

NEO

by CYPHER LEARNING

PRODUCT OVERVIEW

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Introduction

NEO is a word-class, award-winning learning management system (LMS) for schools and universities. The platform is known for delivering a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning.

NEO helps schools manage all classroom activities, such as creating and delivering educational content, assessing students, tracking student achievement, and promoting communication and collaboration between students and faculty.

NEO is a product of CYPHER LEARNING, a company that specializes in providing learning platforms for organizations around the world. CYPHER LEARNING provides a similar LMS for use by businesses called **MATRIX** and an LMS for use by entrepreneurs called **INDIE**. CYPHER LEARNING products are used by over 20,000 organizations, have millions of users, and have won several awards.



PRODUCT OVERVIEW

Awards



#1 LMS FOR HIGHER EDUCATION

NEO was selected as the #1 LMS for Higher Education by The Craig Weiss Group in the report Top 50 Learning Systems for 2019.



CESS AWARDS FOR EDUCATION FINALIST 2019

GESS Awards for Education announced that NEO LMS is one of the finalists for the 2019 Awards in the category Best Paid for ICT / App Product.



NEO WINS 2018 TECH EDVOCATE AWARD FOR BEST LEARNING MANAGEMENT SYSTEM

NEO is the winner of the Tech Edvocate Award for "Best Learning Management System", for a second year running. The Tech Edvocate Awards honor the best that EdTech has to offer by recognizing outstanding companies, people, and products.



NEO WAS SELECTED AS A FINALIST FOR THE TECH & LEARNING AWARDS 2018

The annual contest selects education technology products that are improving teaching and learning in the classroom. Nominated products were judged on their uniqueness in the classroom, school, or district, and whether or not they solve specific problems.

THE EDTECH
AWARDS



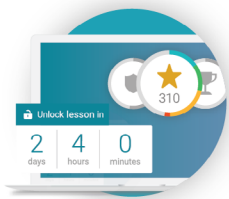
COOL TOOL
FINALIST 2018

EDTECH DIGEST AWARDS PROGRAM 2018 FINALIST

NEO is a finalist for the EdTech Awards in the category "Learning management system (LMS) solution". The annual program shines a spotlight on cool tools, inspiring leaders and innovative trendsetters across the K-12, Higher Education, and Skills and Workforce sectors.

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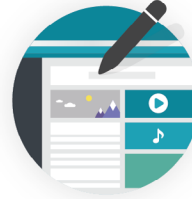
What makes **NEO** the best solution for schools and universities



POWERFUL
FEATURES



EASY
SETUP



EASY
TO USE



REDUCED
COSTS

Why do teachers think NEO is an essential tool for teaching?

Teachers enjoy using NEO because it makes their lives easier. Educators save time on daily teaching activities when using NEO, by creating engaging classes fast and organizing their materials in a centralized repository.

Why do students love NEO?

Students simply have an enjoyable learning experience with NEO. Points, badges, and leaderboards make learning more fun and engaging, while collaboration tools provide a safe environment for online participation in a class.

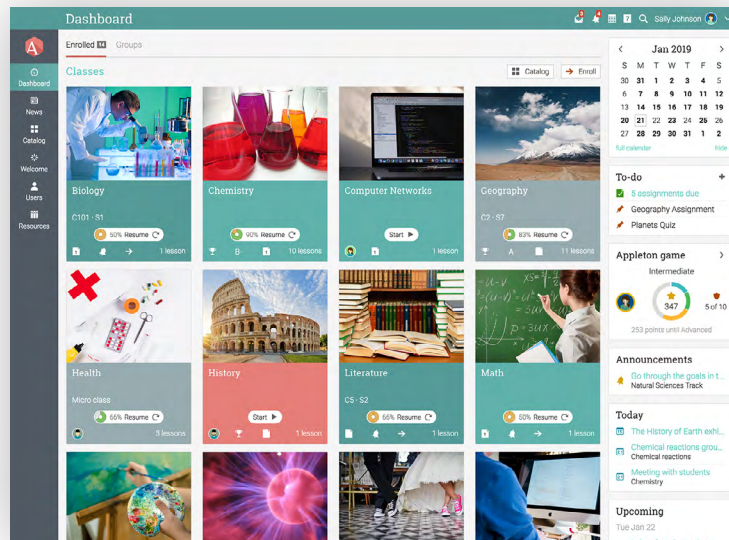
Also, being able to access NEO on any mobile device, makes students more self-directed learners and involved in academic activities even when they are not at school.



