Learnetic
Everyone learns differently

Educational ePublishing Services & Technologies

WE HELP PUBLISHERS IN DIGITAL TRANSFORMATION

"

We believe that truly interactive and highly intelligent digital content implemented on powerful eLearning platforms will gradually replace traditional textbooks and will soon become the main offering of educational publishers and the primary source of their competitive advantage.

Learnetic Team

![Learnetic - Everyone learns differently]

Learnetic is an experienced technology-based company operating in the international educational publishing industry. We offer a complete suite of Educational ePublishing Services and Technologies supporting all stages of the digital publishing process.

In particular, we provide our partners with:

- ✓ the most advanced Authoring Tools for educational ePublishing,
- ✓ highly adaptable white-label LMS Platforms,
- ✓ educational eContent & Software Development Services,
- ✓ ready-made eContent Packages and digital assets library.

mAuthor

The most powerful
Authoring Tool
for K-12 publishers

EDUCATIONAL ePUBLISHING SERVICES

We collaborate with the most reputable educational publishing houses from over **30 countries worldwide,** for whom we develop dedicated learning technologies and extensive, highly interactive digital content packages in various disciplines. **Our team of over 200 experienced software and eContent developers** is available to our partners in their technology-driven educational projects.

Software & eContent **Development Services**

mCourser

The most versatile **LMS Platform** for K-12 education

Ready-made **eContent Packages**

ALWAYS COMPLIANT WITH THE LATEST STANDARDS

Our systems and solutions support the majority of the eLearning industry standards, including SCORM and xAPI. We are the worldwide leaders regarding WCAG 2.1 support and Adaptive Learning capabilities. Our solutions support all popular operating environments, including iOS, Android, and Windows. It will work on most desktop or mobile platforms.

The most powerful Authoring Tool & eContent Development Platform

mAuthor is a combination of a powerful Authoring Tool and a cloud-based eDevelopment Platform dedicated to building highly interactive Digital Content and coordinating the workflow of the Project Teams involved in its creation. It is ideally suited to organize the development teams' work and assign different tasks to different roles, including authors, instructional designers, editors, graphic designers, reviewers, or testers.
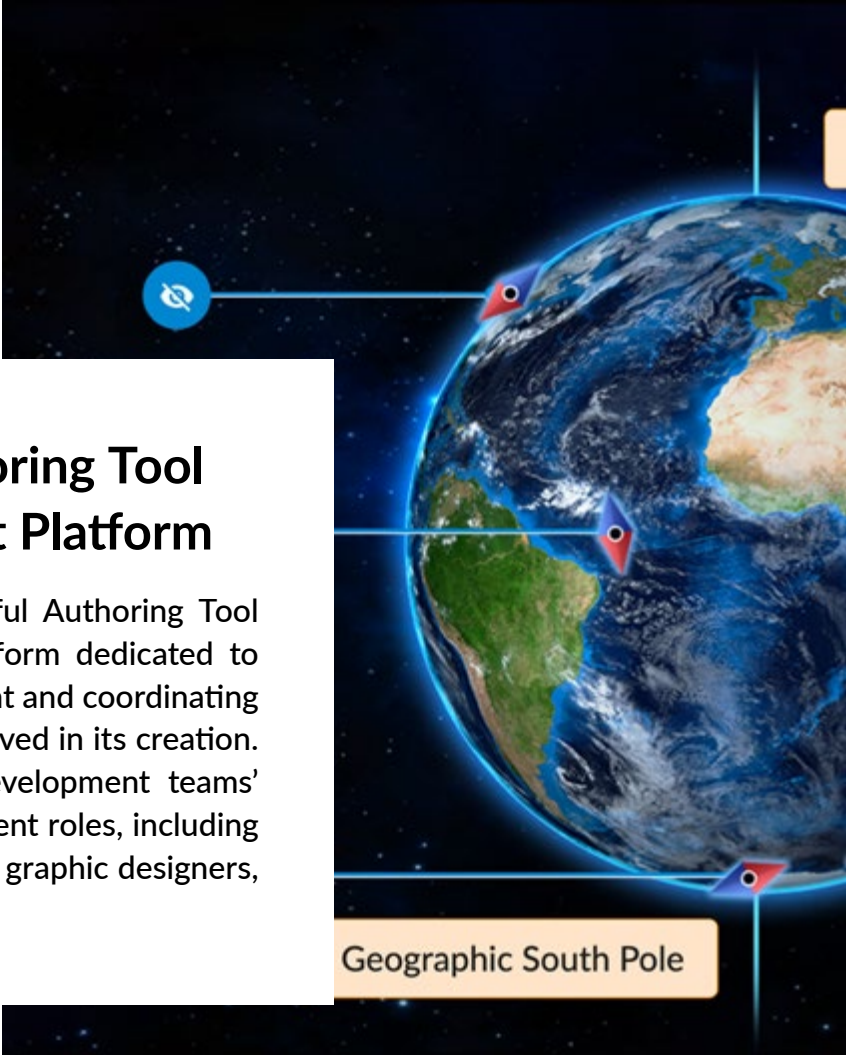
eLEARNING INDUSTRY STANDARDS

The created eCourses may be saved and exported as SCORM 1.2, SCORM 2004, or xAPI (Tin Cap API) packages to any Learning Management System which supports these standards.

RESPONSIVE DESIGN

While designing your content, it is possible to predefine many different layouts to be automatically chosen and displayed to a student, depending on the screen size/aspect being used.
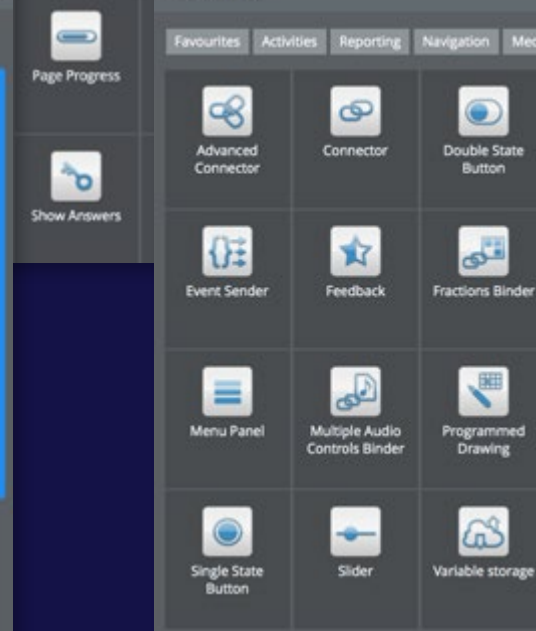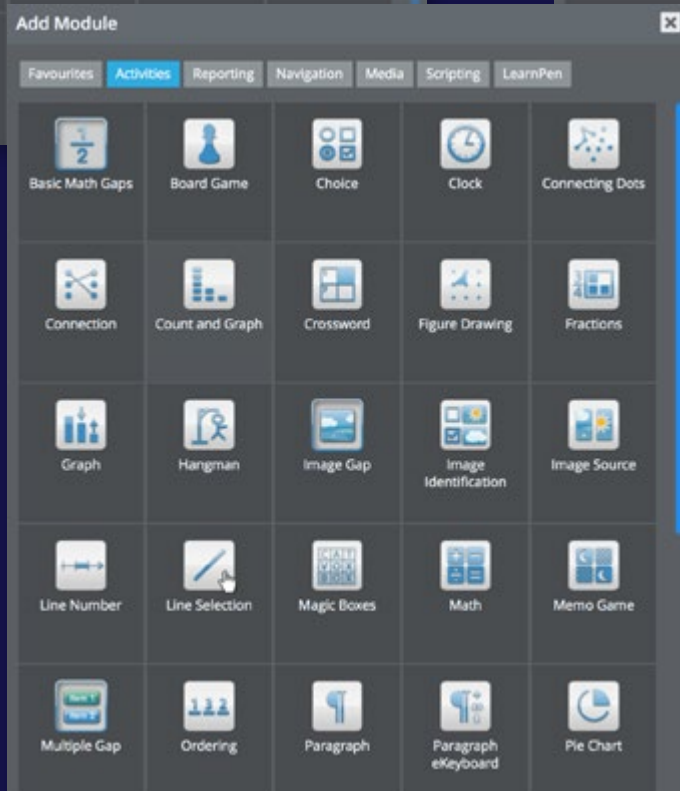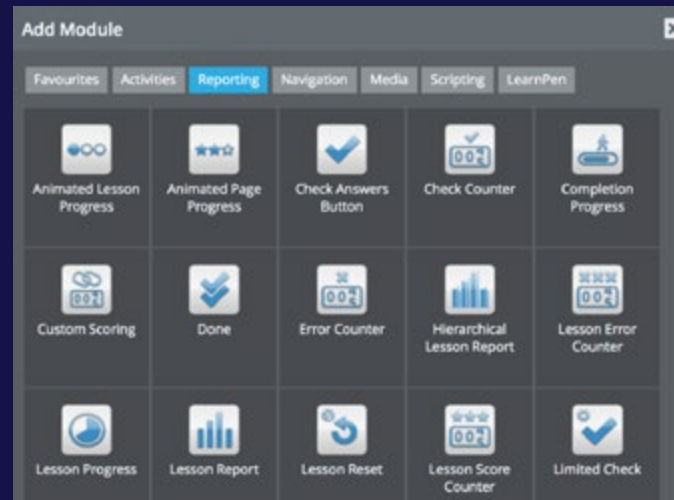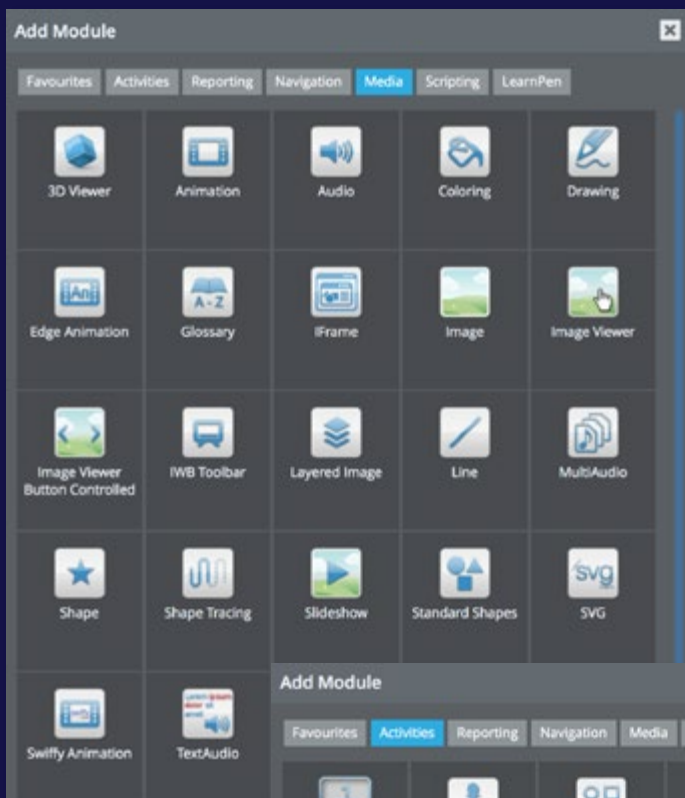
150+ FUNCTIONAL MODULES

