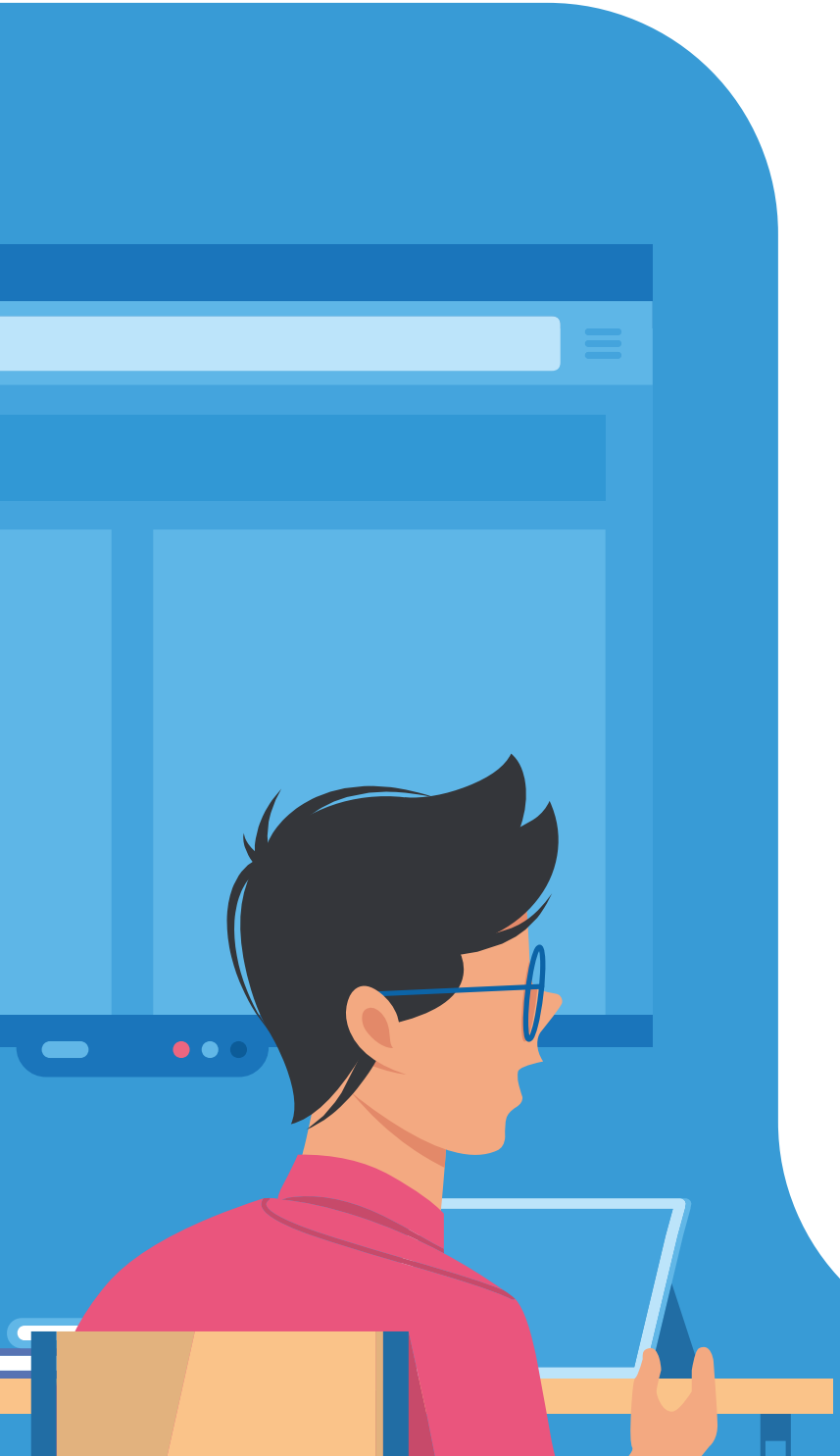


Learnetic
Everyone learns differently

EDUCATIONAL ePUBLISHING & TECHNOLOGIES 2020

Learnetic
Everyone learns differently

We are a technology-based company with over 30 years of experience in international educational publishing business. We offer a complete suite of advanced software applications supporting all stages of ePublishing processes – we provide advanced Authoring Tools and eLearning Platforms supporting Highly Interactive Content and Adaptive Learning.

