

Protect your unused training funds.
Purchase now, use later.



Spectrum Education Units

The Ultimate Solution for Training Flexibility

LearnSpectrum assists GDMS employees with course research, preferred pricing, registration, payment, and logistics support. One of the benefits we offer to budget holders is a pre-paid training account that allows students to enroll in courses as the need arises. You can use funds across departments with GDMS and across vendors externally. This one-time purchase gives you extensive flexibility to execute your learning and development strategy.



No more 'use or lose' training budgets. Protect your funds and apply them when you have a need. You can use SEUs for any training class, any time, in any location. This includes public events, private training, self-paced learning, and exams.



Reduced time spent approving training requests. Your funds have already been procured. Just start learning, and we'll handle the rest.



Plans change, but not your SEU. Your SEU is a bucket of funds with no expiration. You have the freedom to reallocate funds as your projects change.

How Does an SEU Account Work?

We've made it as easy as possible for you to get started. Here are the steps:

1

Email us at gdfs@learnspectrum.com with the dollar amount you'd like to establish for your SEU account and we'll guide you through the process.

2

Continue to receive LearnSpectrum's level of service including our enterprise pricing and discounts, vendor research, enrollment services, and detailed reporting.

3

Funds are deducted from your account after transactions are complete. Your LearnSpectrum account rep provides usage reports for activity and balances.

When funds are exhausted you have the option to close your SEU account, reload your SEU with additional funds, or transfer funds over to another SEU account.

Email us at gdfs@learnspectrum.com if you have any questions or would like to learn more about how LearnSpectrum supports GDMS.

GENERAL DYNAMICS
Mission Systems


LEARNSPECTRUM