Modular architecture with a large variety of activities and functional modules that can be precisely customized by adjusting their various properties, thus making them truly responsive to various different types of user behavior.

ADVANCED SCRIPTING

Thanks to open XML data formats, open source code HTML 5 player, dedicated API, and java-based scripts, it is possible to expand the functionality of existing modules or to create new ones.

ADAPTIVE LEARNING PATHS

mAuthor allows you to build highly interactive courses with adaptive learning paths. It dynamically selects and matches the presented content based on the results of individual tasks, exercises or quizzes completed by a learner.
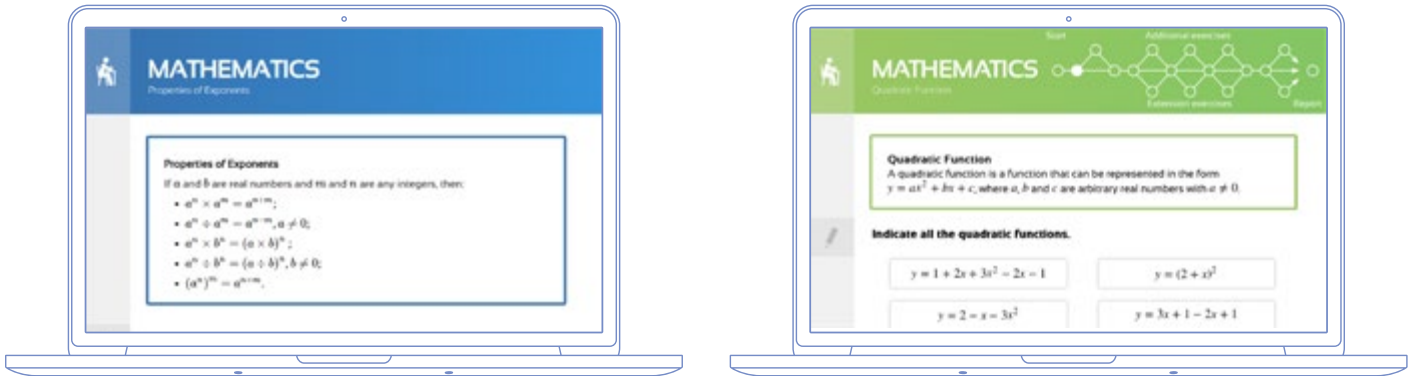

GAMIFICATION

mAuthor contains numerous ready-made modules for a variety of educational games that can be easily combined with question banks on any topic or subject.
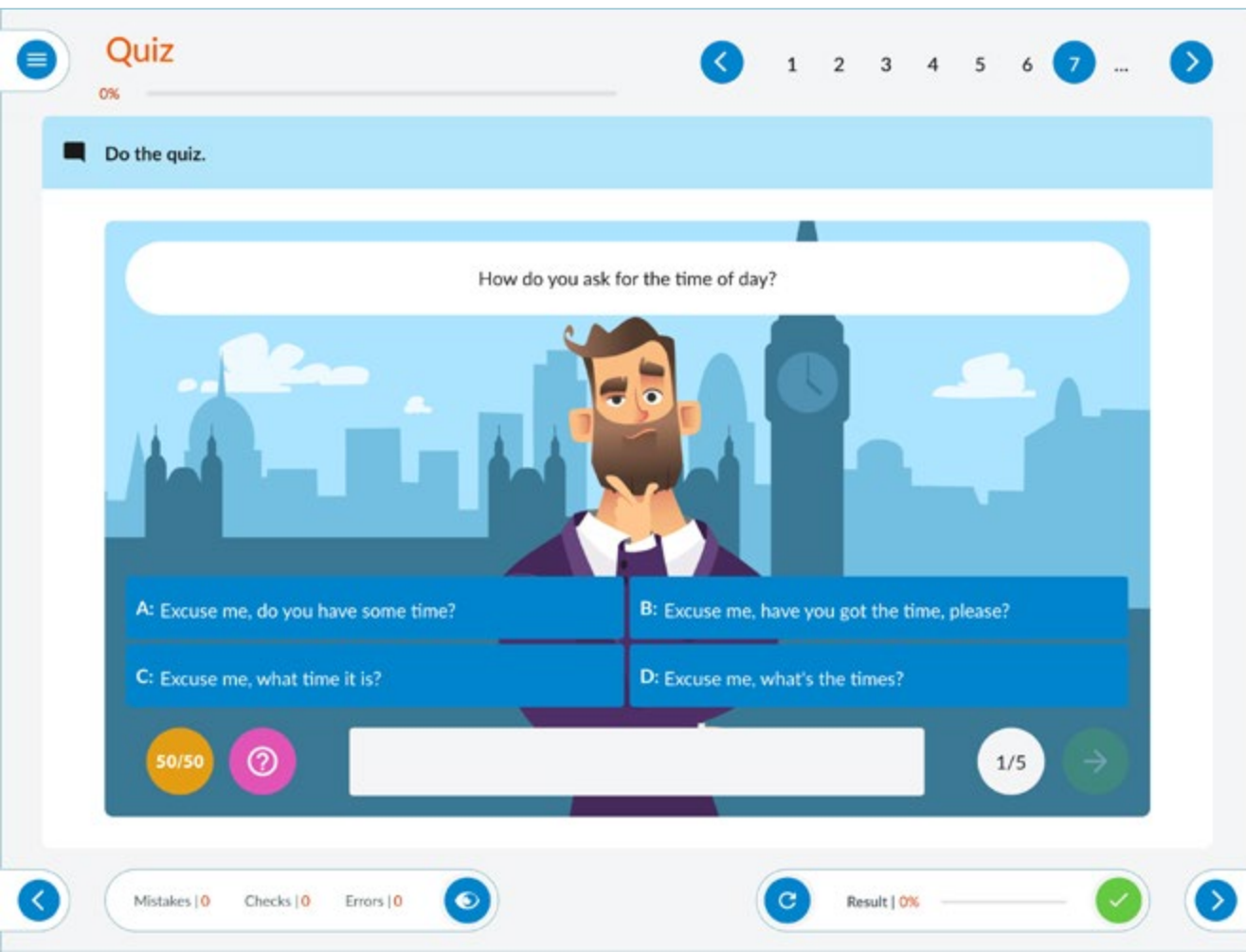
WCAG 2.1 COMPLIANCE

Thanks to its integrated native assistive technologies, mAuthor is practically the first and only authoring tool enabling the creation of WCAG 2.1 compliant courseware. It offers audio descriptions and subtitles synchronized with videos. All interactive exercises and the entire navigation can be controlled without a mouse but only with a keyboard.

An example from our French partner – Editis Group, applying the key requirements of WCAG in their digital material created with mAuthor.
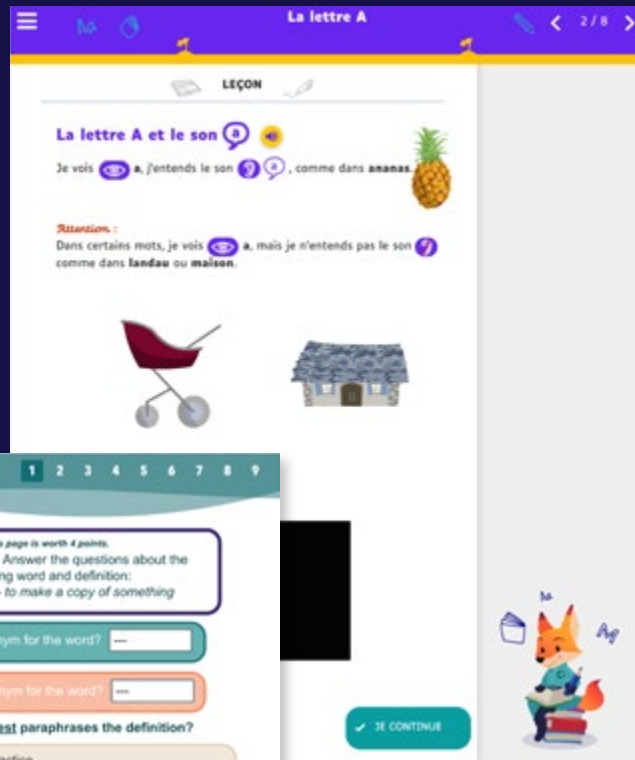
The WCAG-compliant material created in mAuthor by our partner – A Grade Ahead, a digital publisher from the USA.

mAuthor

**#1** **Number one**

WCAG 2.1
compliant
Authoring Tool
for Educational ePublishing

mAuthor
eContent Development Platform

BIG DATA ANALYTICS

All data generated by mAuthor's eContent is stored in the Google BigQuery database, making it fully accessible by a variety of third-party tools (like Tableau, QlikView, DataHero, etc.) that enable trainers or publishers to perform a thorough, complete analysis and attractive visualizations of educationally relevant data.

