CYPHER Learning

How to make teaching and learning more flexible **using automation**

June 2023

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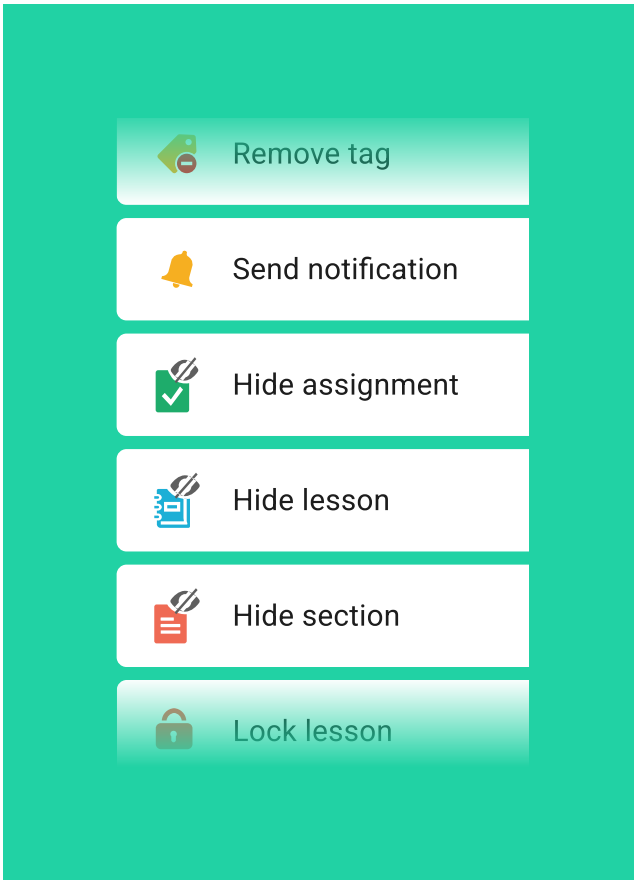
Using automation in CYPHER

Automation is an innovative concept that allows schools to make learning more personalized and flexible. This powerful feature helps teachers save time on teaching tasks and replaces a lot of rigourous manual work.

With automation you can trigger actions throughout the platform when certain tasks are performed. For example, when a new teacher joins the platform, you can automatically add to a group of faculty members. At the end of a class you can trigger an action that awards certificates of completion to students. Using automation you can also decide what content students see in classes based on their performance.



> Teachers can use automation to trigger actions when students complete certain tasks in classes.

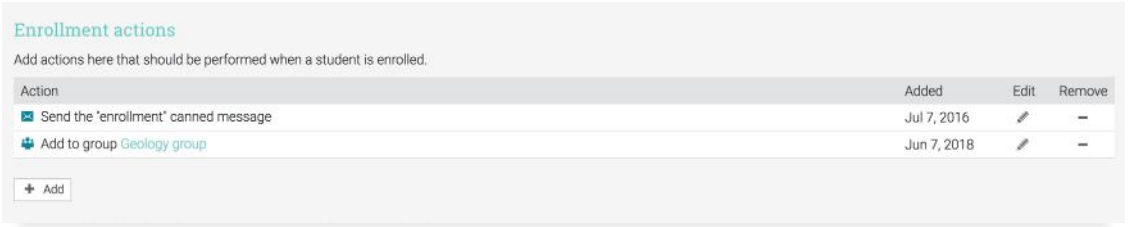
The possibilities are endless and you can use automation in various areas of the platform such as classes, learning paths, groups, accounts, and more. Gamification is also based on automation and you can define rules for when points and badges should be awarded to students that participate in games.

Automation for classes

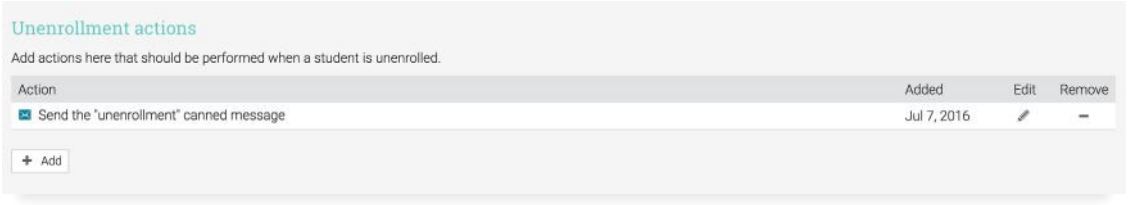
Teachers can use automation to trigger actions when students complete certain tasks in classes. You can add rules that are performed when students enroll in classes when they are unenrolled from classes, when they complete lessons and sections, and more. Here are some of the most common uses for automation and areas in a class where you can use them:

