**BEST LEARNING DESIGN TEAM 2019**

This award focuses on three or more highly talented learning designers who’ve managed/developed/designed an L&D project that had a significant impact on workforce capability and business performance, empowered employees and increased their skill sets.

The project can be enterprise-wide or targeted to a specific group. Team members can be from one or more organisations.

All questions (1–10) must be completed and entry must include relevant links and/or additional back-up documentation.

**APPLICANT’S NAME:**

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**COMPANY NAME:**

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**PHONE NUMBER:**

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**EMAIL ADDRESS:**

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**PROJECT/SOLUTION NAME:**

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**TEAM DETAILS:**
Please provide the names of the company, teammates, among others.

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**CRITERIA**

**PART A - 750 words maximum; score out of 30 points**

1. Describe the structure and context in which the team was appointed. Outline the business case for the project the team managed. Describe the scope of the project, target audience and any identified challenges. How would the project align to the business strategy? **(12 points)**

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1. Were there any industry trend reviews, project comparisons, data analysis and training plans undertaken to assist in the decision-making and to support the project objectives/business performance? What specific expertise/capabilities did team members bring to the project? **(5 points)**

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1. What ROI metrics and performance-driven measures were used to assess the possible impact of the project before implementation and to prepare budget/s in order to gain management approval? **(5 points)**

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1. What learning and performance targets underpinned the project? How would the project be deployed and supported? What resources, expertise, technologies and innovation would the team use and over what timeframes? **(8 points)**

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**PART B** - **750 words maximum; score out of 30 points**

1. After project implementation, what was the feedback from management on the team’s performance in the project? **(10 points)**

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1. Was the learning project designed/deployed on time and on budget? **(5 points)**

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1. Did the employee skill sets improve? Did the employees feel engaged and empowered? What was their overall reaction to the learning project and delivery methods? **(10 points)**

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1. Did the project meet ROI metrics? What positive employee and constructive business impacts were accomplished? Did the utilised resources of the project have the intended learning design impact? **(5 points)**

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**PART C** - **150 words maximum; score out of 15 points**

1. Upon review, was the project able to deliver based on preset strategic performance targets? What were the key impacts? What knowledge and key insights were realised as a result of the project and teams efforts? Is there a vision/plan for the learning design team to work together again in the future of work? **(10 points)**

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1. Provide an e-mail address and/or a phone number for two management referees who can support the entry. (Question 10 does not contribute to the word count.) **(5 points)**

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**SUPPORTING MATERIAL**

Supporting material must not exceed 10 pages and must include one or more of the following:

1. A live URL link
2. A video – webcast link
3. A simulation – game link
4. A screen-capture inserted
5. Additional online media
6. Relevant passwords, instructions etc. (if the live link fails, judges may reject the entry)
7. Marketing materials, brochures, proof of analysis, client–user feedback sheets and survey findings
8. Attach company/client logos for use by the LearnX Foundation on winners’ page if the entry is successful. If unsuccessful, they will be deleted.

**PAYMENT METHODS**

- Pay Online [**HERE**](https://shop.learnx.net/epages/learnx.sf/en_AU/?ObjectPath=/Shops/learnx/Products/1001)

**WAYS TO SUBMIT**

- Via email: awards@learnx.net
- Large files may be sent via <https://wetransfer.com/> or by other file-transfer technologies
- Hard Copy and Hard Drive entries etc. can be submitted via postal mail and addressed to:
 **LearnX Impact Awards** Level 15, Deloitte Building 60 Station Street Parramatta NSW 2150