FEEDBACKS & REPORTING

The functional modules aggregate very detailed information about learners' activities, giving them instant feedback. They generate helpful reports on the achieved results and guide students' strong or weak abilities.
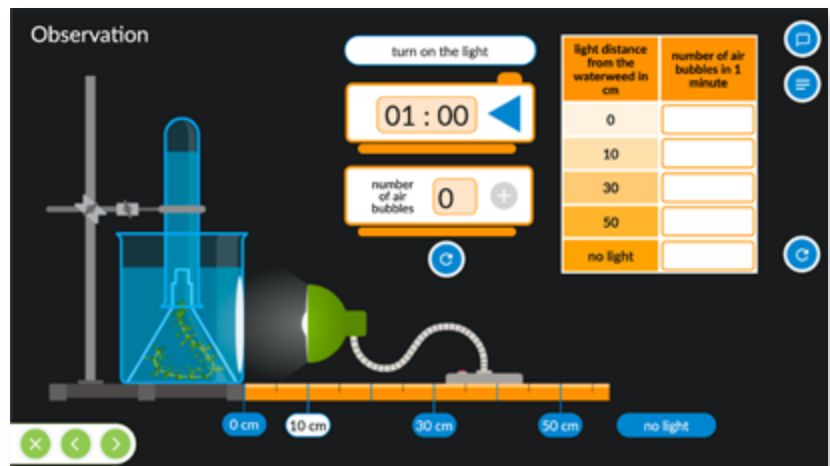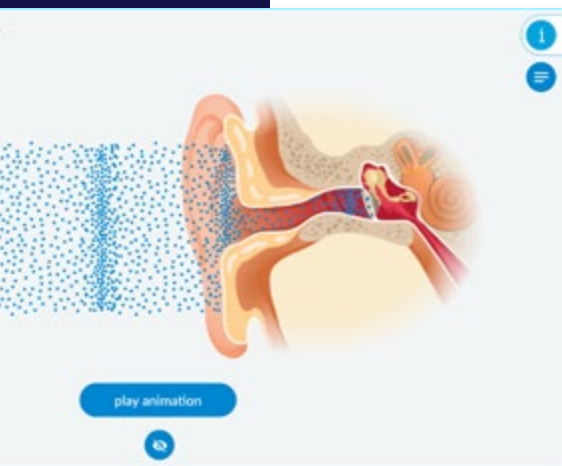
MULTILANGUAGE SUPPORT

With the support of non-latin alphabets and writing styles, as well as double-byte character sets (DBCS), mAuthor allows you to create eContent in any language. It also offers a dedicated Translation Support Editor that simultaneously allows text conversion and observation of the introduced changes.

SYSTEMS & DEVICES AGNOSTIC

Digital materials created in mAuthor run smoothly on all the most popular operating systems on desktop and mobile devices.


SaaS MODEL

There's no need for installation or local hosting, as mAuthor is an entirely cloud-based authoring tool delivered and licensed in the Software-as-a-Service model. It provides the necessary flexibility to scale-up mAuthor service along with the growing needs of development teams.

AWARDS

mAuthor was distinguished by "Training Industry", one of the most influential online magazines concerning eLearning technologies. Learnetic is among the Top 20 Companies in the Authoring Tools category for the third consecutive year.

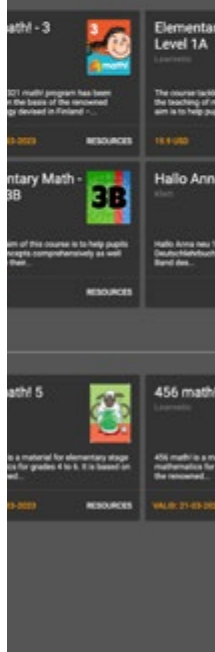![mCourser — Adaptive Learning Platform]
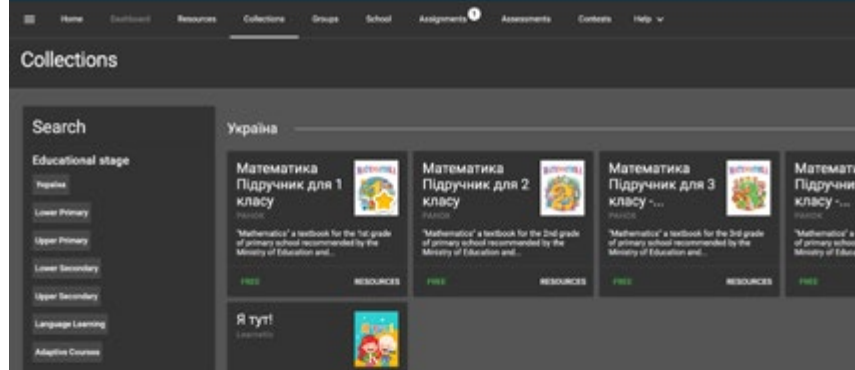
The most versatile white-label LMS Platform & eContent Distribution System

mCourser is a comprehensive eLearning Platform (LMS) dedicated to publishers delivering highly interactive educational eContent packages. It allows the recreation of the virtual structures of schools, classes, and learning groups. It effectively supports educational processes and various online interactions between teachers and students, as well as their parents.

Thanks to dozens of options and parameters that can easily be switched on or off, it allows for adjusting its functionality to the specific requirements of any publishing house or innovative edTech company.

A wide variety of e-commerce capabilities allows mCourser platform to be configured and used as a marketplace for digital educational materials provided by different publishing houses.
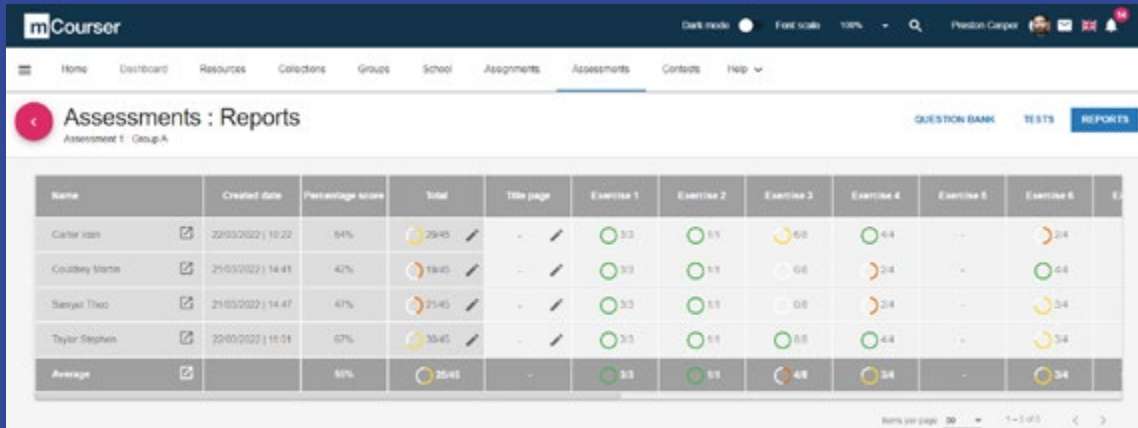
ADAPTIVE LEARNING