Enrollment, unenrollment, and inactivity actions

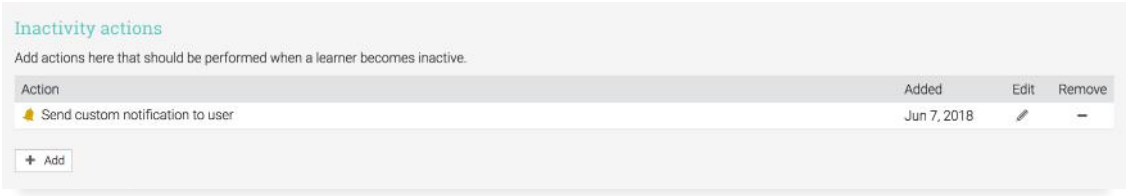
Teachers can create actions that are triggered when new students are enrolled in classes or when students are unenrolled from classes. For example, if you created a Geography class when you enroll them in the class you can also automatically add them to a group dedicated to students that are taking this class.



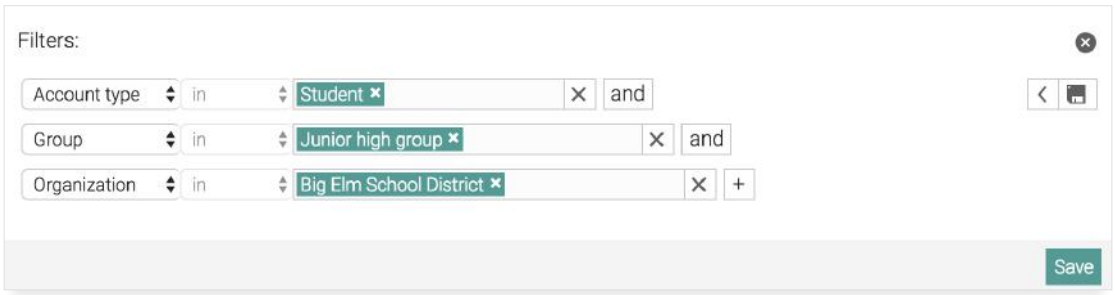
When a student is unenrolled from the class, you can send them an automated message to request feedback about the class.



If students are not active in the class for a specified number of days, you can trigger actions that are performed when the student is considered inactive. For example, if a student is not active for 10 days, you can send them a reminder to visit the class.

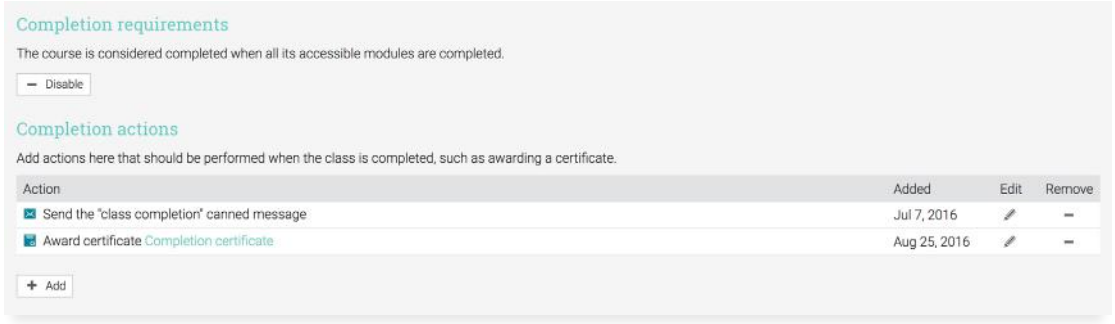


Automation also allows users to apply filters to actions. When rules are created, you can target only people from within a class, group, organization, that are studying a particular field, that are from a certain grade, and more. Filters can be used when adding any type of rule, anywhere on the platform.



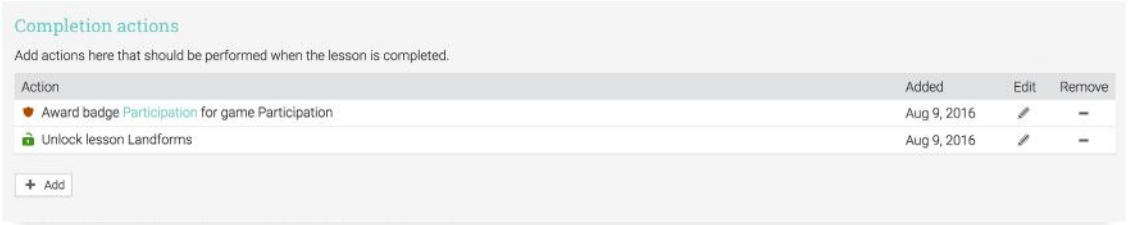
Class completion actions

You can trigger actions when students complete classes. For example, when a student completes a class, you can award them with a certificate of completion. The certificates feature allows users to upload a PDF certificate form that can be filled in by our system with the information about the class.