Our interactive digital content, publishing tools and eLearning platforms are widely used by publishers, teachers and students in over 30 countries, including the United States, Australia, Brazil, China, Finland, France, Kazakhstan, Mexico, Norway, the Philippines, Poland, Portugal, Malaysia, Thailand, Turkey, Zimbabwe and many others.

Learnetic was founded in 2010 by Artur Dyro, Jacek Kotarski, Waldemar Kucharski and Piotr Mróz – after having sold Young Digital Planet (established in 1990) to Sanoma. With over 30 years of experience in developing Educational Technologies Learnetic's mission is to assist Educational Publishers on their way toward modern, technology-driven education.

We believe that everyone learns differently, which is why we created tools and systems that make the process of creating, publishing and sharing educational materials as simple and reliable as possible. eLearning is the very near future of education that we help to create just now!

Main areas of our activity are:

- Digital tools for professionals and amateurs to create interactive resources
- Platforms for publishing and sharing these resources
- Converting traditional paper materials to digital and truly interactive resources
- Creating courses ready to be adapted and localised

Truly interactive and highly intelligent digital Content deployed within a powerful and flexible eLearning Platform will soon become the major source of educational publishers' competitive advantage. That is why we assist them in their smooth transition from traditional, paper-based Textbook Publisher into modern, technology-based Educational Services Provider.

OUR VISION OF MODERN EDUCATION

A complete SaaS educational ecosystem including an LMS and authoring tools for publishers and teachers. Our solutions enable you to create, sell and deliver highly interactive resources.

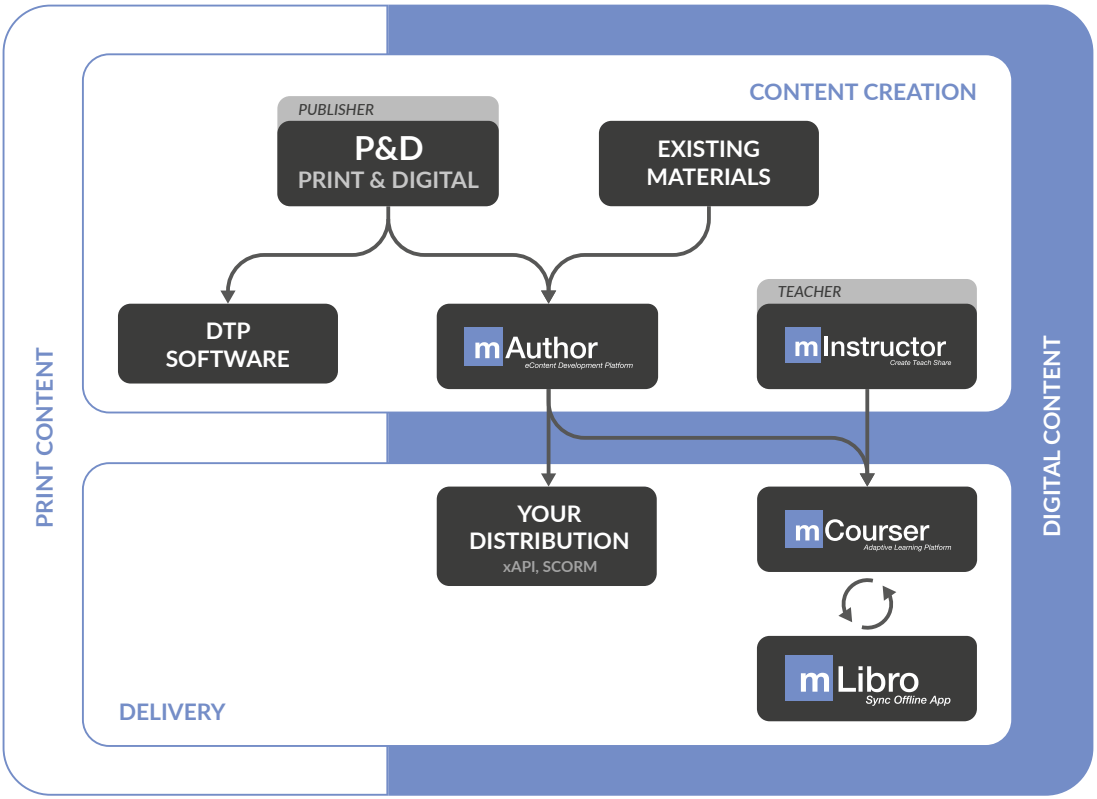
It seems inevitable that as the digital world is becoming more and more ubiquitous, the publishing industry needs to change along and employ innovative approaches in order to fully meet the new requirements. However, the process of converting from print to digital might be quite complicated and burdensome.