Every single day mCourser collects millions of data from students solving digital activities, playing educational games and completing the tasks assigned by their teachers. Together with the highly interactive eContent created with mAuthor and deployed in the platform, mCourser offers extensive Adaptive Learning capabilities making it the most advanced solution in this innovative area.
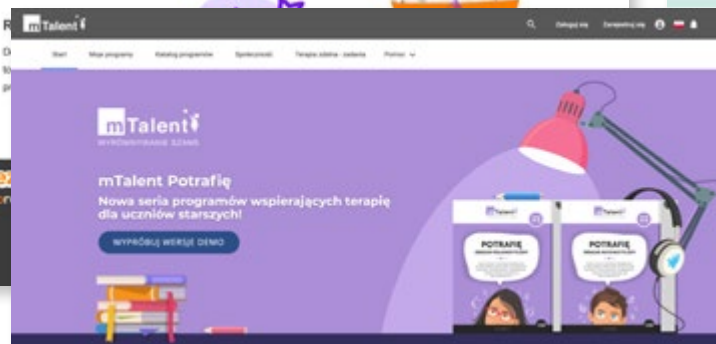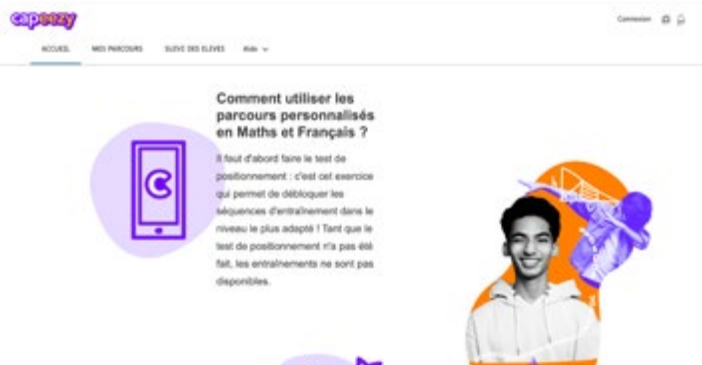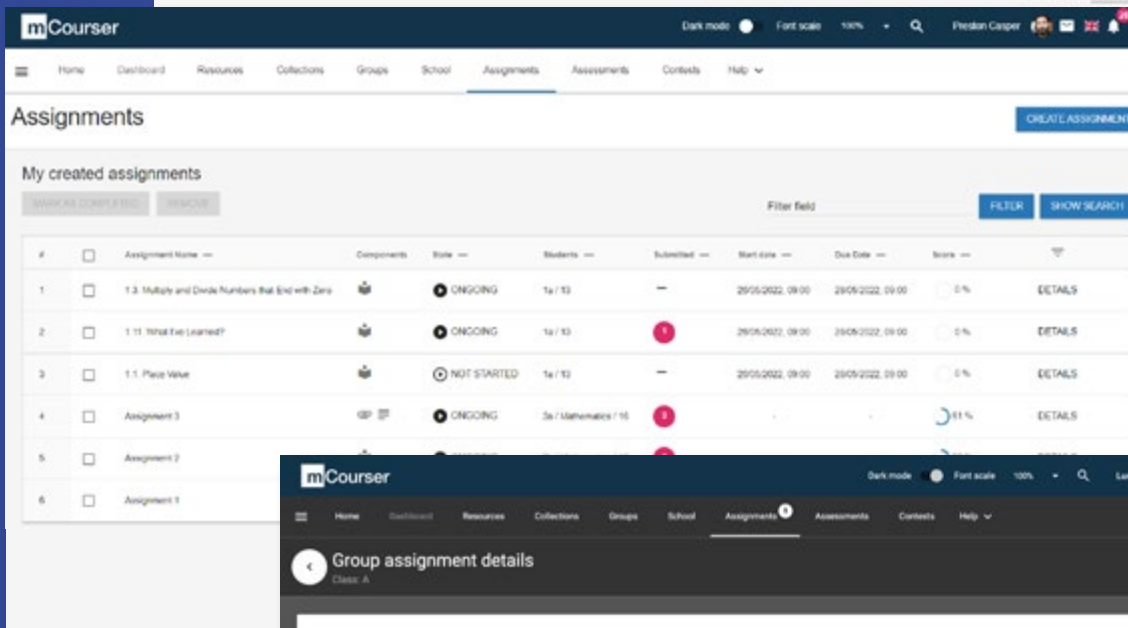
DETAILED REPORTING

Thanks to the advanced possibilities of tracking the results of students' work with interactive content, teachers can see not only the percentage results or time spent on each task but also the number of attempts made to solve an exercise, the number of prompts, or the number of correct and incorrect answers.
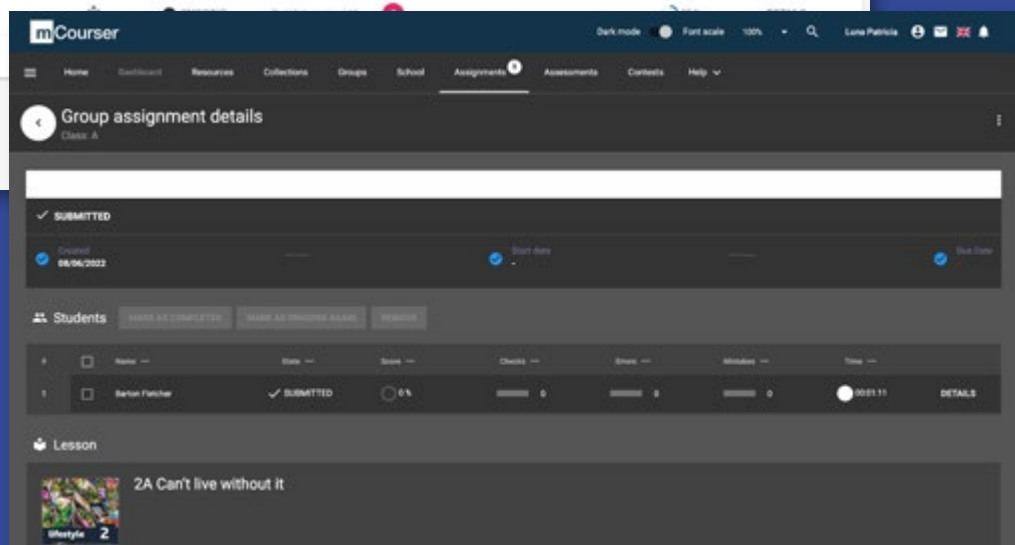
FORMATIVE ASSESSMENT

The mCourser platform records all the results for each student in their daily work during the semester, the school year, and even the entire school stage. This makes it possible to carry out a very precise formative assessment of individual students and respond to their problems, exceptionally good achievements, or special needs.

ASSIGNMENTS

Thanks to the advanced possibilities the Assignments functionality provides, teachers can create special tasks and assign them to individual students, groups, or entire classes. Individual tasks may use fragments of interactive materials installed on the platform or external documents uploaded by the teacher. Thanks to the extensive possibilities of automation, the teacher can easily plan and manage the assignments, track the progress and results of individual students or entire groups, as well as provide them with adequate feedback and grades.

GRADE BOOK & LESSONS PLAN

mCourser platform offers the complete functionality of the Grade Book, which, apart from the possibility of creating a unique grading system, also allows for the construction of Lesson Plans and Attendance Records while providing various communication channels between teachers, students, and their parents.

VIRTUAL CLASSROOM

Virtual Classroom functionality supports audio-video communication between teachers and students. Advanced tools for real-time online classes include an interactive whiteboard, presentation tool, breakout rooms, polls and other features supporting student engagement. Instant reports inform teachers about the results of quizzes, tests, and other activities assigned to students in a real-time interaction mode.
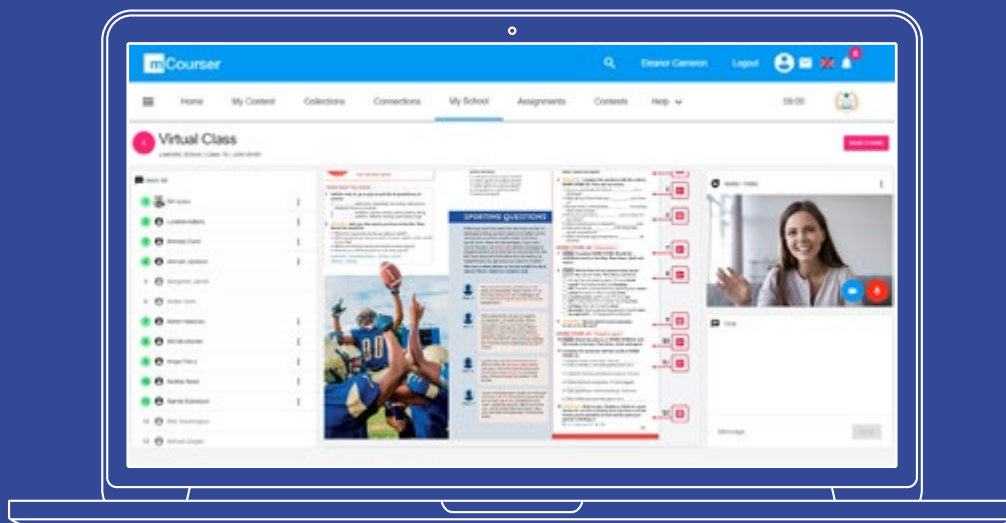
BIG DATA ANALYTICS

All data collected by mCourser is stored in Google BigQuery cloud-based data warehouse designed to help you turn big data into valuable business insights. As a publisher, you can observe the stats concerning the number of users accessing your content packages as well as precisely analyze how the students and teachers interact with your content. It's invaluable information to ensure continuous improvement of the materials developed by you.

COMPANION MOBILE APP

You do not need to be constantly connected to the internet in order to continue online learning. Thanks to the mLibro mobile application, you can pre-download digital lessons to your mobile phone or tablet and continue learning offline. All your results will automatically sync with the mCourser platform when you reconnect to the internet.
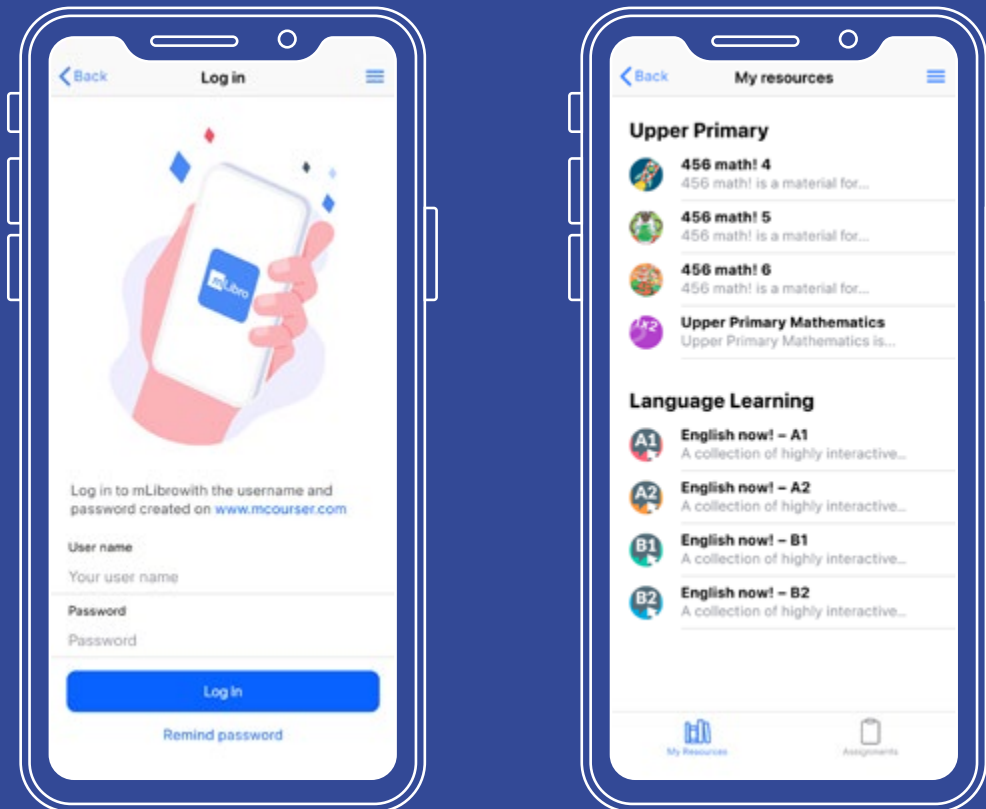
Available at:

#1

mCourser

The most versatile
white-label
LMS platform
for Educational ePublishing

Educational eContent Development Services

With over 20 years of experience developing digital educational products and top-quality eContent packages, we are perfectly positioned to assist our partners in ePublishing projects.

