



Platform Features





Winner of Most innovation
Experiential & Episodic
Learning Platform 2021.

Corporate Vision Education & Training Awards.





We at ByteKast are determined to re-imagine the digital learning landscape. We want to open our platform to key industry players and dominate the **Digital Micro-Learning Space.**

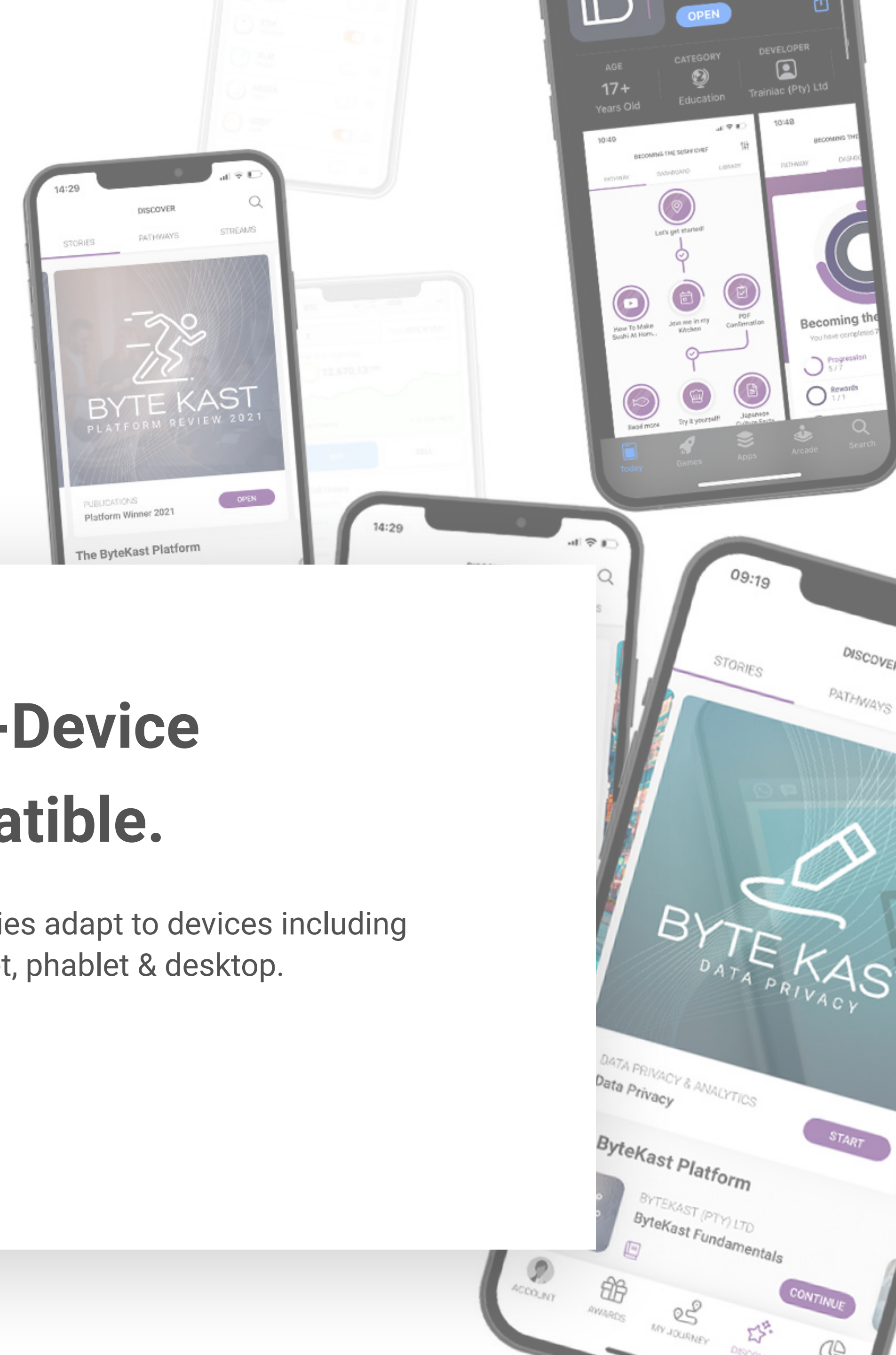


Offline Capabilities.

Stories can be downloaded and completed offline. Analytics are uploaded when a connection becomes available.

Cross-Device Compatible.

Content stories adapt to devices including mobile, tablet, phablet & desktop.





Switch Devices.

