What is claimed is:

CLAIMS

1. A method comprising:

providing a learning platform, the learning platform comprising a learning management system and a content management system in communication with the learning management system;

providing a course for a group of viewers to enrolled into by a course module of the learning management system;

presenting, by a processing device, a live event provided by the learning platform, the live event having a performance by a performer, wherein the live event is presented on screens of client devices associated to the group of viewers viewing a stream of the live event;

presenting, on the screens of the client devices of the group of viewers, a real-time rating interface provided by the learning platform, wherein the real-time rating interface is operable by the viewers at any instance of time during the stream of the live event to rate the performance of the performer; and

updating the learning platform, wherein updating the learning platform comprises

building a new course by copying and/or modifying content of the course by the content management system, wherein copying and/or modifying the content of the course includes adding live event content to content of the new course, and

storing the new course content into the course module of the learning management system.

2. The method of claim 1 wherein the performance by the performer corresponds to a trainer conducting a presentation, and the group of viewers are a group of learners enrolled into the course provided by the learning platform, wherein the trainer is using a client device to communicate with the group of learners viewing the stream of the live event.

3. The method of claim 2 comprising:

presenting, within a messaging interface provided by the learning platform, a plurality of messages of at least first and second learners of the group of learners while presenting the live event on the screens of the client devices of the group of learners, wherein the messages of the first and second learners are presented on a screen of the client device of the trainer and on the screens of the client devices of the group of learners, wherein the messages are entered by the first and second learners via the messaging interface during the stream of the live event.

4. The method of claim 3 comprising:

storing the messages of the first and second learners in the learning platform; and

capturing the stream of the live event to generate a video file containing a video recording of the live event, wherein the video file is integrated and synchronized with the stored messages of the first and second learners.

5. The method of claim 1 wherein the live event is a live mystery shopping event conducted by a mystery shopper, and the group of viewers are a group of learners enrolled into the course provided by the learning platform, wherein the mystery shopper is using a client device associated to the mystery shopper to stream the live mystery shopping event to the group of learners viewing the stream of the live mystery shopping event.

6. The method of claim 5 wherein the real-time rating interface provided by the learning platform includes a bipolar rating scale which is operable by the group of learners to rate the performer's performance at different instances of time during the stream of the live mystery shopping event.

7. The method of claim 6 comprising:

presenting, on the screens of the client devices of the group of learners, a performance graph comprising data points defined by the real-time interface.

8. A system comprising:

a memory; and

a processing device coupled to the memory, the processing device to:

provide a course for a group of viewers by a learning platform, wherein the learning platform comprises a learning management system and a content management system in communication with the learning management system,

present a live event provided by the learning platform, the live event having a performance by a performer, wherein the live event is presented on screens of client devices associated to the group of viewers viewing a stream of the live event

present, on the screens of the client devices of the group of viewers, a real-time rating interface provided by the learning platform, wherein the real-time rating interface is operable by the viewers at any instance of time during the stream of the live event to rate the performance of the performer, and

update the learning platform, wherein update the learning platform comprises

building a new course by copying and/or modifying content of the course by the content management system, wherein copying and/or

modifying the content of the course includes adding live event content to content of the new course, and

storing the new course content into the course module of the learning management system.

9. The system of claim 8 wherein the performance by the performer includes a trainer conducting a presentation, and the group of viewers are a group of learners enrolled into the course provided by the learning platform, wherein the trainer is using a client device to communicate with the group of learners viewing the stream of the live event.

10. The system of claim 9 comprising:

presenting, within a messaging interface provided by the learning platform, a plurality of messages of at least first and second learners of the group of learners while presenting the live event on the screens of the client devices of the group of learners, wherein the messages of the first and second learners are presented on a screen of the client device of the trainer and on the screens of the client devices of the group of learners, wherein the messages are entered by the first and second learners via the messaging interface and presented within the messaging interface during the stream of the live event.

11. The system of claim 10 comprising:

storing the messages of the first and second learners in the learning platform; and

capturing the stream of the live event to generate a video file containing a video recording of the live event, wherein the video file is integrated and synchronized with the stored messages of the first and second learners.

12. The system of claim 8 wherein the live event is a live mystery shopping event conducted by a mystery shopper, and the group of viewers are a group of learners enrolled into the course provided by the learning platform, wherein the mystery shopper is using a client device associated to the mystery shopper to stream the live mystery shopping event to the group of learners viewing the stream of the live mystery shopping event.

13. The system of claim 12 wherein the real-time rating interface provided by the learning platform includes a bipolar rating scale which is operable by the group of learners to rate the performer's performance at different instances of time during the stream of the live mystery shopping event.

14. The system of claim 13 comprising:

presenting, on the screens of the client devices of the group of learners, a performance graph comprising data points defined by the real-time interface.

15. A non-transitory computer readable storage medium including instructions that, when executed by a processing device, cause the processing device to perform operations comprising:

providing a course for a group of viewers by a learning platform, wherein the learning platform comprises a learning management system;

presenting, by the processing device, a live event provided by the learning platform, the live event having a performance by a performer, wherein the live event is presented on screens of client devices associated to the group of viewers viewing a stream of the live event;

presenting, on the screens of the client devices of the group of viewers, a real-time rating interface provided by the learning platform, wherein the real-time rating interface is operable by the viewers at any instance of time during the stream of the live event to rate the performance of the performer; and

updating the learning platform, wherein updating the learning platform comprises

building a new course by copying and/or modifying content of the course by the content management system, wherein copying and/or modifying the content of the course includes adding live event content to content of the new course, and

storing the new course content into the course module of the learning management system.

16. The non-transitory computer readable storage medium of claim 15 wherein the performance by the performer includes a trainer conducting a presentation, and the group of viewers is a group of learners enrolled into the course provided by the learning platform, wherein the trainer is using a client device to communicate with the group of learners viewing the stream of the live event.

17. The non-transitory computer readable storage medium of claim 16 comprising:

presenting, within a messaging interface provided by the learning platform, a plurality of messages of at least first and second learners of the group of learners while presenting the live event on the screens of the client devices of the group of learners, wherein the messages of the first and second learners are presented on a screen of the client device of the trainer and on the screens of the client devices of the group of learners, wherein the messages are entered

by the first and second learners via the messaging interface and presented within the messaging interface during the stream of the live event.

18. The non-transitory computer readable storage medium of claim 17 comprising:

storing the messages of the first and second learners in the learning platform; and

capturing the stream of the live event to generate a video file containing a video recording of the live event, wherein the video file is integrated and synchronized with the stored messages of the first and second learners.

19. The non-transitory computer readable storage medium of claim 15 wherein the live event is a live mystery shopping event conducted by a mystery shopper, and the group of viewers are a group of learners enrolled into the course provided by the learning platform, wherein the mystery shopper is using a client device associated to the mystery shopper to stream the live mystery shopping event to the group of learners viewing the stream of the live mystery shopping event.

20. The non-transitory computer readable storage medium of claim 19 wherein the real-time rating interface provided by the learning platform includes a bipolar rating scale which is operable by the group of learners to rate the performer's performance at different instances of time during the stream of the live mystery shopping event.