With a team of over 200 specialists in various disciplines, we can help on a small project like textbook digitization right up to massive productions, transforming your entire print portfolio into top-quality digital courseware.

Thanks to the experience gained from projects we have carried out for both small publishing houses and world leaders in the educational publishing industry, we understand the needs of various publishing houses. We can adjust our cooperation model so that the resulting products are created quickly and do not exceed the allocated budgets simultaneously.

Due to the fact that we are also world leaders in the field of authoring tools and digital educational platforms, created products are always at the highest technological level, compliant with applicable global standards such as SCORM, xAPI, or WCAG. As a result, the developed products can be used presently and for many years ahead in various current or future devices and platforms and meet the most demanding technical requirements.

OUR TEAM

The teams working on your projects are composed of experienced Instructional Designers, talented Graphic Artists, Illustrators & Animators, as well as Subject Matter Experts carefully selected in accordance with the subject of the project we are working on for you. They can all adapt their style to respect specific regional or cultural contexts, making our projects perfectly fit your aesthetic requirements.

OUR WORK COMPONENTS

TEMPLATES DESIGN

In order to make your projects look consistent and visually attractive, we can design the Templates, which after your acceptance, will serve as graphical and functional style sheets for our designers and your designer too.

STORYBOARDING

Working together with your publishing team, we are happy to prepare the storyboards for each major component of your project. We can adapt to your methods and standards while suggesting our storyboarding guidelines.

AUDIO & VIDEO TEAM

Rich, high-quality media make digital content attractive and professional. We have our Video Team ready to shoot at different sites. We also have access to various professional actors, offering voiceover services for different languages.

TESTING & QUALITY CONTROL

During each stage of work on the project, we ensure the highest substantive, editorial, and functional quality. Together with you, we implement rigorous quality control procedures with the subsequent stages of the projects being approved by your evaluators or coordinators.

```
23          if (event.data.split(TYPES.DELIMETER)[0] == TYPES.INITIALIZED) {
24              resizeCallback();
25          }
26      }
27
28      function getOpener() {
29          var parent = null;
30          if (window.parent != null && window.parent.postMessage != null) {
31              parent = window.parent;
32          }
33          if (window.opener != null && window.opener.postMessage != null) {
34              parent = window.opener;
35          }
36          return parent;
37      }
```

Educational Software Development Services

Sometimes ready-made solutions are not enough. Our clients often need non-standard, very specific solutions that require the development of new functional modules in our authoring tools, eLearning platform, or mobile apps. With access to a large pool of highly experienced software developers, we can design the most advanced additional modules or applications that meet the most demanding functional requests and operate in various operating systems and new devices.

SOFTWARE DEVELOPERS

Developing advanced and technically complex applications requires experience in different areas of software programming. Our team of back-end, front-end, and full-stack programmers are fluent in all technical aspects of the eLearning industry and can handle the most difficult tasks.

WEB & DESKTOP APPLICATIONS

All of our authoring tools and platforms are advanced cloud-based solutions, but sometimes a traditional offline application is a must. Our programmers can develop specific applications for most operating systems and stationary or mobile devices.
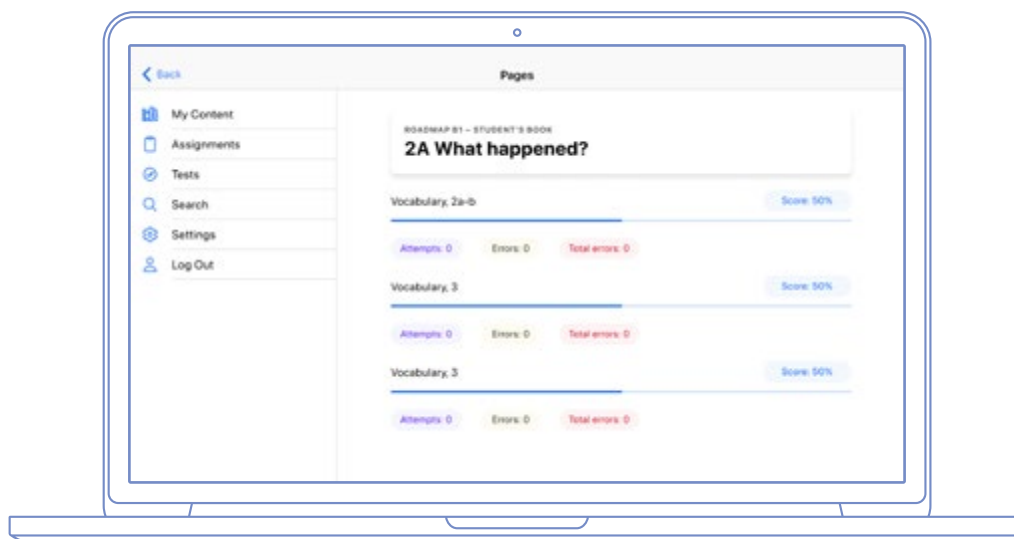
ANALYTICAL APPLICATIONS

After deploying an efficient eLearning platform, millions of learners generate "zillions" of data. Proper data handling will soon become a potential source of significant competitive advantage. Our programmers can prepare dedicated analytical applications to help you to interpret them and thus gain invaluable insights into clients' behavior.

DEVELOPMENT METHODOLOGY

We always try to implement the most effective techniques in our development projects. We are happy to adapt to our client's preferred methodology as we have a lot of experience in both Waterfall and Agile approaches.

OPEN SOURCE

Some of our applications, like icPlayer, are developed as Open Source projects. We use relevant tools, like the GitHub platform, to manage these projects and ensure that the code can be freely accessed and maintained in case it is a publisher-specific requirement.

Ready-made eContent Packages

With over 20 years of digital publishing activity, we have created many packages of the most advanced, SCORM-compliant educational courseware for various age groups and a wide range of school subjects. All of these products can be used as supplementary materials by students for self-study or tasks assigned by their teachers. At the same time, they are an excellent source of educational presentation materials used by teachers in the classroom or a part of online classes conducted using modern educational platforms.

All these materials were created using our proprietary but commercially available authoring tools, thanks to which they can be quickly and easily localized into any language and adapted to any curriculum or even to a specific textbook. They can also be treated as a library of ready-made digital educational resources, which, after appropriate modifications, can complement projects carried out by publishing houses or EdTech companies.

m Curriculum

MATHS & SCIENCE / GRADES 4-12

The world's most comprehensive digital maths & science curriculum comprising over 1000 digital lessons.

PRIMARY math!
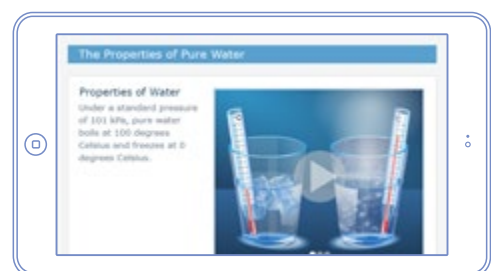
INTERACTIVE MATH CURRICULUM / GRADES 1-6

Set of highly interactive, digital lessons for children's numeracy skills at the initial levels of their math education.
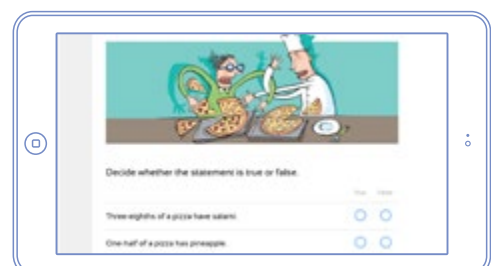
Interactive Class Suite

MATHS & SCIENCE / GRADES 4-8

A suite of innovative whiteboard resources with interactive students' lessons.

Interactive Charts of Natural Science

INTERACTIVE CHARTS OF NATURAL SCIENCE / GRADES 5-8

Over a 1000 fascinating, fully interactive charts with animations, simulations and AR objects for whiteboard, computer or tablet use.
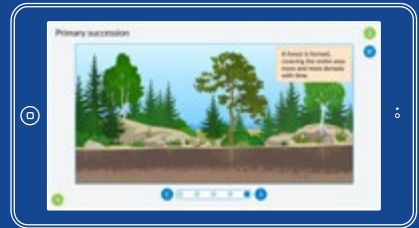
Interactive Science Laboratories

INTERACTIVE SCIENCE LABORATORIES / GRADES 8-12

A comprehensive set of digital experiments and simulations supporting STEM education.

mTalent
TOWARDS EQUITY IN EDUCATION
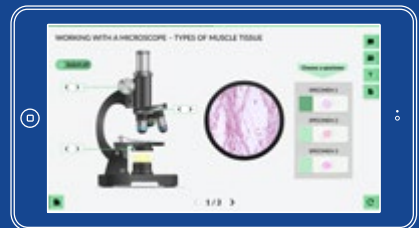
SPECIAL EDUCATIONAL NEEDS / GRADES K-4

Series of excellent digital products designed to support therapists and teachers in their daily work with children with special developmental and educational needs.

