



## PRESS RELEASE

### Harbinger Interactive Learning wins a Gold and Bronze in 2021 Brandon Hall Group Excellence in Technology Awards

**Harbinger's learning frameworks gets recognized as one of the best in the eLearning industry with two Brandon Hall Group Excellence in Technology Awards. The winning streak continues in the Year 2021 with a Gold and a Bronze for the company's gamification and competency-based learning frameworks.**

Harbinger Interactive Learning, a leader in delivering custom learning solutions to companies across the globe, won two coveted Brandon Hall Group awards - a Gold and a Bronze in 'Best Advance in Content Authoring Technology' and 'Best Advance in Learning Management Measurement/Business Impact Tools' categories respectively. Harbinger's win was announced on December 9, 2021. A complete list of this year's winners may be viewed at <https://excellenceawards.brandonhall.com/winners/>.

The Gold came to Harbinger for its dynamic gamification framework that helps design and develop gamified content in a rapid and cost-effective way. This easy to implement framework allows eLearning professionals to create eLearning that is creative, interactive, and customized with high levels of gamification and engagement. Providing a quick breakthrough from the traditional training formats, the transformed gamified content includes enrapturing interaction, animation, and real-world scenarios that have proven to keep the learners informed, engaged, and inspired.

The Competency-based Learning Framework (CBLF), yet another original from Harbinger, won the Bronze in the 'Best Advance in Learning Management Measurement/Business Impact Tools' category. This CBLF is an innovative solution that maps competency levels to deliver customized, individual learning paths, while closing skill gaps and tracking progress of the learner. The framework solves not only for the current but also future competency requirements of both the organizations and the individuals.

"It is indeed delightful to see our frameworks getting acknowledged as the best in the industry. That too, from none other than the Brandon Group. There cannot be anything more exciting than this! While our customers have always stood by us and encouraged us to raise the benchmarks, I am equally pleased with the endeavor and commitment of our talented team to leverage technology for coming up with innovative solutions that help impact learning outcomes", said Poonam Jaypuriya, Vice President – eLearning, Harbinger Interactive Learning.

"Technology has never been more critical for success in human capital management than it is today. We were thrilled to see many new innovations in all areas, but especially related to the future of work," said Brandon Hall Group Chief Operating Officer and awards program head Rachel Cooke. "Thanks to the many innovations from our Excellence in Technology winners, organizations have

many compelling options as they make important decisions on how to leverage technology to drive their people strategies.”

Entries were evaluated by a panel of veteran, independent senior industry experts, Brandon Hall Group analysts, and executives based upon these criteria: Product’s breakthrough innovation, unique differentiators, value proposition, and measurable results.

### **About Harbinger Interactive Learning**

Harbinger Interactive Learning is a global design and development company specializing in eLearning modernization and custom eLearning solution development. With over 25 years of experience in delivering innovative learning solutions for various verticals like publishing, life sciences, BFSI, retail, and high-tech, Harbinger makes use of a wide range of instructional approaches like microlearning, nudge-learning, gamification, interactive videos, ILT/vILT and more to build innovative, engaging, and effective learning content. Harbinger’s training programs are learner-centric and explicitly designed to improve employee performance and business outcomes.

With a vision to "transform lives at every workplace," team Harbinger specializes in gamification, blended learning, mobile learning, visual design, instructor-led, competency-based learning, remote learning, nudge-based learning, AI chatbot-based learning, and digital learning solutions.

To learn more visit: <https://harbingerlearning.com/>

### **About Brandon Hall Group**

Brandon Hall Group operates the largest and longest running awards program in Human Capital Management. As an independent HCM research and analyst firm they conduct studies in Learning and Development, Talent Management, Leadership Development, Diversity, Equity & Inclusion, Talent Acquisition and HR/Workforce Management. These benchmark studies help organizations by providing strategic insights for executives and practitioners responsible for growth and business results.

Coupling the research studies with the best practice from the awards, Brandon Hall Group has helped more than 10,000 clients globally and more than 28 years of delivering worldclass research and advisory. At the core of our offerings is a membership program that combines research, benchmarking and unlimited access to data and analysts. Membership enables executives and practitioners to make the right decisions about people, processes, and systems, coalesced with analyst advisory services which aim to put the research into action in a way that is practical and efficient.

Brandon Hall Group has also launched professional certifications for business and human capital management professionals to upskill themselves and gain credentials for career advancement. ([www.brandonhall.com](http://www.brandonhall.com))