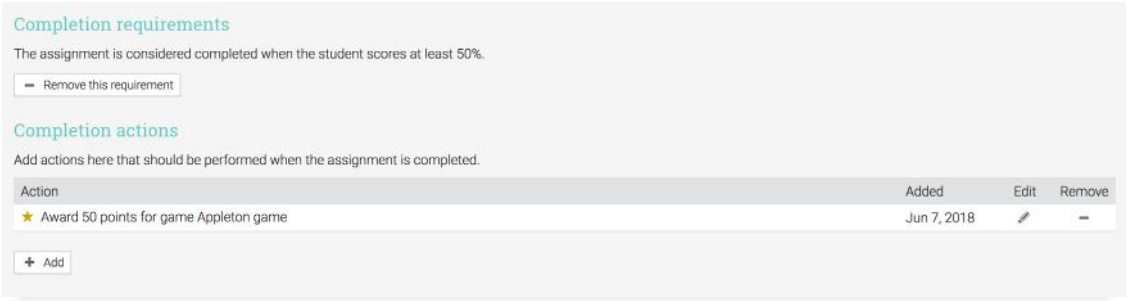


Completion actions for lessons, sections, and assignments

You can trigger actions when lessons, content pages, and assignments are completed. For example, you can award a badge when a lesson is completed.



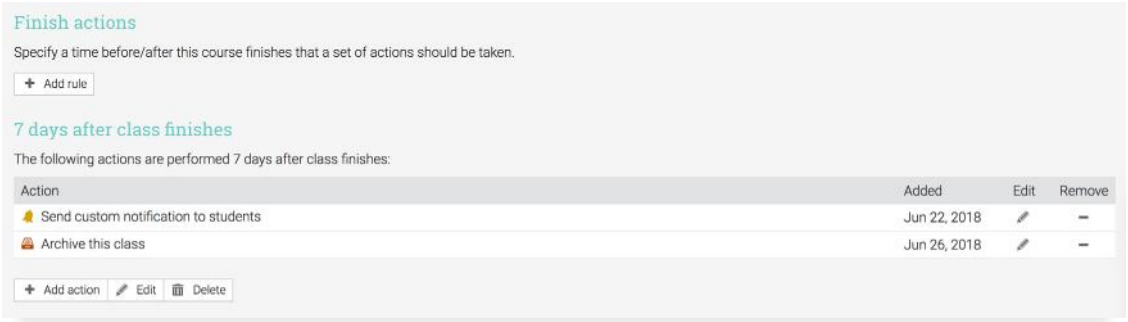
In the case of assignments you can also set a minimum score that is required for the assignment to be completed. As an example, when a student gets the score of 100, the assignment is complete and you can add a rule to award 50 points for the class game.



Start and finish actions

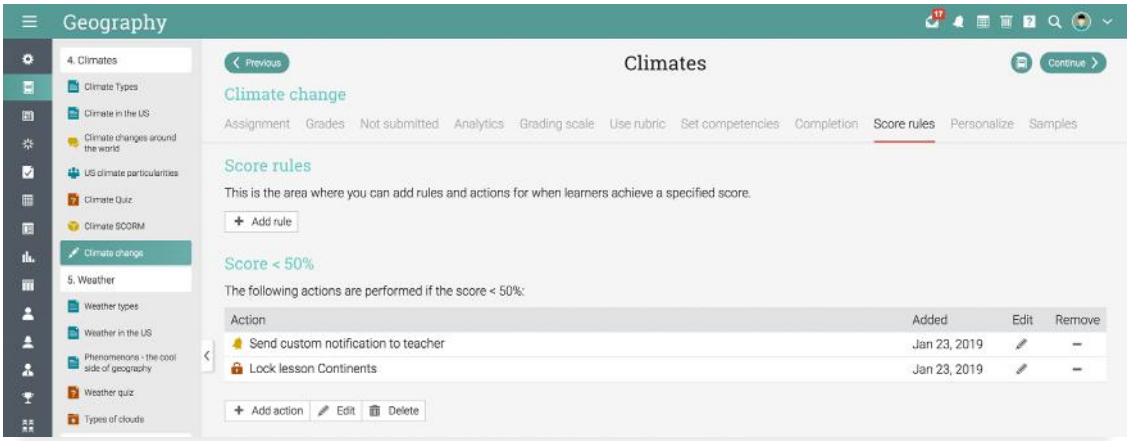
If a class is instructor-led or blended you can add actions that are performed when the class starts, a few days before the class starts, or a few days after the class starts. For example, you can send a reminder to your students two days before the class starts. You can also lock the class a few days before the class starts, so that students can enroll in the class but not access its content.

