



FLASH CONVERSION TO HTML5

Adobe announced that it will discontinue Flash support and updates at the end of 2020. As a result, organizations are starting to convert Flash content to HTML5. Instead of approaching this project as an arduous task, however, consider it an opportunity to improve your training offerings.

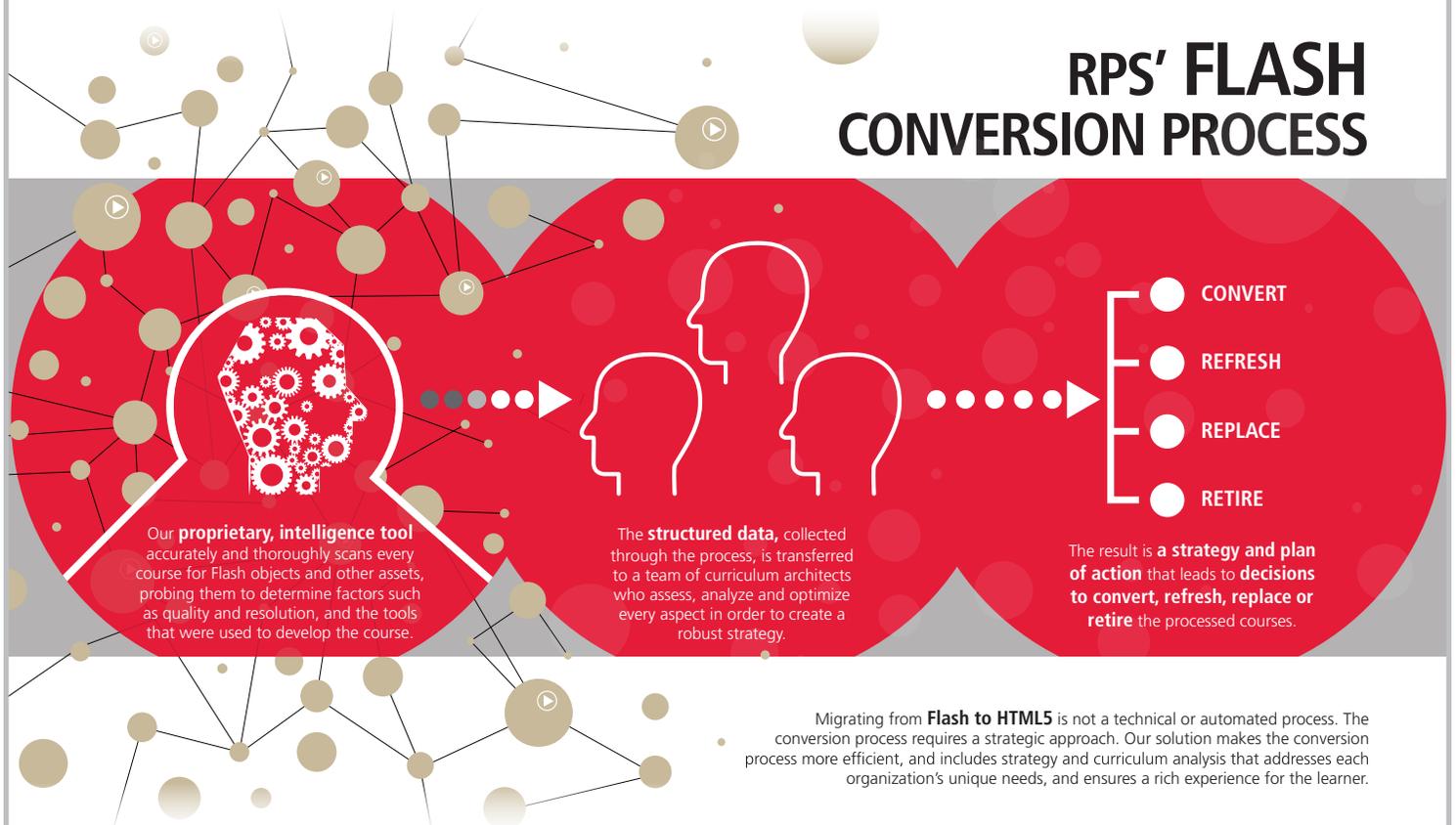
Many organizations have immense libraries of online courses and other content. Not only could take a long time to convert every piece of Flash content in those courses to HTML5, but when you are finished, you might have invested time, money and energy to convert content that is no longer relevant. Now is the perfect time to look at your content strategically: Which courses are no longer needed? Which need to be updated? Where do you need

to develop new content, and when can you partner with a vendor to develop HTML5 content in-house? What content is so complex that it will be easier to start from scratch instead of converting from Flash to HTML5?

Fortunately, providing content in HTML5 rather than Flash offers some benefits to you and your learners. HTML5 brings cross-platform compatibility to your training programs, giving learners the flexibility to consume content anywhere, anytime, on any device. It's responsive, and it works for gaming, simulations, ebooks, iVideo, animations and other modalities.

CONVERT YOUR TRAINING CONTENT FROM FLASH TO HTML5 – AND INCREASE YOUR PROGRAM IMPACT IN THE PROCESS.

RPS' FLASH CONVERSION PROCESS



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GETTING STARTED

If you haven't already begun the conversion process, now is the time to start; the day browsers stop running Flash will be a day too late to prepare.

Your first step should be to decide which courses to convert, especially if you have a large number. Determine which courses have a shelf life: that is, will they still be required or even relevant after 2019? If they will stay relevant, those courses should be at the top of your list to convert. If not, you don't need to invest the resources converting them.

Be thorough in your examination of each course. While most assets may be video files, text or graphics in a JPEG or other format, there may be Flash code hiding in other aspects of the course. You want to know about that code before Flash is no longer supported and learners are calling you with problems.

For courses you are converting, do they need to be updated first? Take this opportunity to revise content, refresh branding or make other changes. If the delivery tool used for a course is outdated, it may be time to rebuild the course in a newer, more effective modality, such as mobile learning or microlearning.

Take a look at your gaps, too. If you're retiring a course, what holes might it leave in the curriculum and how should you fill it?

What courses are required for certification or regulations, and should you start building them with HTML5 immediately? Always keep in mind your business' strategy and goals, and align this process to them.

MAKE OR BUY?

You don't need to recreate each course. Depending on the content, it may make more sense to engage a vendor to create the course or convert it to HTML5 for you — or to provide access to existing vendor courses. The Training Industry Portfolio Rationalization Model provides a guide to determine which content to create in-house and which to source:

<https://trainingindustry.com/wiki/content-development/portfolio-rationalization-four-quadrant-model/>

For courses that require proprietary content, which is also strategically important to your business, it's a good idea to maintain them as custom builds. If the course does not have any proprietary content, you might be able to source an existing course from a vendor or engage a vendor to create it for you. If the course isn't strategically important to your business, you might want to consider retiring it, instead of recreating it or converting it.