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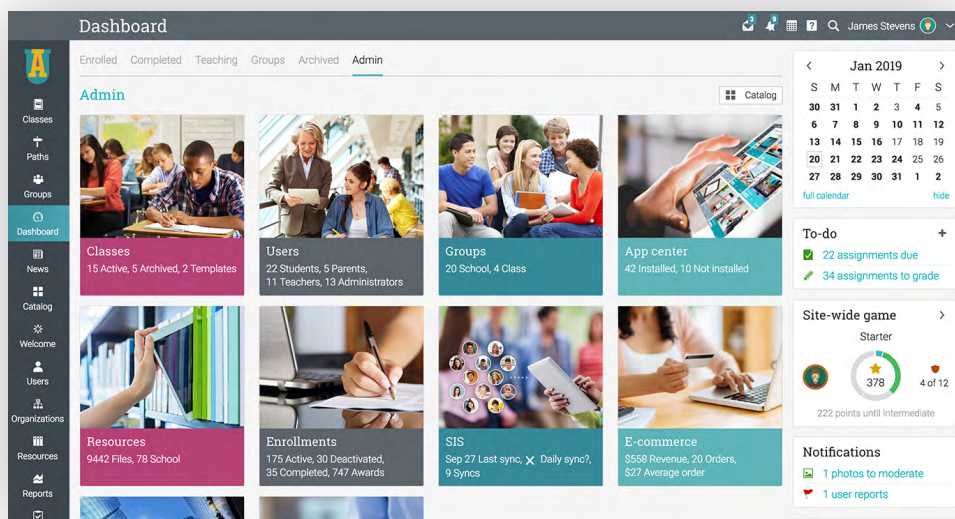
Easy to use

Our platform has an intuitive design that makes class creation easy and learning an enjoyable experience.



Easy to implement

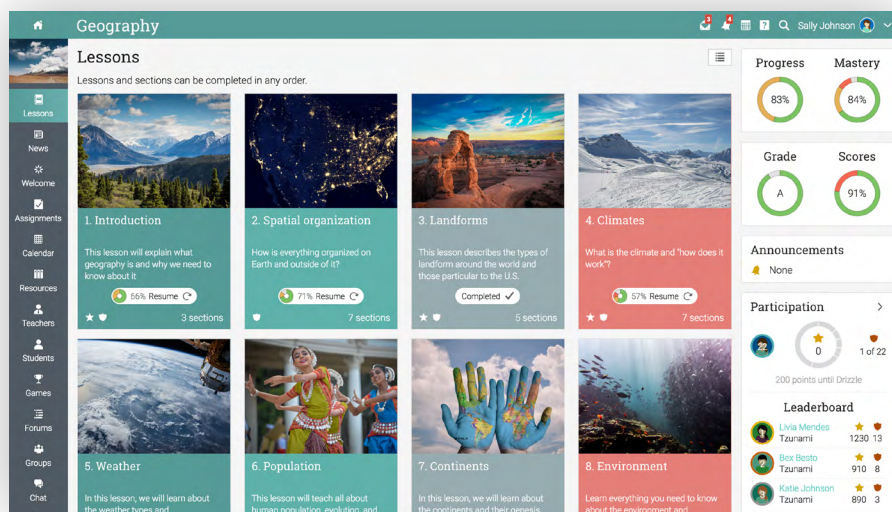
Our platform is built to ensure a smooth implementation. Most clients configure and customize their site within a few hours, not months. NEO is very easily adopted by **students, faculty, and parents**. Here are the typical steps in an implementation www.neolms.com/info/implementation.