You can also add actions when the class is finished. For example a number of days after the class is finished, you can archive it. You can also send a custom message to your students to ask for feedback about the class.



Score-based actions

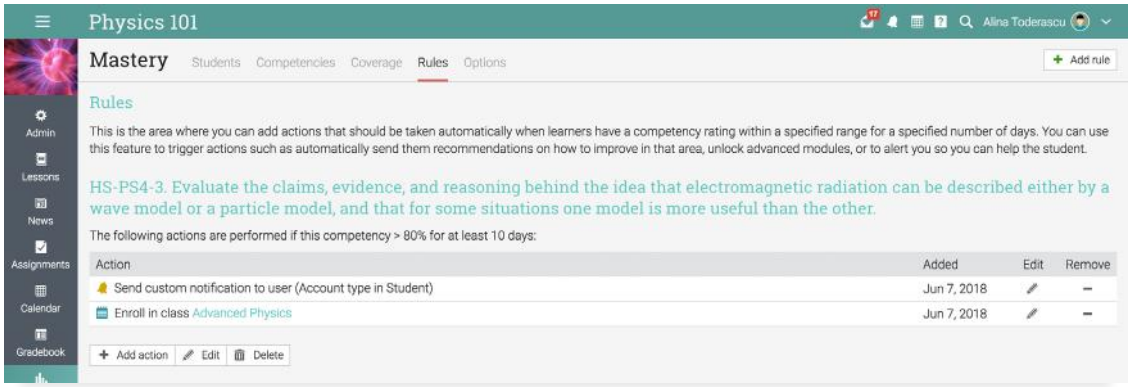
You can also add rules that are triggered when students achieve a certain score. For example, if a student gets a low score, you can automatically lock the next lesson until they improve.



Mastery rules

You can add actions that should be performed when students reach a certain competency level. For example, if they achieve more than 80% on a competency you can unlock an advanced lesson.

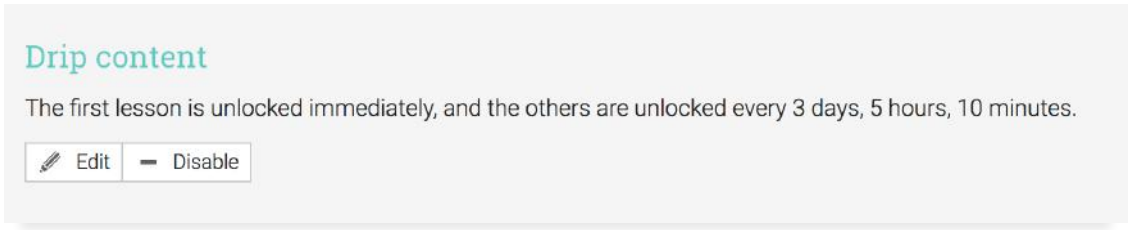
If a student stays between a 30 - 40 % competency level for more than 10 days, you can set up a rule to get an alert when this happens and send students recommendations on how to improve in that area.



Drip content

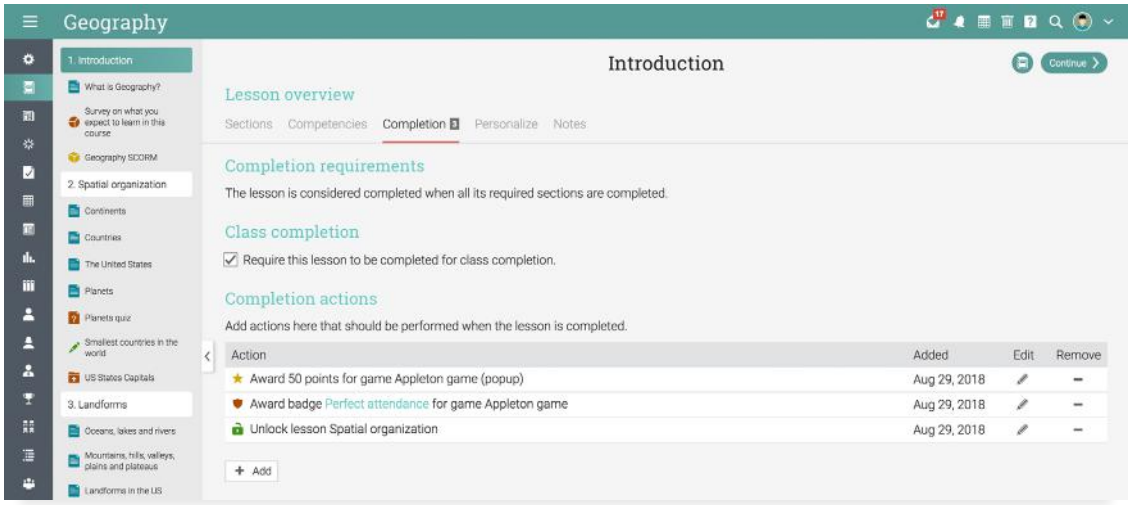
Automation can also be used to schedule student access to lessons rather than having them all available at once. Teachers can use automation to lock/unlock lessons at a specified time

