Customizable tech solutions for improving health and well-being at scale

E-Learning for Behavior Change
Learners gain skills and strategies to improve their own behavior, symptoms, and/or overall well-being.
Includes direct instruction, illustrated examples, and opportunities to practice, all customized for the learning objectives and audience.

E-Learning for Professional Development
Learners gain skills and strategies to advance their professional development.
Includes direct instruction, illustrated examples, and opportunities to practice, all customized for the learning objectives and audience.

Games for Learning
Assess and teach social emotional skills through immersive games.
Students learn and practice skills in the game and then apply the lessons in their real lives.

Implementation Support
Supports high-quality implementation by streamlining data collection and reporting into one seamless, easy-to-use, and time-efficient system.
View up-to-date reports to track participant, provider, and program performance.

Child-Friendly Data Collection
Online data collection tailored to the developmental needs of children.
Lets researchers collect high-quality data from children so that children have a voice in research.

Mobile Assessment
Ongoing, in-the-moment mobile data collection tracks things like treatment adherence or mood monitoring.
Mobile assessments can be standalone applications or a complement to an online course.

Assessment & Reporting
Efficiently collect and analyze data to guide decision making and next steps.
Based on results, the system can direct users to personalized recommendations for learning and CQI resources.

Resource Center
Provides a variety of resource types, such as PDFs and presentation files, and can be its own site or part of an existing site.
Includes a searchable and filterable database, easy-to-use admin dashboard, and access to usage metrics.

Let's Partner for Social Impact!
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