Learning apps handle real-time syncing.
Start on one device and finish on another.
Users will never lose their place or content.

Group Access.

Create audience groups to manage exclusive
access to content stories and apps.



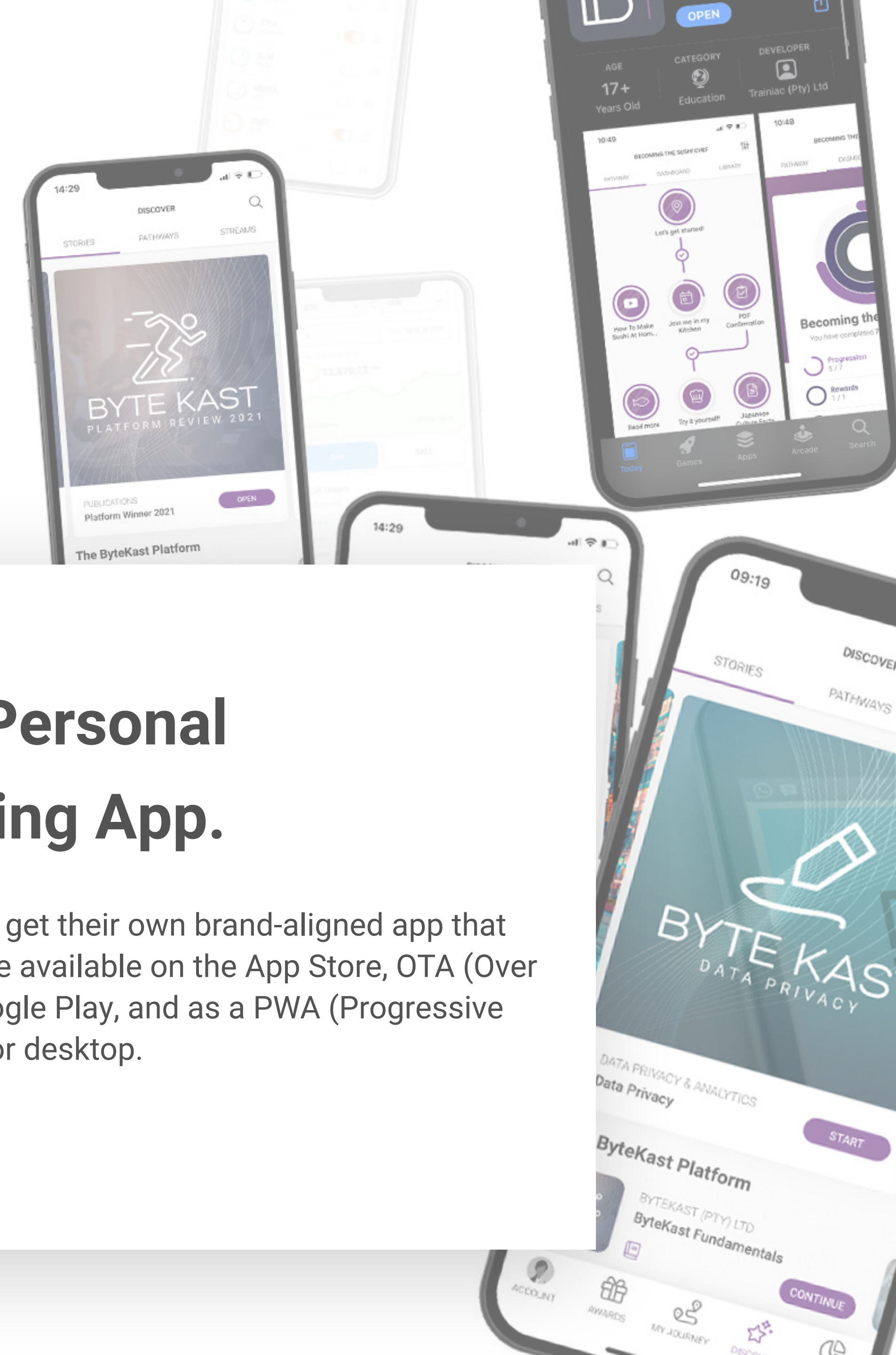


END to END.

Content stories are published directly to your
BRANDED LEARNING APP.
Author, publish & track on the same platform.

Your Personal Learning App.

Subscribers get their own brand-aligned app that
can be made available on the App Store, OTA (Over
the Air), Google Play, and as a PWA (Progressive
Web App) for desktop.



