

Pune-Based Harbinger Group Wins International Recognition

Harbinger Group, the global provider of software products and services, has won the Gold award at the 2008 *Learning in Practice* awards sponsored by the Chief Learning Officer magazine. The prestigious CLO *Learning in Practice* Awards program recognizes those industry vendors and leaders who have demonstrated excellence in the design and delivery of workforce learning and development programs. The award was handed to Harbinger at the Fall 2008 Chief Learning Officer Symposium held in San Diego, California on Thursday, September 25.

Harbinger won the Gold award for 'Clinical Challenges', an innovative online learning project with Philips Healthcare, pioneering gaming in healthcare education. The objective of Philips while conceptualizing 'Clinical Challenges' was to create a learning environment that would leverage cognitive benefits of game-based learning, in a manner that is cost-effective and rapid to build. Harbinger partnered with Philips to provide the technology and services that fulfilled this objective.

'With the help of Harbinger's thought leadership on game based learning development and its innovative product **Raptivity**, Philips has started a new paradigm in providing a unique learning experience in healthcare. The celebrated 'Clinical Challenges' site, which is available publicly, combines entertainment with challenge, even when testing knowledge on complex clinical subjects,' said Vikas Joshi, Chairman and Managing Director of Harbinger Group.

According to Douglas Dell, Philips Healthcare's Director of Learning Services, 'Harbinger has helped achieve the rapid momentum in our game-based learning initiative. Philips now has a clear roadmap capability in place for implementing clinically focused interactions our users have endorsed as compelling learning experiences. The ability to rapidly develop these challenging, immersive learning experiences extends our portfolio of learning products. Harbinger's tools provide a cost effective array of gaming experiences.'

As can be seen on the Philips Learning Center web site www.theonlinelearningcenter.com , complex subjects such as anatomy, physiology, X-ray, MRI & pathology have been motivated using a variety of game formats including popular TV game shows, common board games, challenging brainteasers, immersive simulation games and so forth. The tools have also provided a means to present advanced clinical images in a format that allows for exploration via drag and drop, hot spots and auto-solve techniques.

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