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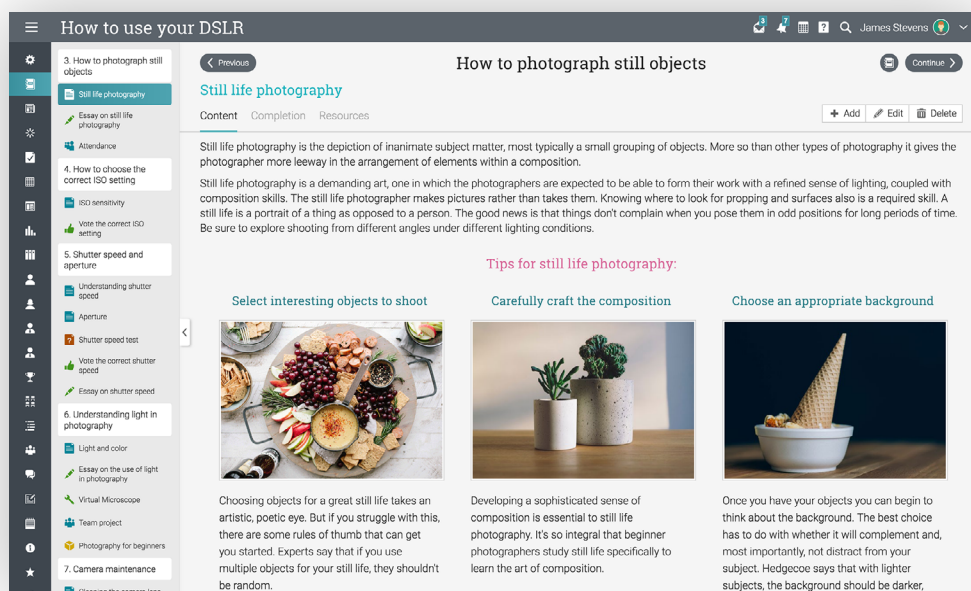
Choose your class style

Select the type of class that best suits your teaching style, whether it's instructor-led, blended, self-paced, or micro learning. It's easy to create and deliver educational content and each class has useful features based on its style.



Built-in content authoring

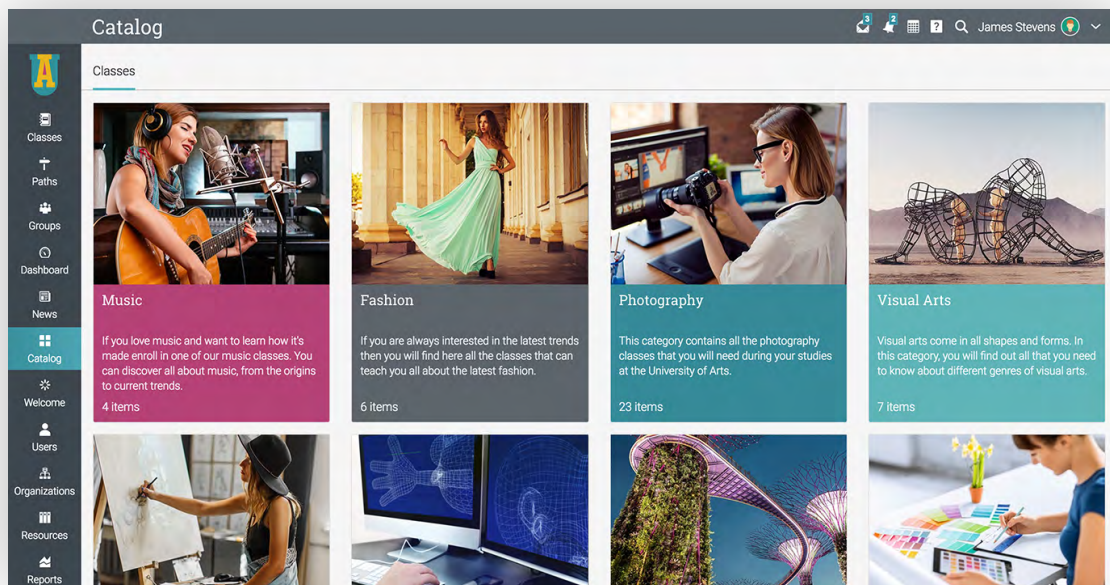
Create engaging classes fast and without any technical knowledge using our built-in content authoring tool. Embed any kind of content and media including audio, video, Office documents, Google Docs, and OneDrive files.



