

Bongo is a video assessment and soft skill development platform. Educational institutions, corporate training programs, and test publishers leverage the proprietary video and feedback technology in Bongo to ensure learners can demonstrate and master the skills they need to succeed. YouSeeU, creator of Bongo, was founded in 2009 and is now a global leader in soft skill development and video assessment.

bongo[™]
by YOUSEEU

Soft skills

keep a changing world
in rhythm.

Help learners find the beat through
video assessment.

www.bongolearn.com

(970) 225-1175



Soft skills are already a top priority to employers around the world — and thanks to rapid changes in technology and the workforce, the demand for them keeps growing. Soon, soft skills like collaboration, communication, and critical thinking will be core requirements in most industries — including those purely technical in nature.

There's a glaring need, yet the soft skills gap keeps widening. Assessing and improving learners' soft skills through traditional means isn't easy and takes significant time and resources. It's time to change the tune.

VIDEO ASSESSMENT WITH BONGO HELPS EVERY LEARNER FEEL THE BEAT.

Bongo's asynchronous Video Assignments and synchronous Virtual Classroom technology make soft skill development possible at scale — ensuring every learner stays in rhythm with the changing world. This is done through:

- Experiential learning exercises
- Personalized coaching and feedback
- Self-assessment and peer review capabilities

“ When a student faces a dilemma on the job, they aren't going to run into their office and write an essay about it — they're going to have to communicate their knowledge on the spot in an effective way. ”

JASON WASSERMAN, Associate Professor
Oakland University William Beaumont School of Medicine

Develop learners' soft skills at scale through video assessment.

VIDEO ASSIGNMENTS

Bongo's structured workflows leverage proprietary video technology to help assess learners' soft skills and knowledge at scale. After learners complete a video exercise, they submit their recording for personalized coaching and feedback from their instructor and peers.



Individual Project

Learners create video presentations, submit documents, or complete synchronous activities within the same workflow. Individuals can also self-assess their work and give and receive peer feedback.



Question & Answer

Learners are put on the spot to answer questions asynchronously and have a limited time to respond. This elicits off-the-cuff responses, which replicate the nature of a real-time conversation. There is also an option to enable retakes so individuals can practice before engaging in the "hot seat" experience.



Group Project

Learners collaborate synchronously or asynchronously to complete an end deliverable. Individuals have the ability to create milestones, evaluate their peers, meet with group members virtually, and compile all of their submissions within the project dashboard.



Interactive Video

Learners are prompted throughout a video to answer multiple choice questions or submit video responses. Gauge video content comprehension and turn passive watching into an interactive experience.

VIRTUAL CLASSROOM

Virtual Classroom facilitates real-time conversations between multiple parties through video. Our web conferencing tool provides a seamless way to connect face-to-face for instruction, assessment, and feedback.



Live Learning

Enable live lectures, training sessions, and other face-to-face activities online in real-time.



Collaboration

Provide an online environment for discussion, group work, and additional instruction.



Meeting Space

Hold meetings, office hours, and interviews online without losing the personal connection of a face-to-face conversation.

BE BOLD
& STAY IN
RHYTHM
WITH
BONGO.