For example, you can set up to release lessons in a class every two days. You can also use automation to lock/unlock lessons at a specified time. You could unlock a lesson when a student completes an assignment.



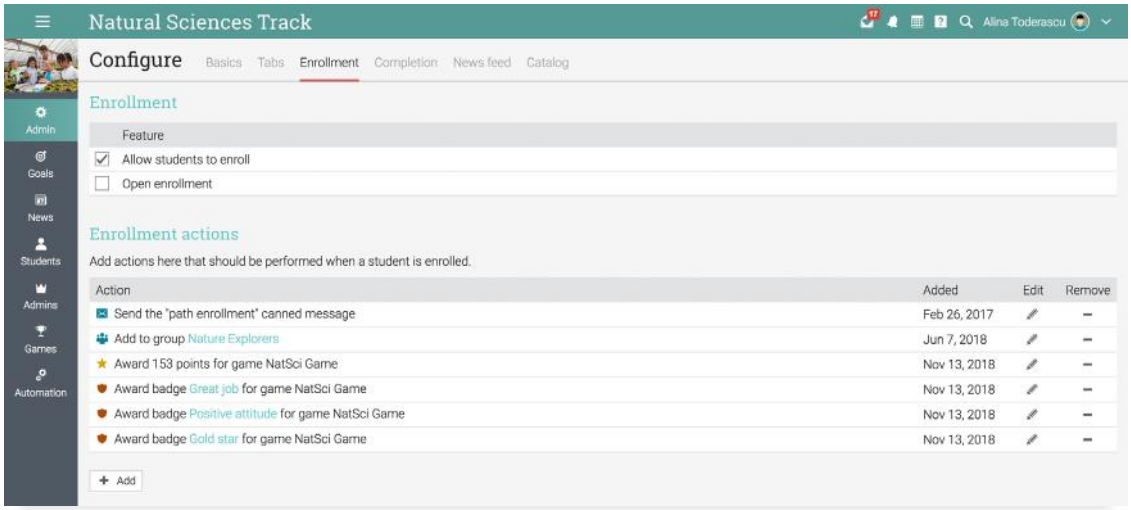
Gamification

Gamification is based on automation. Games in classes can be comprised of levels and you can define how many points are required to pass each level. Then you can set up rules throughout the class that award points and badges as students complete tasks.

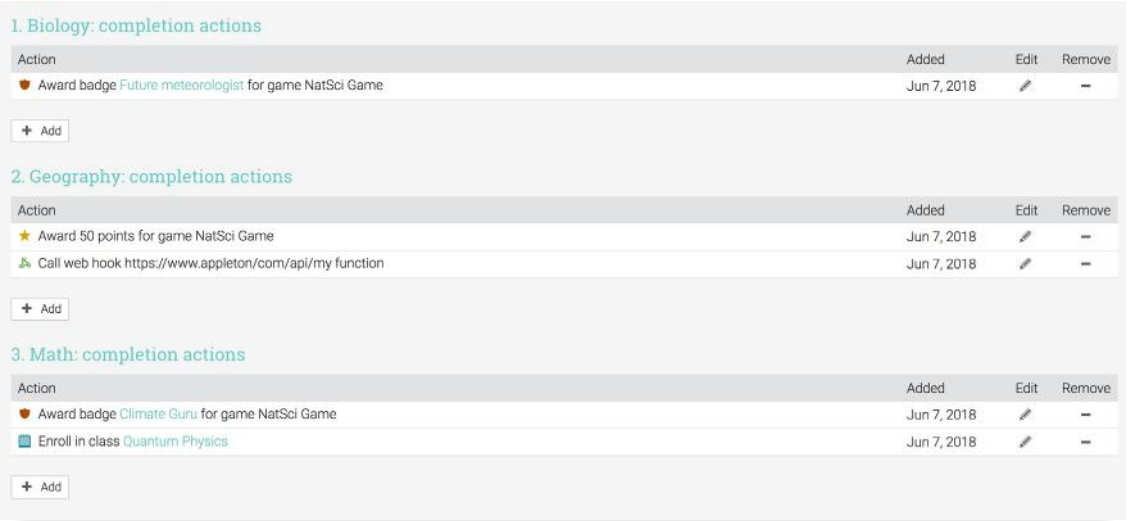


Automation for learning paths

Automation allows you to trigger actions when students enroll in the path, when they complete the path, and when they complete each goal in the path. For example, you can set up a rule that when students are enrolled in a path they are also added to a study group.