English now!

INTERACTIVE BRITISH ENGLISH FOR TEENAGERS AND ADULTS / LEVELS A1 TO B2

English learning courseware based on communicative language teaching and lexical approach.
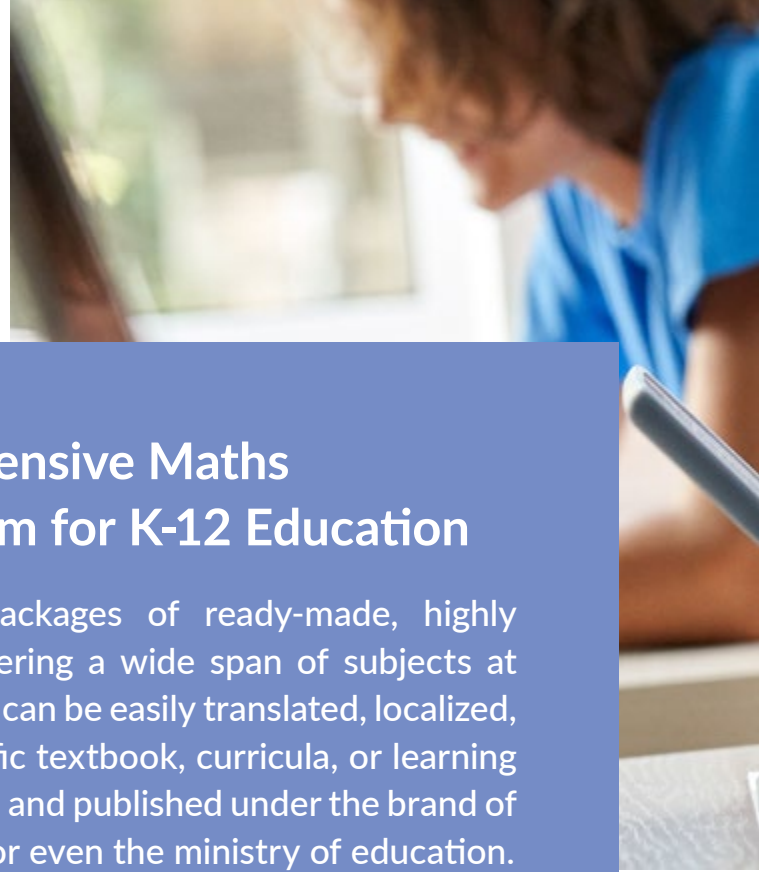
m Curriculum

The world's most comprehensive Maths & Science Digital Curriculum for K-12 Education

mCurriculum comprises eContent Packages of ready-made, highly interactive educational resources covering a wide span of subjects at different learning stages. The packages can be easily translated, localized, re-arranged, and adapted to the specific textbook, curricula, or learning standards. They can also be white-label and published under the brand of the particular publisher, organization, or even the ministry of education.

THOUSANDS OF DIGITAL RESOURCES

A huge digital materials database includes: interactive exercises, tests, educational games, animations, videos, slideshows, simulations, 3D objects, and more.

FLEXIBLE STRUCTURE

Well structured and highly hierarchical content makes it perfect to be used both as a leading or supplementary material.

STIMULATING AND ENGAGING

Designed to fit relevant age groups, making the learning process attractive, stimulating, enjoyable, and highly effective.

TRULY MOBILE SOLUTION

Built with mAuthor, mCurriculum is truly mobile and accessible from multiple browsers and mobile devices regardless of their screen resolution.

CONSTRUCTIVIST APPROACH

A large variety of activities combining presentations, experiments, and tests support the constructivist teaching style.

ONLINE/OFFLINE ACCESSIBILITY

Originally designed as an online solution, mCurriculum can be deployed and used offline with optional result synchronisation.

EASILY ADAPTABLE

Initially organised along the British curriculum, mCurriculum can be easily adapted to match other national K-12 curricula.

BIG DATA

Extensive monitoring capabilities make it perfect for collecting a huge poll of information regarding learners' results and activities.

EASILY LOCALISABLE

Created to be easily and quickly localized to different languages and alphabets.

INTERNATIONAL COVERAGE

Successfully implemented in over 30 international markets.

mCurriculum comprises over a thousand highly interactive Digital Lessons covering Maths, Science, Physics, Biology and Chemistry. Thousands of high quality videos, animations, pictures, 3D objects and simulations represent hundreds of topics in an attractive and engaging way. The courseware is designed according to the most advanced digital publishing technologies, and works on both mobile and stationary devices.

	No. of Digital Lessons		No. of ePages	Films & Animations	Simulations Games & 3D objects	Illustrations	Photos & Slideshows
Upper Primary	Mathematics	127	1 099	700	473	876	69
	Science	80	635	489	210	1 288	313
Lower Secondary	Mathematics	136	1 320	897	609	320	103
	Physics	111	970	746	352	874	528
	Biology	101	903	413	144	655	1 171
	Chemistry	99	821	1 058	175	525	1 118
Upper Secondary	Mathematics	112	1 077	675	470	419	204
	Physics	119	1 055	928	393	902	465
	Biology	99	977	487	107	699	615
	Chemistry	100	889	1 354	303	1 176	304
	TOTAL	**1 084**	**9 746**	**7 747**	**3 236**	**7 674**	**4 891**
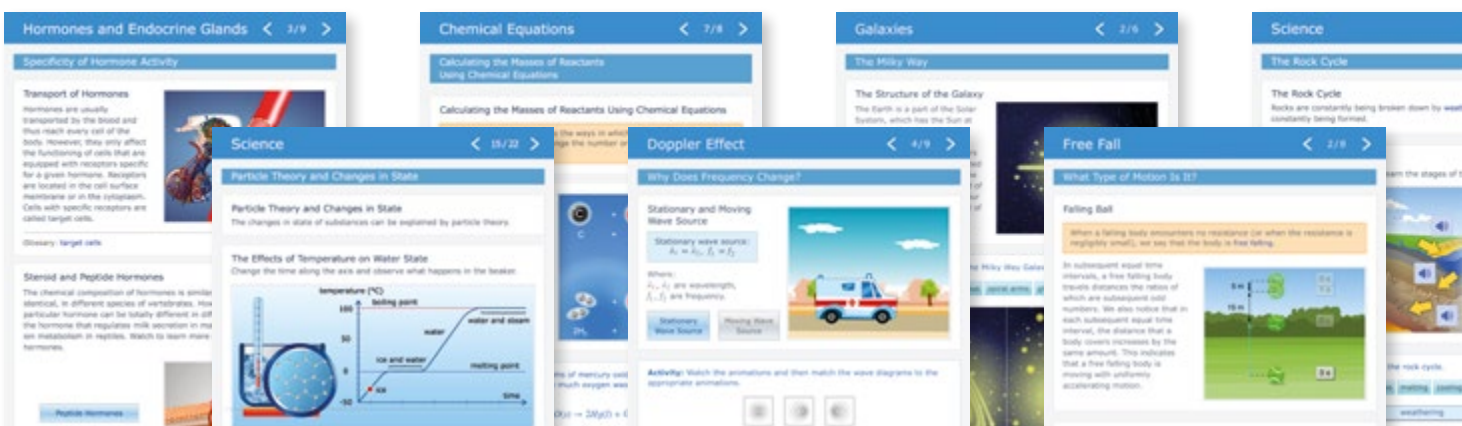
PRIMARY math!

Interactive math curriculum for grades 1 to 6

The new and revolutionary material for primary mathematics. A comprehensive set of highly interactive digital lessons addresses children's numeracy skills at the initial levels of their math education. It covers six years of regular math learning and helps develop pupils' creativity and overall math skills.

The entire Primary Math! Courseware has been prepared based on the renowned methodology devised in Finland – the European Pisa report leader.

The whole material has been specially designed to keep the youngest motivated at all times. The learners are awarded after completing each exercise, page, and lesson successfully. The courseware is filled with colorful multimedia assets and gamification features that often place mathematical problems into real-life situations.
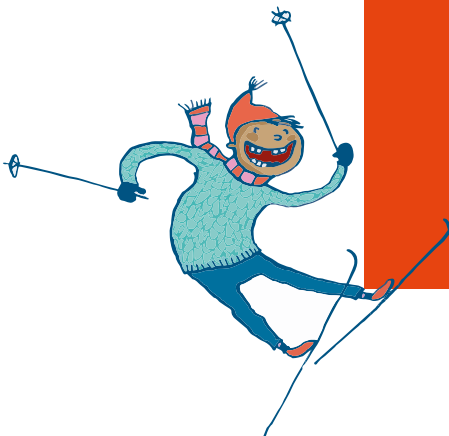
LEARNING THROUGH EXPERIENCE

Children are the architects of their learning process; the interactive courseware supports child-centered education. The main focus of the teaching method is to provide an environment where a child is able to conduct their own experiments. Not only because of the entertainment aspect, but also due to the fact that through experience children gain a much better understanding of the new knowledge.

Primary Math! has been designed and developed to stimulate mathematical thinking and provoke using a variety of strategies and approaches in order to find the one that is suitable for a given learner. Simulating real-world experiences is an essential element of the courseware methodology.

6600+ INTERACTIVE PAGES
720+ DIGITAL LESSONS

INDIVIDUAL LEARNING PROCESS

With Primary Math! children are constantly challenged with tasks that refer to their own individual skills and knowledge, aiding the personalised learning process.