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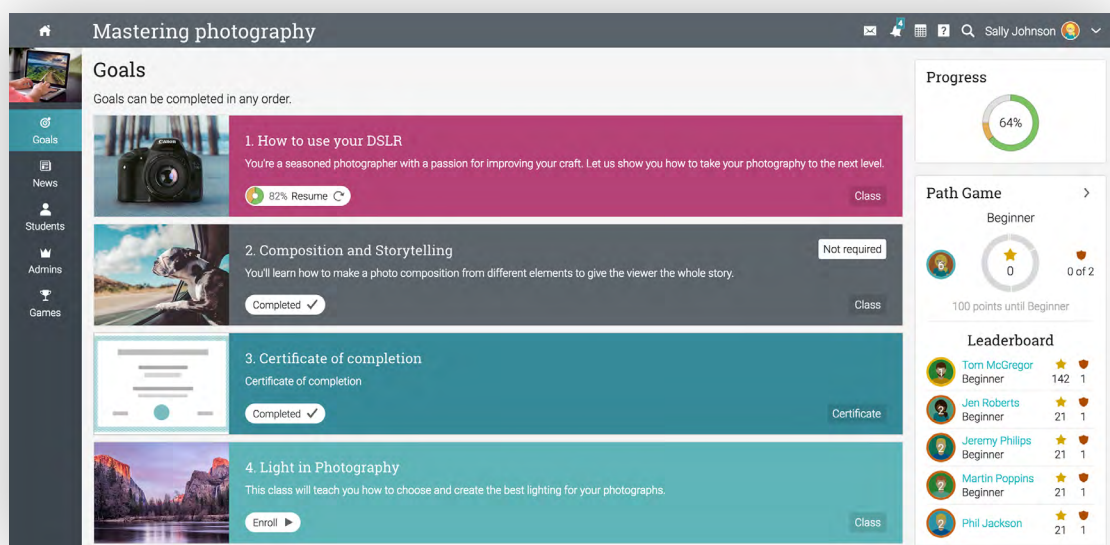
Graphical class catalog

Showcase your classes to students using the class catalog. Each class has its own overview page with important details such as the class description, ratings and reviews, and lessons outline.



Learning paths

Inspire students to achieve goals using learning paths. Each goal in a path can represent a class, a certificate, or another path, and students can be rewarded with points and badges as they complete goals. When the path is finished, students can receive a certificate of completion.



PRODUCT OVERVIEW

Innovative automation

Set up rules that should be performed when students enroll in groups, complete classes and learning paths, or fall behind on their mastery levels. This powerful feature helps educators save time on teaching activities and makes learning more personalized.

The screenshot shows a lesson overview for 'How to photograph moving objects'. The interface includes a sidebar with a list of lessons, a main content area with tabs for Sections, Competencies, Completion, Personalize, and Notes, and a table of completion actions.

Lesson overview

Sections Competencies **Completion** Personalize Notes

Completion requirements

The lesson is considered completed when all its required sections are completed.

Class completion

☒ Require this lesson to be completed for class completion.

Completion actions

Add actions here that should be performed when the lesson is completed.

Action	Added	Edit	Remove
Award 100 points for game Participation	Jan 25, 2016		
Hide assignment Essay on shutter speed	Mar 26, 2018		
Show lesson Shutter speed and aperture	Apr 18, 2018		
Award badge Best Student for game Participation	Apr 23, 2018		
Add to group The use of light	Apr 23, 2018		
Unlock lesson How to choose the correct ISO setting after 2 days	Nov 26, 2018		

[+ Add](#)

Game based learning

Make learning fun and competitive with gamification by creating games where students can earn points and badges for completing tasks during class activities. You can create games for classes, paths, and site-wide games.

