

# LEARNING MANAGEMENT SYSTEM

## **Training Solutions**

A Learning Management System (LMS) is a software application for the administration, documentation, tracking, reporting, automation, and delivery of educational courses, training programs, materials or learning and development programs.

Sonovision are flexible suppliers and able to offer a wide variety of LMS solutions. Whether you require content only or a full end-to-end solution, we can tailor delivery that fits your specific training needs.

#### **SONOVISION CAN PROVIDE:**

- SCORM HTML5 compliant content for inclusion into your current LMS.
- Alternative LMS hosting and implementation with a Sonovision supplier of choice.
- SCORM HTML5 compliant content implementation into any LMS supplier of your choice.

```
~rocks[0] != group_info->small_block) {
                                      (groupinfo->blocks[0] != group_info->small_block) {
                                       for (i = 0; i < group_info->nblocks; i++)
                                           freepage((unsigned long)groupinfo->blocks[i]);
(i = 0; i < group_info->nblocks; i++)
             == "MIRROR_Z":
       .use_x = False
                                             Freepage((unsigned long)groupinfo->blocks[i]);
     mod.use_y = False
      mod.use_z = True
                                    kfree(groupinfo);
   .active = modifier ob
    ion at the end -add back the de de ;
     select= 1
    ob.select=1
/* export the groupinfo to a user-space array */
                                              const struct group info *group_info)
                                               onst struct group_info *group_info)
                                             int count = groupinfo->ngroups;
                                    unsigned int count = groupinfo->ngroups;
                                   for (i = 0; i < group_info->nblocks; i++) {
                                  unsigned int cpcount = min(NGROUPSPERBLOCK, count);
for (i = 0; i < group_info->nblocks; i++) {
                                      unsigned int len = cpcount * sizeof(*grouplist);
unsigned int cpcount = min(NGROUPSPERBLOCK, count);
                                       unsigned int len = cpcount * sizeof(*grouplist);
                                      if (copyto_user(grouplist, group_info->blocks[i], len))
                                                   -EFAULT;
rser(grouplist, group_info->blocks[i], len))
```



#### **RELATED TOPICS:**



### **E-Learning & Blended Learning**

We provide E-Learning / Blended Learning solutions for maintenance, safety and operation training. Our technical experts develop high quality, engaging content across multiple sectors and technologies.



#### **Virtual Reality (VR)**

Our immersive development team's expertise and capabilities create experiences using VR solutions to engage learners, improving the productivity, proficiency and effectiveness of training and maintenance activities.



#### **Augmented Reality (AR)**

We utilise an augmented reality content platform that enables us to create interactive manuals and documentation for maintenance, operations and training based on existing CAD data. No external experts or coding required.



#### **360 Degree Virtual Tours**

Advanced virtual tour capabilities transform real-world scenes into fully immersive digital experiences, ideal for a wide range of product familiarisation and training scenarios.







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