We believe that it's essential to identify where the problem areas lie in order to provide the best strategy towards finding the solution and going digital. As an alternative for employing ICT, User Experience and programming teams, we offer a ready-to-go solution, addressed directly to publishers themselves. The tool allows them to create fully interactive, high quality eContent without technical IT knowledge, and as a result, bypassing the fundamental change of the business profile.

During the years of eContent development activities, we have created powerful tools that best respond to the needs of educational publishing. We cooperate with tens of market-leading publishing houses around the world, all of whom have distinctive working styles, goals and objectives. Reliability of our solutions is tested by millions of users every day.

In providing our partners with solutions towards technology-driven modern education, we offer the Software-as-a-Service model. There is no need for installation or local hosting. The SaaS model not only enables delivering undisrupted service but also provides necessary scalability and integration of the offered eLearning EcoSystem.

We offer a complete suite of advanced software applications supporting all stages of ePublishing processes. We provide our partners with advanced Authoring Tools and eLearning Platforms supporting Highly Interactive Content and Adaptive Learning.



WORLD OF INTERACTIVE EDUCATION READY TO LOCALISE

You don't have to hire developers to create and publish truly interactive eLearning courses. Try mAuthor or ask us for content creation service.

eContent Packages of ready-made, highly interactive, educational materials covering a wide span of subjects at different learning stages. They can be easily rearranged and adapted to fit specific curricula and learning standards. They can be also white-labeled and – after localisation – published under your own brand.

Learnetic offers ready-made digital and truly interactive content for publishers that you can use as it is or customise it for even better experience. This content can easily be localised to your language but also rearranged and adapted to fit your culture, learning standards or any other educational needs. Creating new lessons, modifying existing ones? All of this can be easily achieved.

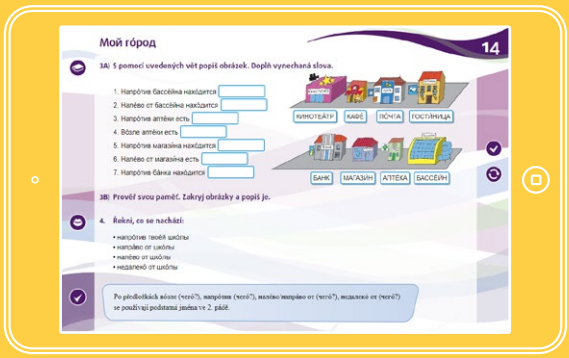
Adapting, localising or even creating new lessons for any content can be challenging, but we got this all sorted out. You can make it all by yourself using our eLearning Ecosystem software or just leave it to us. Our team of experienced editors and content creators is ready for even the biggest challenges in terms of modern digital education.

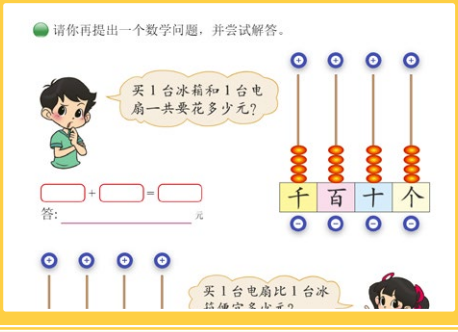
Increase the quality of education in your area and make profit from your own localised educational content! Publish it on an e-learning platform, distribute access codes or put it all in a box with other educational tools and sell it in a traditional way.