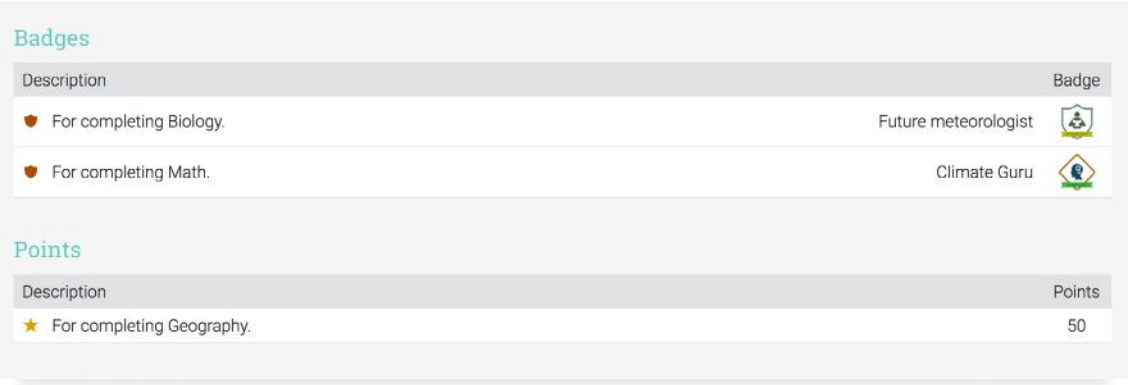


When students complete a goal in the path, you can automatically invoke an API through a webhook.



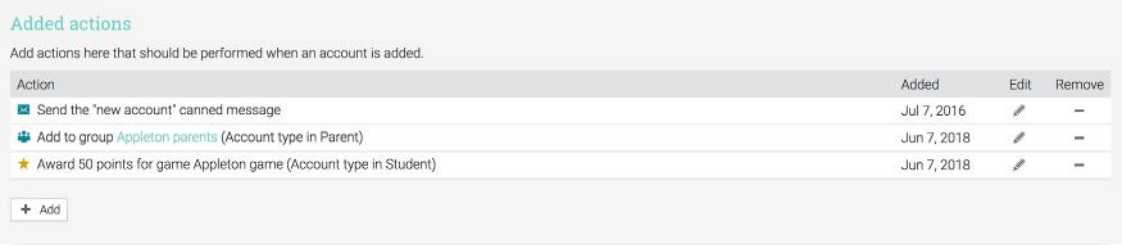
When students complete the learning path you can enroll them in an additional advanced class.

Learning paths can also have games, so you can trigger actions that award badges and points, which helps students advance through the game.



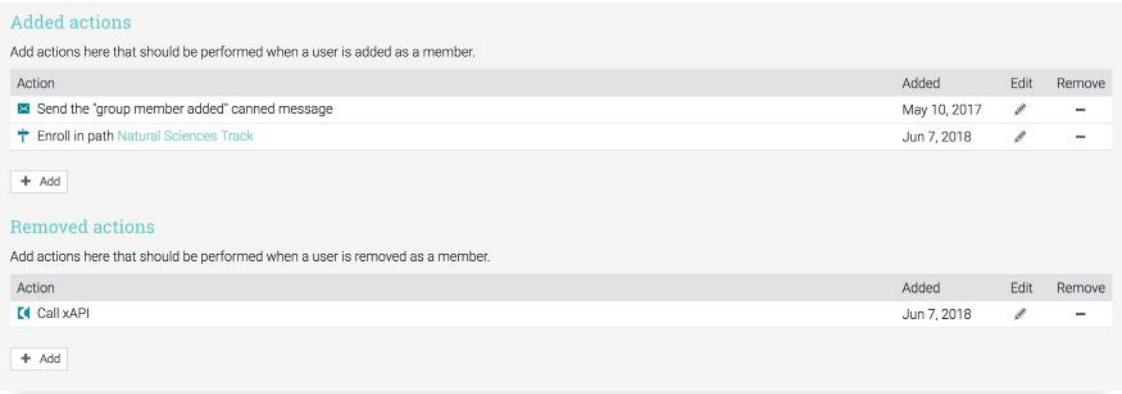
Automation for accounts

Automation for accounts allows users to trigger actions that are performed when new accounts are created. Rules can be filtered by account type. For example you can create a rule that when new parents join the platform to automatically enroll them in a group dedicated to parents. When new students join the platform you can automatically enroll them in a class or learning path based on their grade level.