The screenshot shows the 'Geography' game interface. It includes a sidebar with navigation options, a main content area with tabs for Participation, Description, Levels, and Badges, and a right sidebar with a Game progress bar, Leaderboard, and Teams.

Participation

Description

Levels

Name	Awarded
Drizzle 200 points	-
Rain 300 points	-
Storm 400 points	-
Tornado 500 points	-
Tsunami 800 points	-

Badges

Description	Awarded
Most improved For completing assignment Environmental agencies.	Aug 21, 2018
Gold star For having your submission for assignment Essay on caves scored > 10%.	-

Game

200 points until Drizzle

Leaderboard

Rank	Name	Points	Level
1	Livia Mendes Tsunami	1230	13
2	Bex Besto Tsunami	910	8
3	Katie Johnson Tsunami	890	3

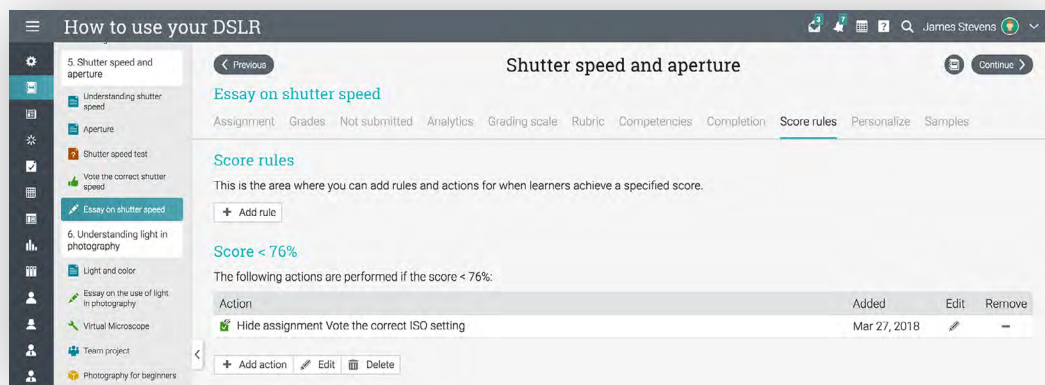
Teams

Team	Points	Level
Junior Go Green	3325	41
Hiking group	23270	23

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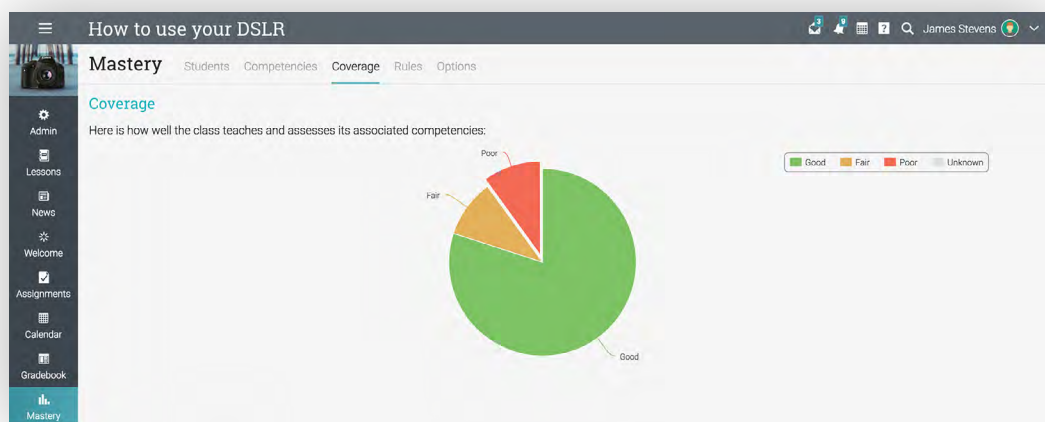
Adaptive learning

Deliver better learning experiences to students by personalizing the content made available to them based on their progress and skills. Adaptive learning allows teachers to hide/show content and assessments in classes, based on automation.



