of learning management system
- Gamification for product adoption, behavioural change



49% Learn at Point of Need

- Just in time help through:
 - Online videos
 - Offline job aids
 - In-app training
 - Virtual reality

>60% Learn through Videos On the Go

- Learning videos fit for viewing on desktops & mobile devices
- In-depth video analytics
- In-video Learning Interventions

Consulting □ Talent Environment Transformations □ Instructional Design □ Rich Media Design □ Content Localization □ LMS

Transformative Engagements:



- Competency development program for an oil and gas major for **USD 2.5 Mn.**
- Ongoing LMS customization and support for a tech major **with a recurring revenue of USD 1 Mn.**
- Custom LMS development for **USD 600K** with future e-learning & mobile learning opportunities; recurring revenue for support

Customers



Partnerships & Solutions



Tech Mahindra Learning Services helps organizations find the right balance between learner needs and program costs.

Click [here](#) to get in touch with our experts to learn about the offerings and discuss use cases.