The Hyper-B™ Suite

Structured Yet Flexible!

The Hyper-B™ Suite is designed to make the development of e-learning easier and more systematic. It is best used for developing families of e-learning products, which require consistency in presentation as well as easy access and content manipulation. It greatly improves a variety of steps within the development process, such as instructional design, content development, prototyping, formative evaluation, usability testing, packaging and delivery.
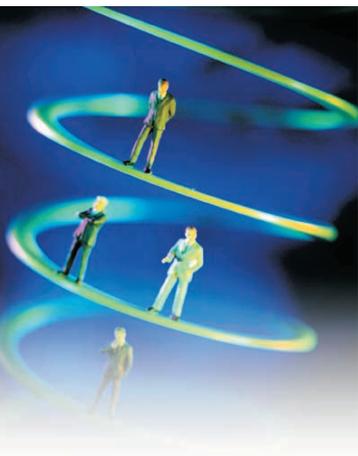
Structured Interactive Knowledge

Hyper-B™ stands for Hypermedia Builder. The system is designed to help you rapidly and effectively deliver knowledge to employees, customers, and partners. Hyper-B™ is based on a suite of interrelated applications revolving around the content stored in a database. The complete comprehensive relational database model consists of 35 tables, 454 fields and 75 indexes. This database model is based on 10 years experience developing e-learning materials. It offers:

- Modules, sections and sub-sections.
- Hyperlinking to media, text, questionnaires, references, URLs and custom applications.
- Questionnaires, in both self-assessment and exam formats.
- Support for standard media formats: image, video, animation, sound, PDF, Macromedia Flash & Director™ files.
- Various question formats using text and media, including multiple choice, multiple answers, hotspots, drag and drop or short essay, text and media-based feedback.
- Frequently Asked Questions (FAQ).
- Lessons, references, glossary, etc.
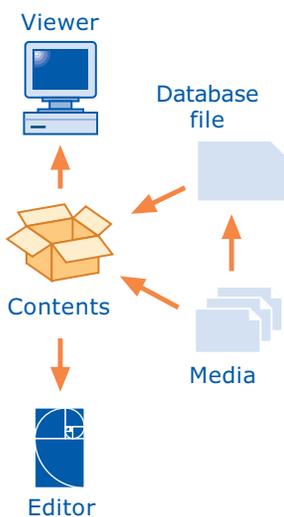
Content In The Right Format

With Hyper-B™, content is systematically organized throughout projects. The content is created, stored, and manipulated in the database-driven Editor module. The content is presented to the user in a Client module, referred to as the Viewer.

The content can also be exported and automatically formatted in Microsoft Word, with table of content, not only for validation, but also for final print products.

Flexibility

Your learning projects can have as much or as little content as necessary. More over, the same content can be presented in many different ways, as Multimedia-based Training as a Quiz Game, etc. You can have multiple contents presented in one type of Viewer, or the same content presented in many different Viewer types.
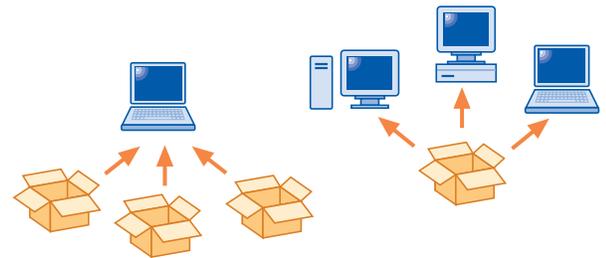
The flexible and open architecture of Hyper-B™ allows you to present and deliver training knowledge according to your needs. Content is delivered on CD-ROM or over networks. It can be read locally or remotely.

Hyper-B™ separates content from its shell, which dramatically lowers time and cost of creation and maintenance.

Rich and Interactive Interfaces

Content is delivered to end-users or learners in a Viewer (Client Module), which becomes the main user interface.

The graphic design, layouts, features and functions of the viewing environment are customized to your specific requirements.

Viewer

Database file

Contents

Media

Editor

Features Summary

- Multimedia development and integration efforts reduced of up to 75%

- No technical skills required to input content

- Facilitates repurposing, re-editing and maintenance of content

- Bilingual development (multi-lingual, multi-version to come!)

- Content can be exported and formatted for print at any time

- Hyperlinking to standard media types plus interactive components (Macromedia Director™ format), Flash, PDF, HTML, Java Applets, Real Media, Windows Media Video

- Indexing and closed captioning of video and animations

- Batch linking and updating of media

- Integrated creation and substitution of dummy media for faster development

- Various presentation layouts, combining text and media, hotspots, rollovers, drag & drop, etc.

- Dynamic table of contents

- Full-text searching

- Tracking of Quiz results, locally or over a server

- Tracking of user navigation and interaction

- Bookmarking and note taking

- FTP updating of content

- And more!

Technical Requirements

The Hyper-B™ Suite is developed with Macromedia Director™ and the V12-Database Engine™. Note: the next release will offer connectivity to SQL database systems.

On the development end:

- Windows 95, 98 and 2000
  Processor: Pentium II 400 MHz
  Macintosh PPC OS 8.6

- Ram: 128 MB

- Hard drive: 100MB

- CD player: 12X

- Resolution: 1024 X 768

On the user end, same as above, except for:

- Ram: 32 MB

- Resolution: as per your specs

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