The lessons include a direct reference to the students' experiences (e.g. tasks based on data regarding the way to school or the timetable), which makes it easier for the child to consolidate practical skills, while the learning process itself takes place indirectly.

THE JOY OF LEARNING

Primary Math! is illustrative, demonstrative, colorful, and user-friendly thanks to its simple and attractive layout. The artwork of the courses has been thoroughly designed to match the expectations of the youngest learners perfectly.

It is a fully comprehensive digital learning content that highlights the role of individual learning in the learning process. Not only does the richness of the exercises support mathematical thinking, but it also represents multiple teaching methods, including individual, pair, and collaborative activities.

Interactive Class Suite products are all equipped with the Get onBoard! resources – a set of 14 interactive screens enabling team building, group working and brainstorming, as well as conducting analyses and carrying out surveys – all while using modern technologies.

A Suite of Innovative Whiteboard Resources with Interactive Students' Lessons

The INTERACTIVE CLASS SUITE is a set of comprehensive interactive digital K-12 resources, including ready-made solutions and didactic aids that provide significant time-saving benefits for teachers and effectiveness & efficiency in teaching modern students.
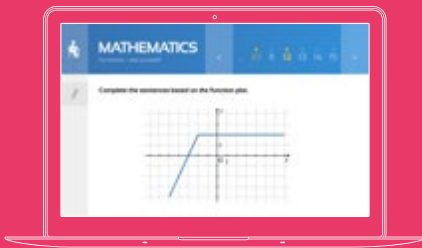
MATHEMATICS

- grades 4 through 8 (primary school)
- 22 sections on over 1500 interactive screens
- the courseware comprises 31 Educational Games
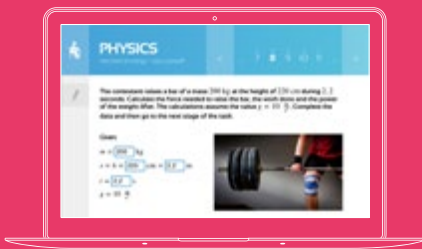
PHYSICS

- grades 7 and 8 (primary school)
- 13 sections on almost 600 screens with videos, simulations, and 3D models
- the courseware comprises 13 topic-related Educational Games

CHEMISTRY

- grades 7 and 8 (primary school)
- 11 sections on almost 700 interactive screens
- the courseware comprises 11 topic-related Educational Games

BIOLOGY

- grades 5 through 8 (primary school)
- 14 sections on almost 800 interactive screens
- the courseware comprises 11 topic-related Educational Games

PERSONAL AND SOCIAL EDUCATION

- for ages 12+
- 30 sections on over 1000 interactive screens
- two types of resources: ePages for classwork and additional homework assignments

Interactive Charts of Natural Science

Engaging Science Resources for online and in-classroom use. ICONS are multimedia resources prepared for teaching with interactive boards and displays.

ICONS: PHYSICS

- 80 topics on 197 interactive screens
- clear presentations of definitions, formulas, diagrams, and charts
- step-by-step example calculations
- simulations showing how the change of conditions and data affects the course and results of the presented phenomena
- animations and films showing physical phenomena and conducted experiments
- illustrations and photographs for a better understanding of physics in theory and everyday life

GRADES 7-8
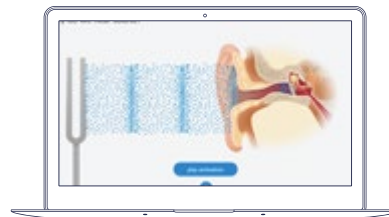
ICONS: BIOLOGY

- 80 topics on 321 interactive screens
- illustrations, pictures, and photographs in macro and micro techniques, including examples of organisms from all kingdoms
- interactive resources explaining the structure of organisms
- simulations developing the skills of performing experiments and observing the scientific method
- 3D graphics presenting reconstructions of medical imaging, the anatomy of the human body and intracellular structures
- videos showing animals and plants in their natural habitats

GRADES 5-8
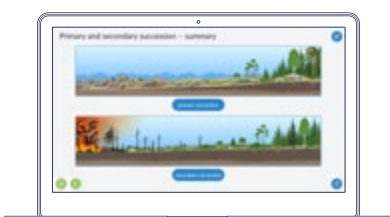
ICONS: CHEMISTRY

- 80 topics on 185 interactive screens
- diagrams, models, formulas, and presentations
- three-dimensional, rotating models of molecules
- simulations showing how the change of conditions or data affects the course and results of presented processes
- animations and videos showing real chemical reactions occurring in the laboratory and your surroundings
- illustrations and photographs for a better understanding of chemistry in theory and everyday life
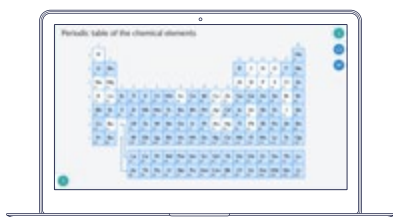
ICONS: GEOGRAPHY

- 80 topics on 327 interactive screens
- videos, maps, and illustrations for a better understanding of topics
- films, animations, and photographs showing various landscapes of the world with characteristic flora and fauna
- presentations of natural processes and weather phenomena
- explanations of issues of socio-economic, physical, and political geography
- interactive maps and 3D graphics facilitating the perception of spatial relations, recognition of terrain forms, determination of geographical coordinates, the Earth movement, and more

For every subject we prepared something EXTRA! A unique AR (augmented reality) poster and 4 traditional educational posters to hang in the classroom!

Effectively attract students' attention

Compatible with the core curriculum

Created by an experienced and professional team

For boards, displays and other multimedia devices

To be used by a teacher and in a group work

No installation required, available online and offline

Interactive Science Laboratories for secondary schools

Interactive Science Laboratories (ISL) is a set of interactive eContent for teaching biology, chemistry, physics, and geography at the secondary education level. The programs provide excellent materials for teaching lessons in remote, hybrid, and stationary modes.

ISL supports students in developing social and digital competencies and critical thinking. The programs teach scientific methodology: asking questions, formulating hypotheses, conducting experiments, collecting and analyzing data, and drawing conclusions.

ISL: CHEMISTRY

- development of the ability to design and describe chemical experiments: construction of schemes of chemical experiments, selection of reagents, laboratory glassware and equipment
- simulations with animations and graphics, videos of real-world chemical experiments accompanied by helpful commentary
- 3D models of chemical structures
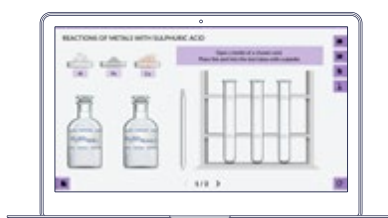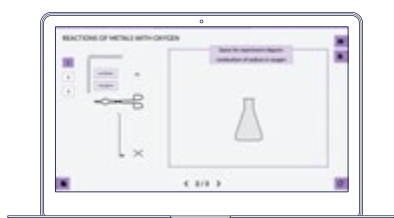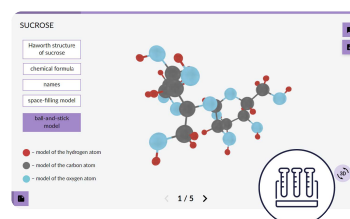
ISL: GEOGRAPHY

- interactive maps, diagrams, and charts presenting topics in the field of the socioeconomic geography of the world
- animations and simulations of physical geographical phenomena and processes
- 3D illustrations showing the celestial bodies of the Solar System and more
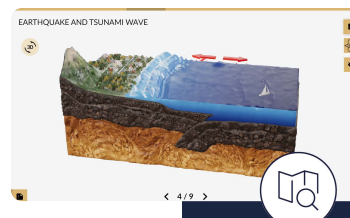
ISL: PHYSICS

- carrying out measurements in simulated experiments corresponding to real-world conditions
- simulations of physical phenomena based on parameters measured in real-world experiments
- working on student online observation sheets for processing and presenting measurements in tables, sketches, and graphs, from recording observations to concluding

ISL: BIOLOGY

- laboratory pictures of microscopic preparations of plant and animal tissues
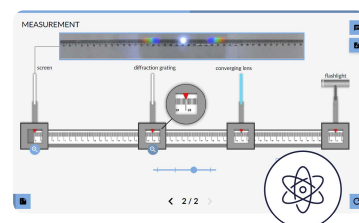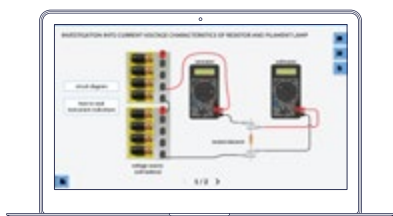- pictures and movies of plant and animal observations, as well as experiments performed in biology laboratories
- components of an interactive human anatomy atlas with a detailed presentation of the individual structures of the human body
- 3D models of the selected human organs
- a possibility to model the course of experiments and select the appropriate reagents, equipment, and examined material
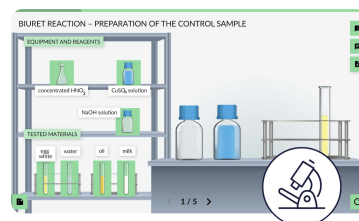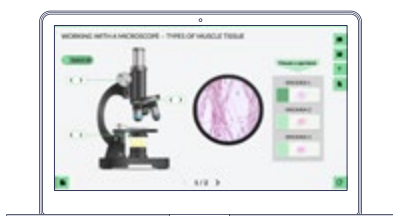
EACH PACKAGE CONTAINS:

- **resources compatible with STEM curriculum**
- **basic and extended scope of particular subjects**
- **attractive multimedia resources with virtual (VR) and augmented reality (AR) elements, 3D and 2D simulations, videos, animations, pictures, and audio recordings**

Modern curricula
for secondary schools

Truly interactive
resources

Compatible with
any device

Verified educational
materials

English now!