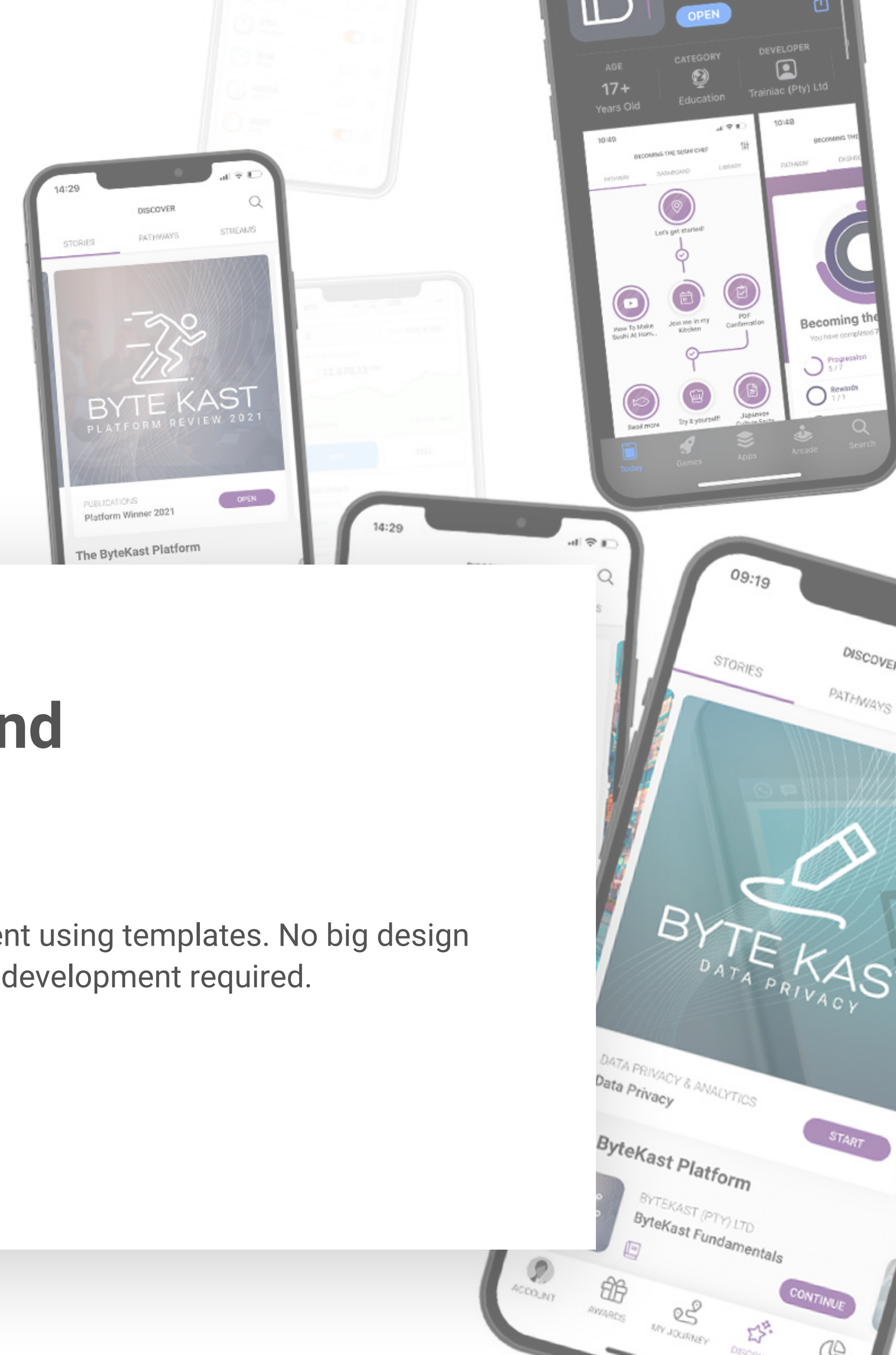


User onboarding.

Users are intuitively onboarded on both the platform and app with a range of tours and guides.

