

Rocketiversity (Suitmedia) — Mini Case Study

Portfolio-ready project summary (Problem → Approach → Build → Evaluation → Result → Tools).

Problem

Onboarding quality differed by team, slowing new-hire ramp-up and producing uneven learning outcomes.

Approach

Designed a structured onboarding system with role-based learning paths, modular content, and a continuous improvement loop informed by learner feedback and engagement data.

What I built

- Onboarding architecture: tracks, milestones, and a competency map aligned to role expectations.
- Self-paced learning modules with checks for understanding (assessments) for key roles.
- A maintenance workflow to update content reliably over time without disrupting the learner journey.

Evaluation

- Iterative usability and reliability checks; revised content and navigation based on issues observed.
- Learning analytics review: completion rates, drop-off points, and module performance to prioritize improvements.

Result

- Supported onboarding for 100+ new hires.
- Reduced time-to-productivity by ~30%.
- Improved consistency and clarity of onboarding across teams.

Tools: Learning design; LMS/content authoring; assessment design; learning analytics; usability testing