



DIGITAL LEARNING FOR IMPACT (DLI)

ABOUT DLI

Digital Learning for Impact (DLI), part of GFA Consulting Group, supports partners in creating practical, engaging learning solutions that work across different global contexts. With experience from over 400 programmes in 46 countries, we design learning that is relevant, accessible, and grounded in real needs.

DLI'S LEARNING SOLUTIONS

DLI offers flexible learning solutions and tools tailored to project needs, helping organisations strengthen systems, reach more learners, and sustain learning over time.

1. INSTRUCTIONAL DESIGN

DLI develops fully fledged e-learning and blended learning courses with interactive, self-paced modules that actively engage participants with the content.

The image shows a screenshot of an e-learning interface. On the left is a blue sidebar with a table of contents for 'Module 1: Circular Economy', which is 5% complete. The main content area is titled 'What is Circular Economy?' and contains two cards. The first card, 'What is a linear economy?', features an image of a landfill and explains that in a linear economy, resources are extracted, used, and then discarded, leading to waste and pressure on natural resources. The second card, 'What is a circular economy?', features an image of plastic bottles with a recycling symbol and explains that a circular economy is designed to keep resources in use as long as possible through reuse, repair, and recycling, aiming to reduce waste and protect the environment.

Module 1: Circular Economy
5% complete

- What is Circular Economy?
- Circular Economy in the context of your municipality
- Circular Economy in the Energy Sector
- Reflection
- End of module

What is Circular Economy?

What is a linear economy?

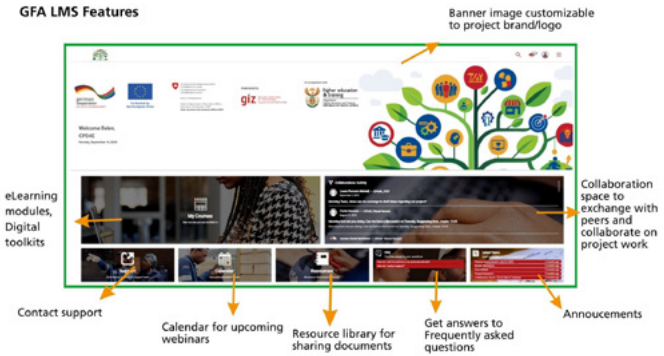
In a **linear economy**, we extract resources, make products, use them, and then throw them away. This model is often called "take-make-dispose." It leads to a lot of waste and puts pressure on our natural resources.

What is a circular economy?

A **circular economy**, on the other hand, is a system designed to keep resources in use for as long as possible. Products and materials are reused, repaired, refurbished, and recycled. The goal is to reduce waste, save energy, and protect the environment.

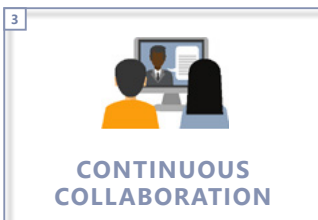
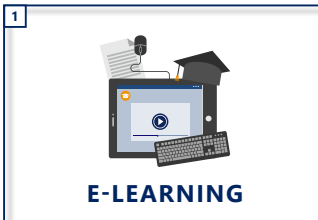
2. LEARNING MANAGEMENT SYSTEM (LMS)

GFA's LMS is a customisable, GDPR compliant platform that supports blended, online, and face-to-face learning formats.



3. TRAIN-THE-TRAINER (ToT) CONCEPT

GFA's ToT model is a four phased blended learning system designed to strengthen local training ecosystems.



4. AI TUTORS

AI Tutors are conversational learning companions that enhance training effectiveness and provide tailored, just in time support.



E-Learning Guidelines for Technical and Vocational Education and Training (TVET) Providers

100% COMPLETE

1. INTRODUCTION

1.1 Get familiar with the navigation

1.2 Acronyms and Abbreviations

1.3 Glossary of Concepts and Terms

1.4 Background and Rationale

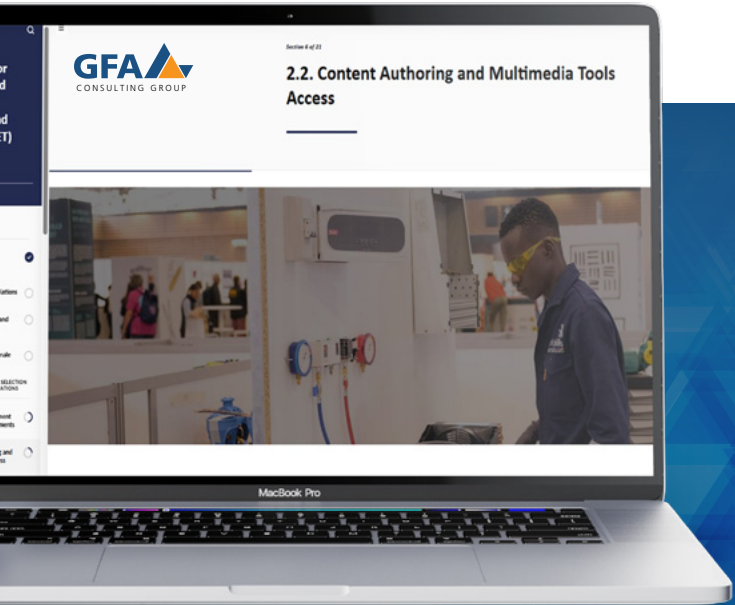
2. ENABLING PLATFORMS AND TECHNICAL SPECIFICATIONS

2.1 Learning Management System (LMS) Requirements

2.2 Content Authoring and Multimedia Tools Access

5. DIGITAL TOOLKITS

DLI develops digital toolkits that translate complex technical content into structured, modular, interactive formats. Toolkits ensure scalable learning, quality assurance, and easy updating without logistical constraints.



6. GFA'S GREEN SCHOOL

The Green School is an initiative of TVET Hamburg. It is designed to equip professionals working on skills development with the knowledge and skills to **integrate green, digital, and gender-responsive approaches into their work.**



7. DEFARU

DEFARU is an e-learning training programme in MOOC format designed for **West African youth** focused on **soft, digital and entrepreneurial skills**:

www.defaru.com



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