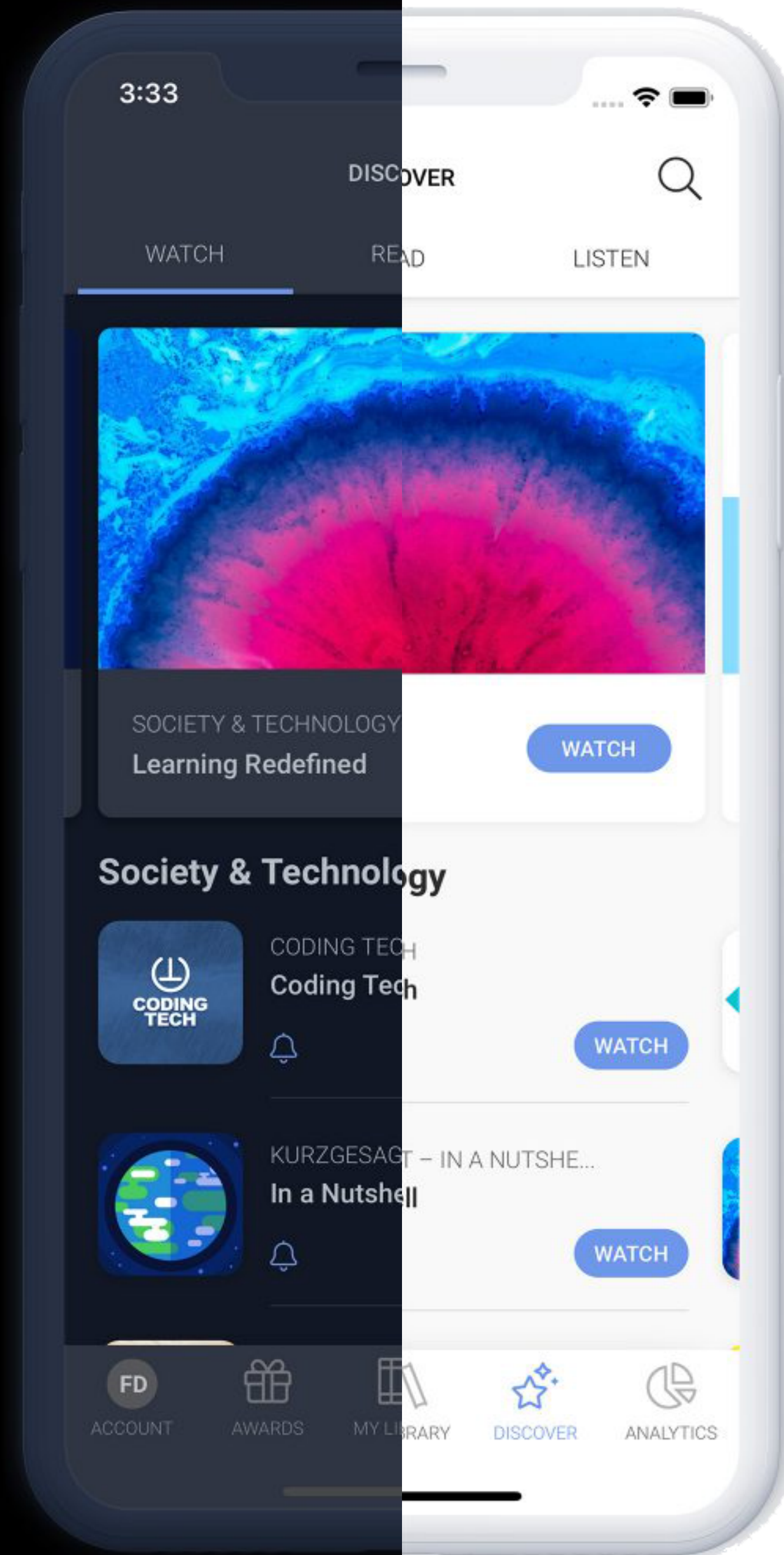
Fast and Fresh.

Author content using templates. No big design decisions or development required.



Dark Mode

We've introduced Dark Mode, which allows users to experience your app in a glorious dark palette.



Light Mode

Whether experienced in light or dark, the UI design ensures your app's theme remains consistent in either mode.



ENHANCE

Enhance your audience's learning experience by offering segmented content types. Users can learn by watching, reading or listening.



SUBSCRIBE + ENGAGE

Streams allows users to subscribe and get notified when new episodes are published. Authors can use analytics to gain insight into subscriptions, ratings and engagement.



EPISODIC LEARNING

Deliver content in episodes. Automate YouTube and podcast curation to create a continuous stream of fresh content.



TARGET

Deliver streams to different audiences. With targeting, you can publish streams to one or more groups to control access.



WATCH, READ, LISTEN.

Curate, Publish Stream.

Break free from traditional el-earning.

With STREAMS, you can broadcast episodic media to deliver a more natural and modern way of learning digitally.