Remember that our offer goes far beyond just ready-made e-learning materials. It's a very good and easy start for many publishers, but our area of expertise is creating almost any digital and interactive learning content. We have wide experience in transforming textbooks into digital resources and creating courses that meet specific needs.

Breaking down language barriers

mAuthor allows creating interactive courseware in practically any language, providing full support for not only the Latin writing script, but also other world's most popular writing systems, including Cyrillic, Arabic, Chinese, and plenty more.





OUR SOLUTIONS ALL AROUND THE WORLD

Our interactive digital content, publishing tools and eLearning platforms are widely used by publishers, teachers and students in over 30 countries.

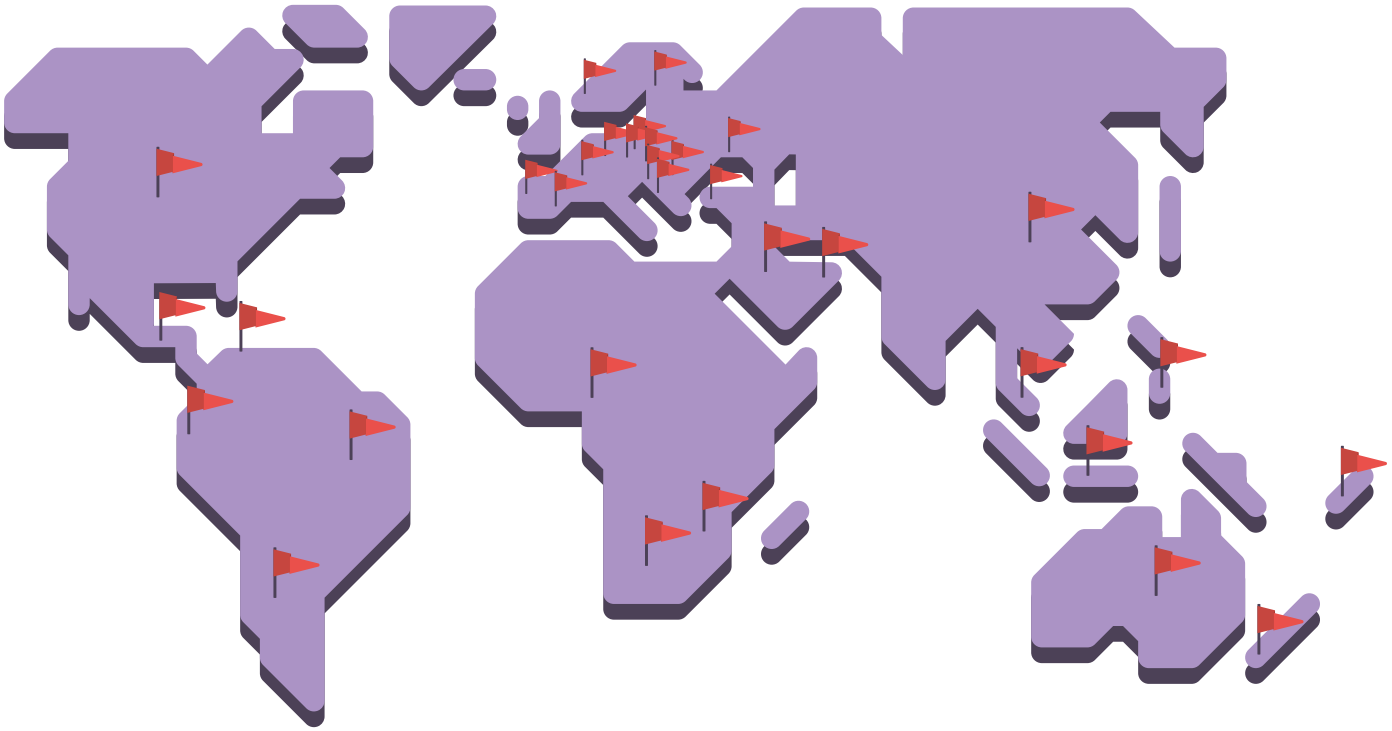
We are proud to be working with many amazing partners from all around the world. Among them are educational publishers, ministries of education and digital innovators using our solutions to implement and enjoy the benefits of modern education in their fields.

