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**Raptivity Voted #1 in Ease of Use and Integration with e-Learning Tools
According to Global Survey on Immersive Learning Simulations**

*Raptivity Voted #1 in Ease of Use and Integration with e-Learning Tools
According to Global Survey on Immersive Learning Simulations*

/24-7PressRelease/ - April 03, 2008 - Raptivity bagged the number one slot in ease of use and integration flexibility according to a recent global survey by eLearning Guild, a member-driven online information center and Community of Practice which has more than 28,000 members.

More than 1,100 members submitted responses in this survey titled 'Immersive Learning Simulations 2008', according to the eLearning Guild.

Raptivity, the award-winning rapid interactivity builder, reconfirmed its leadership in ease of use and integration with courseware authoring tools and rapid eLearning tools. Both these points are of crucial importance for the course developers who are using variety of tools for creating training.

"Through this survey, Raptivity users have confirmed what we set out to achieve - enable them to easily create high cognitive level interactions and use them with various other eLearning tools to create truly interactive eLearning", said Vikas Joshi, Chairman and Managing Director, Harbinger Group.

Raptivity allows course creators to create true learning outcomes with meaningful interactivity. The Raptivity library of games, simulations, 3D objects, virtual world interactions, videos and 200+ such pre-built interactions is based on best practices in instructional design. The content published by Raptivity is a single flash file so it fits right into hundreds of eLearning tools and can be used anywhere.

"This endorsement comes close on heels with Raptivity being voted as number one in time to proficiency and complex practice and assessment interaction building in a global eLearning survey. Raptivity, with its ease of use and ease of integration with other tools is truly the most popular and preferred interactivity building tool", said Seema Chaudhary, Director, Business Development.

Raptivity recently won the prestigious Technology & Learning's Excellence Award, adjudged by a panel of eminent educators in San Francisco.

About Raptivity

With Raptivity, users can create interactivity rapidly and add it conveniently to their eLearning content. With interactive content, learning experiences become memorable and drop-out levels go down.

Raptivity provides a pre-built library of rapidly-customizable interaction models. These interaction models are based on the best practices in instructional design. Users can customize them to create any number of variations. The content published by Raptivity is a single flash file so it fits right into hundreds of eLearning tools and can be used anywhere. With its patent-pending technology and open architecture, Raptivity is at the forefront of rapid interactivity technology.

In the year 2006, Raptivity was winner of the eLearning Guild Platinum Award for highest user satisfaction in simulation tools category. Raptivity also won the Gold Award under games tools category.

About The eLearning Guild

The eLearning Guild is a global Community of Practice for e-Learning professionals and provides learning opportunities, networking services, resources, and publications for over 28,000 members. The Guild represents a diverse group of executives, directors, managers, designers, and developers who focus on providing world-class learning services. The eLearning Guild is a subsidiary of Focuszone Media, Inc, based in Santa Rosa, California.

For more information, visit <http://www.eLearningGuild.com>.

About Harbinger Knowledge Products

Harbinger Knowledge Products, the creator of Raptivity, specializes in developing highly interactive eLearning content and tools. TrainingOutsourcing.com recognized Harbinger in global top 20 specialized learning process providers in 2006 and 2007. Harbinger was also short-listed for eLearning Awards 2006 by e.learning age, UK, in the 'The most innovative new product in e-learning' category. Harbinger is also short-listed for World of Learning Awards, UK, in the 'Learning Innovation of the Year' category.

For more information, visit www.raptivity.com.

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