Content authors can publish, curate and stream to the Learning app. Podcast streams can also be published via popular platforms such as **iTunes, YouTube** and **Spotify**.



CREATE A REVIEW

Create a **Story Review Group** and invite stakeholders to comment, and collaborate.



MANAGE FEEDBACK

Manage **feedback** and **assign tasks** for your team to complete.



CREATE ANNOTATIONS

Create annotations on templates to **provide more clarity** on changes.



ASSIGN TASKS

One channel for change-rounds to **avoid a time-consuming back and forth**.



SHARE SCREENSHOTS

Share **screenshots** and **screencasts** to provide more clarity.



SET A START + STOP DATE

Give your **change rounds** a start and a stop date..



INVITE STAKEHOLDERS

Invite clients or team-members to **keep feedback central** and manageable.



RAPID SIGN-OFF

Workflow & Collaboration.

Collaborate with your team and clients and manage change rounds. Use our Workflow tool to rapidly share ideas with your team and stakeholders, manage feedback, and track comments and changes.



USER PROGRESS

You can track how many users have **viewed and completed** stories, and follow their progress.



DEMOGRAPHICS

See where in the world your **audience** is based, as well as how old they are and which gender they identify with.



REVIEWS + FEEDBACK

Read story reviews so that you can **improve** based on user feedback.



LOCATION

See where in the world your audience is based and follow their **activity**.



LEADER BOARDS

Follow leader boards to **identify top performers** according to overall groups, cities and countries.



DRILL DOWN INTO DETAIL

Drill down into **story analytics** to see detailed responses, question analysis, media assignments, and individual user logs.



RETENTION STATS

View user uptake by cohort, **identify the number of new users** acquired and see how many have returned to use their learning app..



ADAPTATION

View **App Versions & Device Types** that your users are using. Get an understanding of Android, Apple, Progressive Web App & Desktop usage.



REAL TIME

Analytics & Trends.

Backend analytics let account admins see how end-users interact with their content.

Live streams allow you to see audiences and interactions in real-time. Filter by story, groups, country and location to dynamically shape your analytics and gain detailed insights.



ADD AND MANAGE USERS

Create your groups + manage users.



SEND GROUP NOTIFICATIONS

Send notifications to user groups via push notification or email.



VIEW ENGAGEMENT RATE

One channel for change-rounds to avoid a time-consuming back and forth.



ASSIGN APPS AND STORY ACCESS

Assign app or story access to any group.



CSV IMPORT

Import CSV files to create your user base.



AUTOMATED NUDGES

Inactive users are sent a nudging reminder (after 1.5 days).



RAPID DEPLOYMENT

Group Management

Manage your user audience. Create audience groups to manage exclusive access to content stories and apps.



SCAN QR CODE

Ask users to scan a QR code to redeem their reward.



CERTIFICATES

Award certificates of completion. If you want your users to earn a certificate at a certain point in the pathway, you can create certificates and then assign them to a Certificate Activity activity.



LEARNING PATHWAYS

Certificates & Rewards.

Define what and how many rewards are available.



GROUP NUDGING

After an invite goes out, inactive users are nudged to activate themselves.



CUSTOM NOTIFICATIONS

Custom notifications can be sent to all the groups in your account. Either via push notification or email.



PATHWAY NUDGING

Apply **time limits** to each row of activities. Users will be **nudged/reminded** by app push, and email notifications.



PUSH NOTIFICATIONS

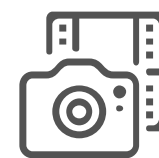
Push notifications are sent when a story or stream is published.



LEARNING PATHWAYS

User Nudging.

Push notifications are sent every time a story or stream gets published.



1000's OF FREE IMAGES + VIDEOS

We have integrated with **Unsplash** and **Pixabay** to bring you an impressive library of stock images and videos.



CATALOGUE + TEMPLATES

A story can be published to the Marketplace as a **re-usable story template**, or as a **polished and ready-to-publish catalogue story**.



LIST ON MARKETPLACE

List and **promote** your instructional design offerings on our public marketplace.



READY TO USE.

Templates & Market Place.

Create and promote your Story Templates and Catalogues.
Integrated with Unsplash and Pixabay to bring you an impressive library of thousands of stock images and videos.

Create story templates and offer them as a Story Catalogue to your clients.
Share your Story Templates with your accounts of choice.



LOCATION CHECK-IN

Ask users to check-in using their live location when they get to the address of the physical activity.



UPLOAD IMAGES AND DOCUMENTS

Ask users to upload evidence/proof of having attended the physical activity.