Competency-based learning

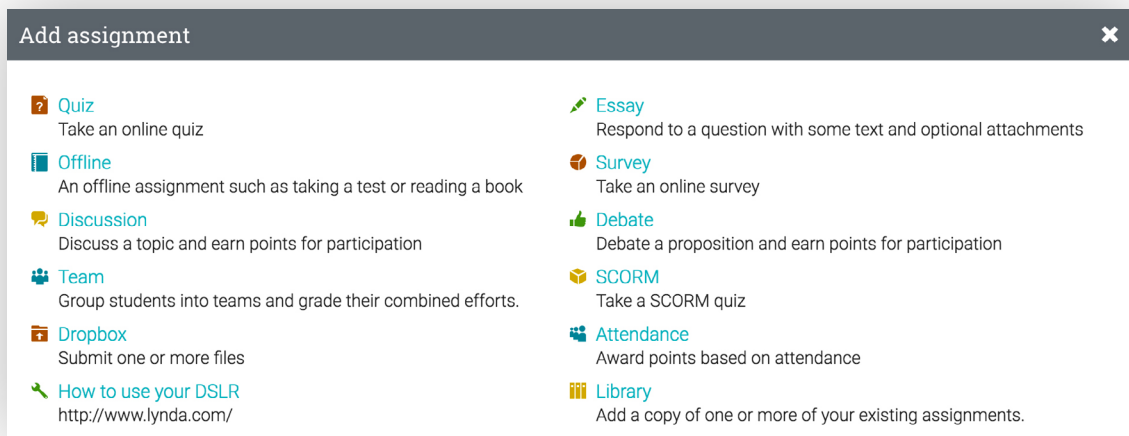
Make sure class content is compliant with standards by adding competencies to it. Create your own or use the preloaded US Common Core and Next Generation Science standards. Track student progress on a competency-basis and get a detailed view of how students are understanding the concepts.



PRODUCT OVERVIEW

Complete assessment solution

Choose from 12 types of assignments such as quizzes, essays, debates, team, Dropbox, discussion, survey, and more. Grading is simplified using our reliable gradebook. You can see a centralized view of all grades and quickly add results and make changes.



Rich analytics and reporting tools

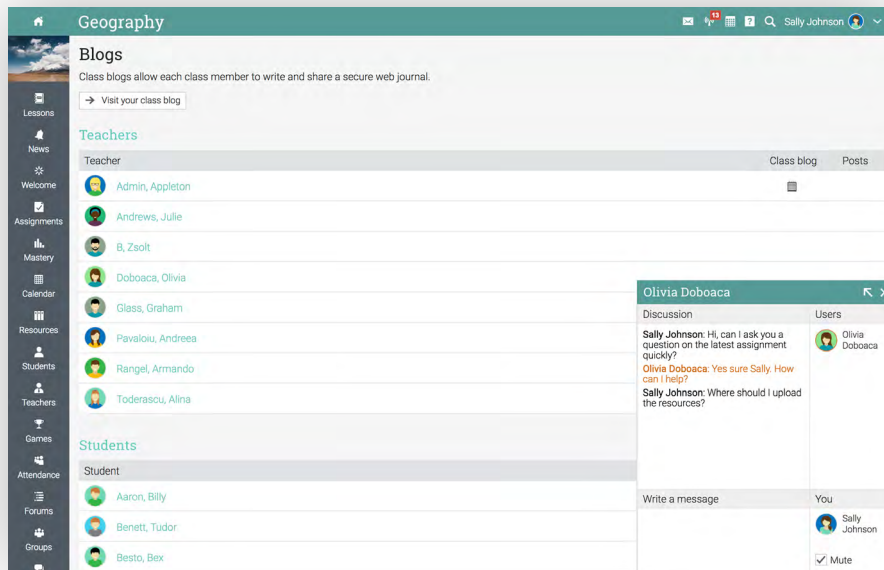
Get instant analytics on student progress and identify where students might need some extra help. See graphics with insights for different areas such as lessons, assignments, mastery, and completion. Stay informed using our built-in reports or create custom reports.