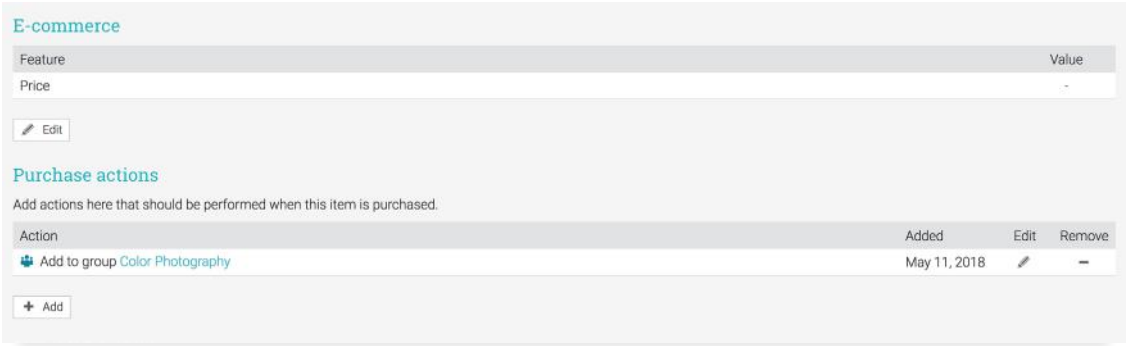
Automation for groups

You can create rules that are triggered when users are added to groups or removed from group's. For example, you can trigger an action that when a new group member is added to also enroll them in a learning path. When a group member is removed, you can create a rule to send this information to an LRS using our xAPI option.

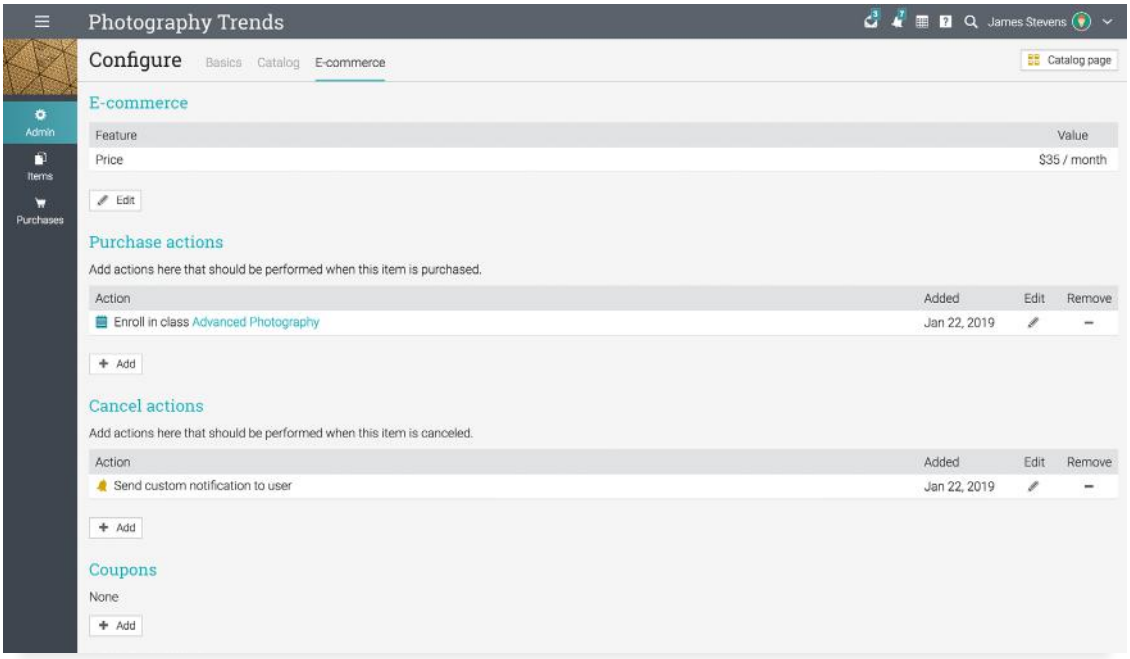


Automation for e-commerce

You can create rules that are triggered when users purchase classes, bundles, subscriptions, or digital media items. In the case of subscriptions you can also trigger actions when they cancel subscriptions. For example, you can automatically add the learners that purchased a photography class to a group dedicated to photography.