Interactive British English for teenagers and adults – levels A1 to B2

Join a comprehensive language course in the most modern digital format. With English Now! there's no need to attend classes to develop everyday communication and language skills.

English Now! is based on Communicative Language Teaching and the Lexical Approach. The primary goal is to learn vocabulary, with grammar theory in the background. The integration of lexical chunks and real-life examples ensures attractive and efficient learning.

The course includes a wide variety of multimedia, vocabulary, idioms, collocations, and grammar. It supports the contextualized learning approach, which helps learners implement British English quickly in real-life conversations.

DO YOU WANT TO USE THE COURSE IN SCHOOL?

English Now! can be easily deployed in an LMS, opening up tremendous opportunities for teachers. The possibilities include assigning tasks and receiving detailed data on students' performance. Make your work easier!

GAMIFICATION

Explore extra creative resources like quizzes and games specially designed to improve learners' productivity and motivation.

LEARN ANYTIME, ANYWHERE

Built on HTML5, English Now! works perfectly on all operating systems and mobile devices. Learn whenever you like, in the environment that suits you best!
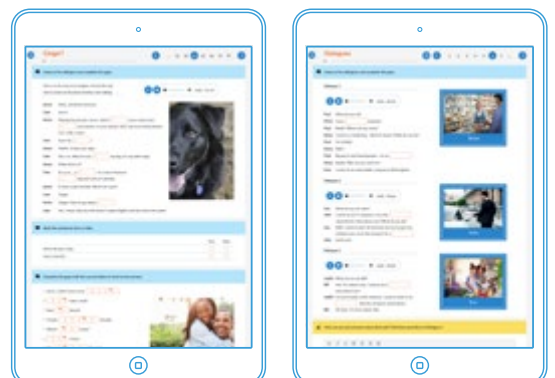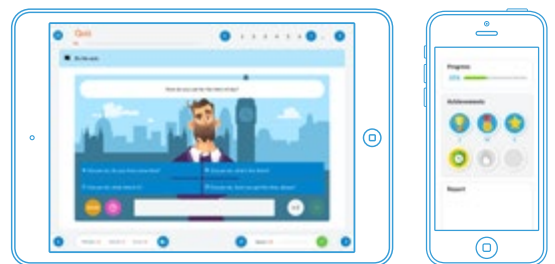
TRULY INTERACTIVE

Discover nearly 1200 engaging ePages packed in over 150 lessons.

TIDY AND ORGANISED

Each topic comprises 3 different types of lessons.

THEORY AND PRACTICE

Complete the exercises and refer to the straightforward extensive theory presented.

MULTIMEDIA AND GAMES

Delve into a wide range of engaging educational games and interactive quizzes.

YOUR VOICE MATTERS

Do the exercises and monitor your progress using detailed reports.

mTalent
TOWARDS EQUITY IN EDUCATION

Special Educational Needs

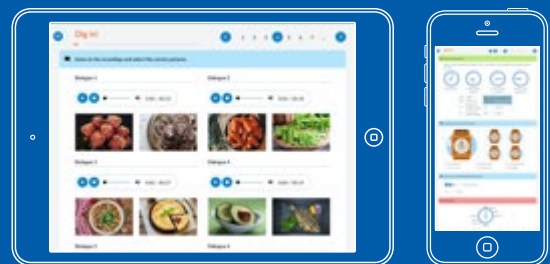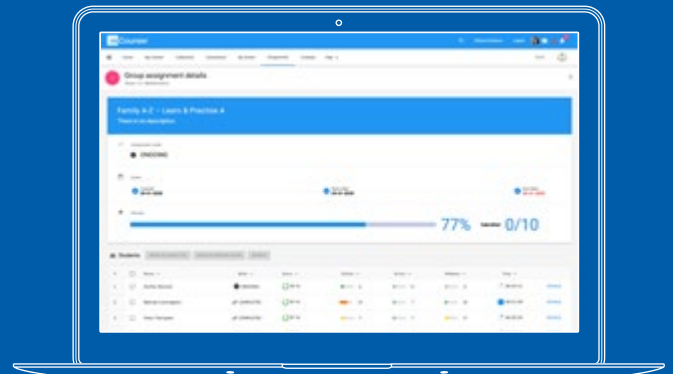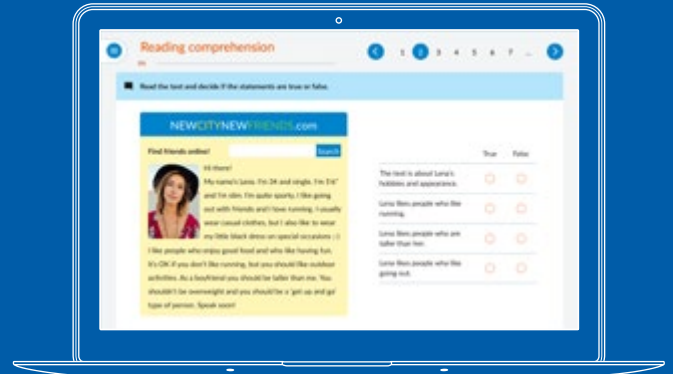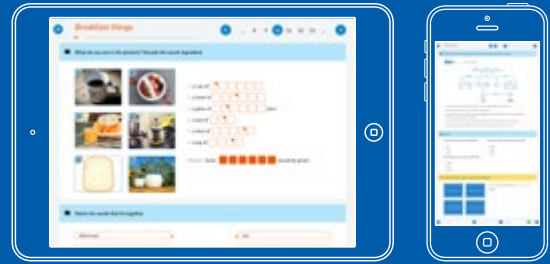mTalent is a series of products designed to support modern therapists and teachers in their work and to bring children with special developmental and educational needs closer to the ultimate goal of success.

VISUAL PERCEPTION

A set of interactive exercises supporting the improvement and development of visual perception and attention focus based on the visual analyzer. Designed for all learners, including children attending corrective and teaching-compensatory classes aiming to develop visual perception.

VARIETY OF RESOURCES

Over 600 interactive screens, over 200 printable worksheets & optional non-interactive supplementary materials.

VISUAL ANALYZER

Designed to best engage learners' basic visual functions – the visual analyzer. Inspired by the M. Frostig methodology.

ACCLAIMED BY PROFESSIONALS

Internationally awarded, positively evaluated, and reviewed by a wide spectrum of special needs teachers and practitioners.

PRINTABLE MATERIALS

Supplemented with additional printable materials, including a methodological guide and an extensive set of worksheets.

AUDITORY PERCEPTION

A set of interactive exercises supporting the improvement and development of auditory perception and attention focus based on the auditory analyzer. Designed for all learners, including children attending corrective and teaching-compensatory classes aiming at developing auditory perception.

VARIETY OF RESOURCES

Over 600 interactive screens, over 200 printable worksheets & optional non-interactive supplementary materials.

AUDITORY ANALYZER

Designed to best engage learners' basic auditory functions – the auditory analyzer.

SPECIAL NEEDS

Created for both regular learners and children in corrective and teaching-compensatory classes.

ADDITIONAL MATERIALS

Supplemented with additional printable materials, including a methodological guide and an extensive set of worksheets.

DIFFICULTIES IN HANDWRITING

A specialized product designed for all learners, including children attending corrective and teaching-compensatory classes and others dealing with specific learning difficulties (including dysgraphia symptoms or hypotonia), and as a prophylactic tool to prepare children for learning to write, supporting traditional learning.

VARIETY OF EXERCISES

Almost 1000 interactive screens, over 20 types of different exercises tailored to the age and perceptive abilities of a particular child.

4 LEVELS OF DIFFICULTY

For working with children between the ages of 3 and 9.

GRAPHOMOTOR SKILLS

Focused primarily on graph-motor skills development, which includes visual-motor (eye-hand) coordination, visual perception and dexterity.

WRITING SKILLS CONTROL

Complete control over the correctness of drawing letters – direction, shape, number of segments of the written symbols and their drawing order.

AUTISM: UNDERSTANDING AND IMITATING SPEECH

A set of interactive exercises for work with students on the autism spectrum, as well as students with intellectual disabilities, speech deficiency of the aphasia type, and other communication problems. For use in revalidating, therapeutic, and didactic classes conducted individually or in small groups.

FOR THERAPISTS

The most recent interactive product for therapists working with students on the autism spectrum.

VARIETY OF EXERCISES

It contains a set of exercises created by experienced therapists working with children that have pervasive developmental disorders.

CREATED WITH PROFESSIONALS

The whole program was created in cooperation with the Institute for Child Development (IWRD).

Become an exclusive distributor and place innovative digital educational solutions in your domestic market. Contact us to learn how you can benefit from the mTalent series.

The mTalent interactive content is an easy-to-localize HTML5-based solution that works on computers, smartphones, and tablets regardless of the operating system – successfully combining traditional teaching methods with the latest interactive courseware and technology.

bett
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Finalist of the Bett Awards 2021 competition in the 'Special Educational Needs Solutions' category

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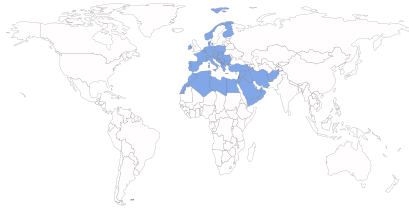
GILL EDUCATION

IRELAND

and many others...
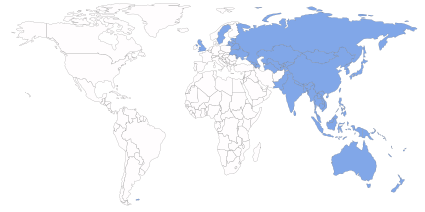
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