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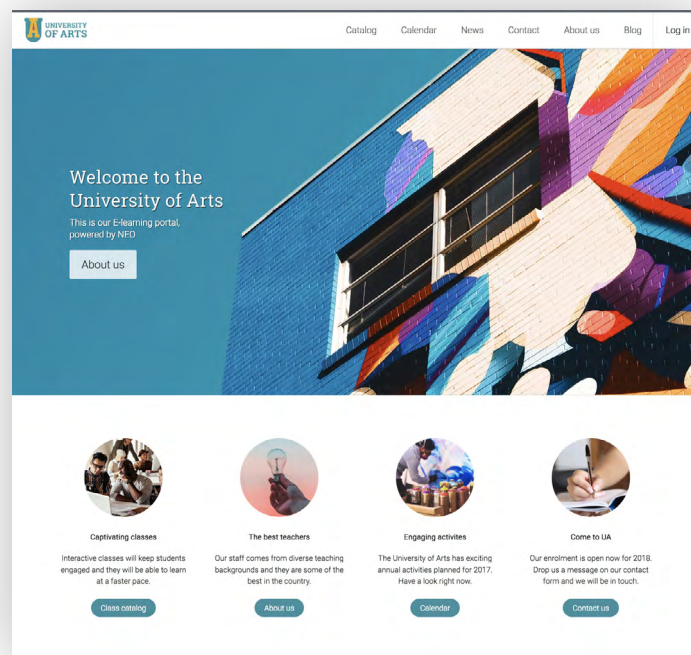
Collaboration tools

Boost classroom collaboration using interactive tools such as chats, wikis, forums, groups, and teams.



Customizable

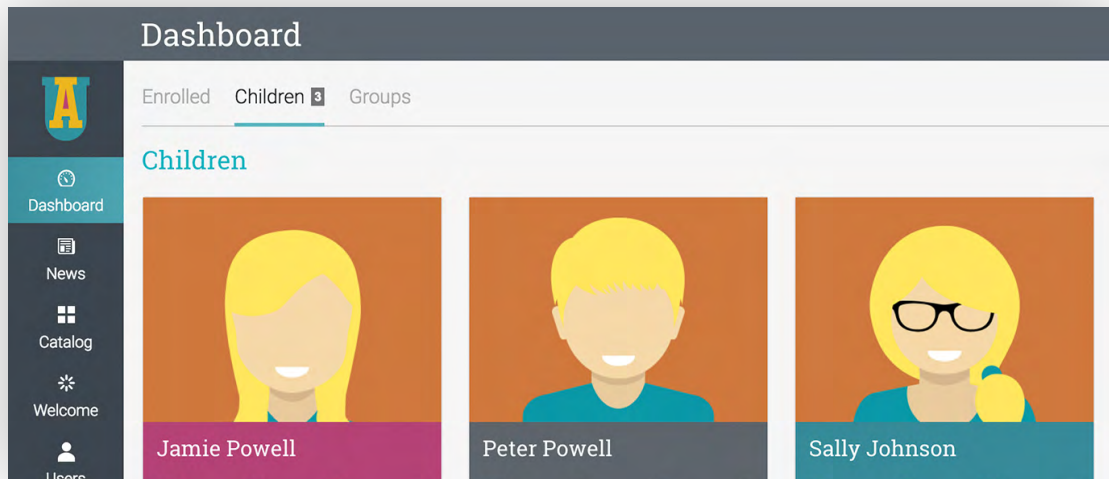
Our platform can be matched to your school's identity by adding a personalized logo, URL, color scheme, terminology, and more.