HONOUR

Ask users to simply use a "Confirm" button to verify that they have completed an activity.



SCAN QR CODE

Ask users to scan a QR code when they arrive at the physical activity.



LEARNING PATHWAYS

Pathway Options.

Web activities are experiences that happen outside of the learning app. The combination of Web Activity and Web Tracking is a powerful mechanism that allows any off-app activity & pathway integration to be limited only by the imagination.

Track that a user has visited an external URL and use the code snippet provided when you set up a Web Activity.

A physical activity or class room attendance can be fulfilled in one of four ways.



AUDIO

Upload a single .mp3 audio file for users to listen to as a pathway activity.



PODCAST EPISODE

Use this pathway activity to add an episode from a podcast using an RSS feed or an Apple podcast link.



CERTIFICATE

Get users to earn a certificate at a certain point in the pathway,



SURVEY

Create a survey to use in a pathway activity.



EVENT

Create virtual or physical events.. Users can check in via QR code or geo-location.



WEB ACTIVITY

Web Activity and Tracking is a mechanism that allows any off-app activity & pathway integration.



MILESTONE

In total, you can have up to four milestones per pathway - one per level.



PHYSICAL ACTIVITY

Users can complete a non-digital activity, you can describe the task and define the fulfilment requirements.



REWARD

Users can earn rewards at certain points in the pathway,



CONFIRMATION

Users, upload proof, you review it. This could be files or photographic evidence.



CLASSROOM

Host a webinar or an on-location classroom event, and view attendance.



ARTICLE

Create an article to use in a pathway activity.



ASSESSMENT

Choose whether the activity is required or optional (can be skipped).



LEARNING STORY

Add a story to use in a pathway activity. You can insert a single chapter or the whole story.



VIDEO

Upload a single .mp4 video file for users to view as a pathway activity.



STREAM SNIPPET

Add a collection of audio or video episodes from a stream.



LEARNING PATHWAYS

Pathway Options.

The objective of a pathway is to build a learning experience /journey by placing activities in a sequence of rows within each pathway “level”.

Web activities are experiences that happen outside of the learning app. The combination of Web Activity and Web Tracking is a powerful mechanism that allows any off-app activity & pathway integration to be limited only by the imagination.

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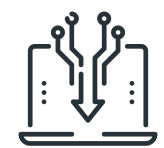
EXPORT TO SCORM

Export your SCORM package as **SCORM 2004** or **SCORM 1..2**.



EXPORT TO PDF

Quickly create a **PDF** that is print ready.



LINK MANAGER

Enable and disable any links within your learning story at any time.



ATTACH RESOURCES

Attach media for users to download and go through in their own time.



SET THE LEARNING JOURNEY

Set the learning to either be a **linear** or **open world** learning experience.



SET THE SCORE

Set the score to either **be formative** or **summative**.



TIME LIMIT

Set a time limit (in minutes) for this story, i.e. define **how much time** the user has to complete the story.



ASSIGN CERTIFICATES

Choose whether or not users should receive a **story completion certificate**.



SET A PASSMARK

Set the percentage (of correct answers/activities) required in order to pass.



CHOOSE YOUR AUDIENCE

You can decide which user groups have access to the content you create.. Make it **public** or release content tailored to specific groups (i.e. **private**)



RAPID STORY AUTHORIZING

Learning Story Options.

Adjust settings of your Learning Story according to you desired outcome. For example set time limits, limit scoring options and assign completion certificates.



WORD SEARCH

Word search activity with up to 6 words.



YES, NO, MAYBE

A multiple drag & drag card activity.



Memory Game

Create a memory game to drive visual learning and recognition.



VIDEO

Interactive video with pause & play.



ICON + TEXT

An icon with text.



TEXT RESPONSE

Open-ended question for text responses.



AUDIO

Audio player with text.



IMAGE + TEXT

An image with text



VIDEO + TEXT

A video player with some text.



DRAG + DROP

Single drag + drop card activity.



IMAGE SELECT

Select the correct card activity.



IMAGE COVER

Full screen image.



QUIZ

Multiple questions to evaluate knowledge.



SLIDESHOW

A slide show with up to 6 images.



SWIPE CARD

Swipe left or right card activity.



SURVEY

Create feedback and ratings.



TEXT

Text with optional media added.



JOURNEY MAP

A map with interactive activities.



RAPID STORY AUTHORING

Learning Story Templates.

We've created pre-designed template pages that look good across all devices.



Thank you for
your time.

www.bytekast.io