You can also add an action to send a custom message to request feedback when someone cancels a subscription.

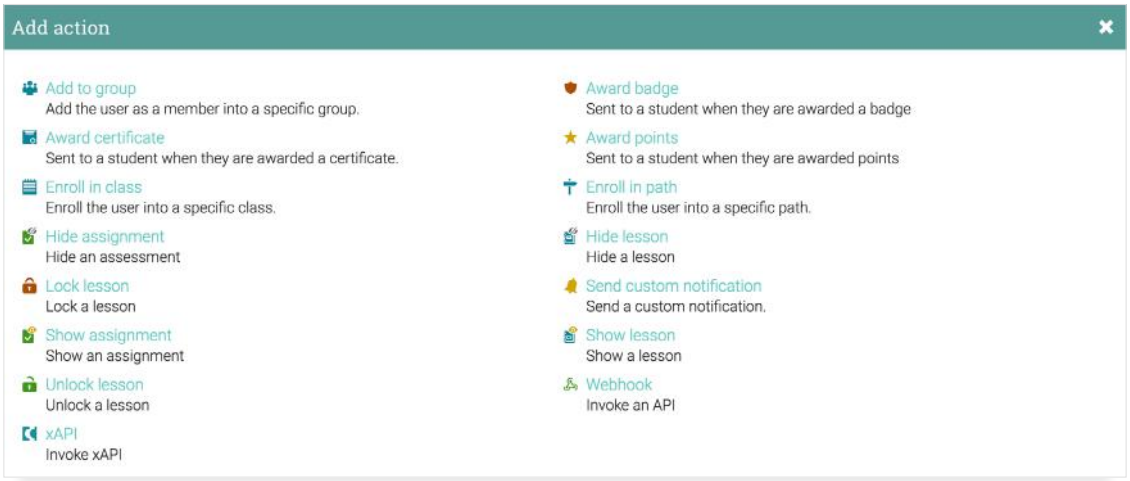


Adaptive learning

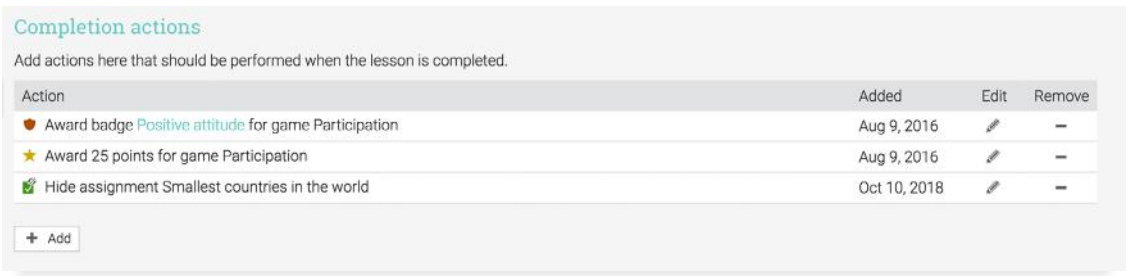
Adaptive learning can help schools deliver a highly personalized experience and close knowledge gaps for their students. With adaptive learning, you can dynamically personalize what content and assignments students see in classes and learning paths based on their progress. Using automation, teachers can create rules that when triggered show or hide specific classes, content sections or assignments.

Adaptive learning for classes

Adaptive learning can be used in classes to show or hide content sections and assignments. If adaptive learning is enabled, you will see the options for show/hide lesson and show/hide assignment in the areas of the class where automation can be used.



For example, if a student is doing very well and completes a difficult lesson, you can choose to show them some more advanced lessons or give them a harder assignment in the next lesson. If a student achieves a low score on an assignment, you can automatically hide a lesson until the student achieves the score needed.



About CYPHER Learning

CYPHER Learning is leading the necessary disruption of learning platforms to unleash human potential with modern learning.

CYPHER exists to ignite lifelong passions through personalized, engaging, and limitless learning experiences for all. We give teachers and professors more time to teach, build human connection into everything we do, and deliver tailored learning experiences that are meaningful and measurable.

Just the way modern learners expect.

The CYPHER platform is easy-to-use, beautifully designed, and infused with AI-powered technology. Every aspect beams thoughtful innovation and engineering that puts people first. Millions of users experience their “just in time, just for me, just the way I want it” approach in 50+ languages with the CYPHER award-winning platform.

To learn more about CYPHER Learning and our modern learning platform, visit us at

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