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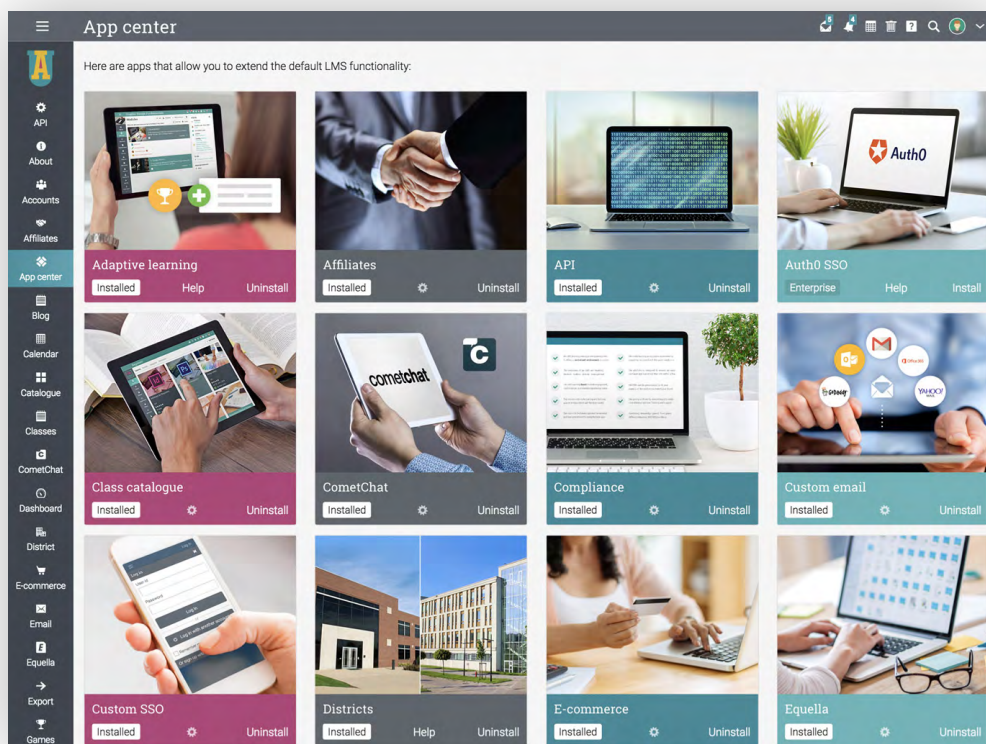
Access for parents

Parents can use NEO to communicate with school staff and access their children's' grades and track their progress.



Integrate your favorite tools

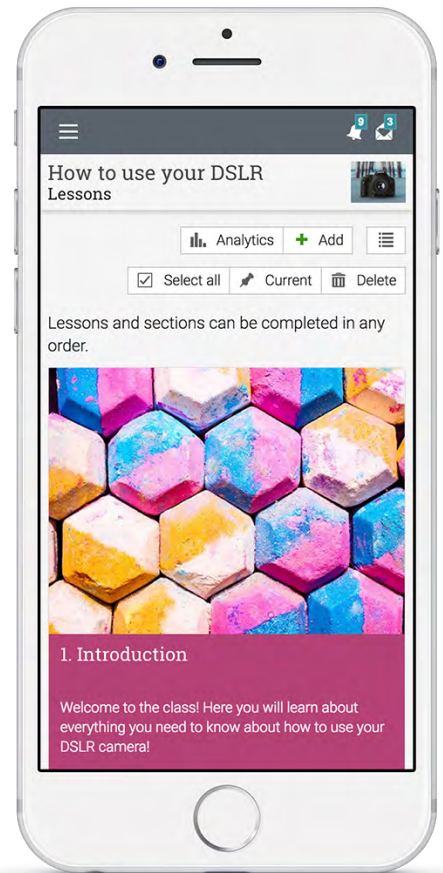
We offer seamless integration with the most popular third-party tools for education.



PRODUCT OVERVIEW

Mobile access

Use our mobile apps for iOS, Android, and Windows to enjoy the full functionality of NEO on the go. Students can easily keep track of their schedule and become more involved in academic activities even when they are not at school.



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Summary

NEO is a powerful learning platform that deliver a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning. For more details about NEO and CYPHER LEARNING products, please visit our websites or contact us at info@cypherlearning.com.

www.neolms.com

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