We are thankful for their trust as they successfully based almost the entire process of ePublishing on our suite of authoring tools, eLearning & delivery platforms, eDevelopment services and ready-made interactive eContent packages.

A major source of educational publishers' competitive advantage will soon be truly interactive and highly intelligent digital Content deployed within powerful and flexible eLearning platforms. Using our solutions is the easiest way to take care of this aspect.

Our Partners

Porto Editora
Klett
MACMILLAN
ibtikar EDU TECH SOLUTIONS
agemsoft
CAROLINA www.carolinacurriculum.com
EDU KUSTANNUS
hachette A. Antoine
PONS
Pearson
Mc Graw Hill Education
ediciones sm
ND NetDragon Websoft Inc.
Agradeahead
editis E
C&E Publishing, Inc. Towards Academic and Professional Excellence
ПРОСВЕТА ОСНОВАНО 1945
LeYa
edebé
Vicens Vives
PUBLISHING HOUSE RANOK
AKSORN
LITTLE THINKING MINDS
Kunnskap.no



SUCCESSFUL CASE STUDIES

Publishers from around the world have successfully completed thousands of projects using our eLearning Ecosystem. We have selected only a few of them to show you what you can achieve using our solutions.

Václav Hoďák
Interactive Content Developer
Klett Publishing House
Czech Republic

> Frankly, I must admit, that thanks to Learnetic we are one of the best interactive content developers in our country.

Rui Pacheco
Multimedia Department Director
Porto Editora
Portugal

> At Porto Editora, we use mAuthor for creating premium rich interactive educational courses and aggregate digital resources. We have chosen this tool because it has a very good cost/benefit relation and its potential is huge. Our staff has quickly learned how to develop their work with mAuthor and the support from Learnetic is really very good.

Bruce Wilcox *about mAuthor*
Vice President
Carolina Biological Supply Company
USA

> Easy to use with a wide variety of templates and interaction types already built into the authoring tool. We also appreciate that, for the most part, you can develop the content in mAuthor and it will render responsive content for multiple device configurations.

The biggest publishing house in Serbia, Klett, turned the mCourser-based educational platform Eucionica.rs into the major LMS in the country by producing extensive educational content using mAuthor. Thanks to a **successful partnership** with Learnetic, the **majority of Serbian students have gained access to digital learning within just two years**.

Bebras Challenge is a competition for students **organised every year simultaneously in 50 countries. Millions of students all over the world** face math and informatics problems prepared by an international jury of academic experts. The Polish edition of Bebras has been hosted on mCourser LMS since 2015. Every year it gathers a great number of participants of different ages, being the biggest informatics competition in the country.

Dubai-based Ibtikar Edu Tech Solutions in collaboration with the local **Ministry of Education** have been using the mAuthor tool to create **digital educational content and distribute it across the United Arab Emirates**. Around 80 experts in various fields have been involved in producing the content.

The U.S.-based Carolina Biological Supply has entrusted Learnetic with a task as important as **digitalising their printed educational materials** which supplement kits of laboratory equipment provided to K-12 students across the U.S. The materials produced by Carolina Biological Supply were translated into Polish and are distributed as **bestselling lab kits in Poland**.

Editis Group in France is among **the biggest publishing groups in the country**. Editis and its affiliates have implemented edu-tech solutions provided by Learnetic to set up mCourser-based learning platforms targeted at students of different ages. The uploaded content includes **a vast range of interactive lessons prepared using mAuthor**. The publisher has also entrusted Learnetic with **running software development services**.

Porto Editora, the leading publisher in Portugal and other Portuguese-speaking countries, has been using mAuthor continuously since 2013. Having created **over 10 000 learning objects using our solution**, the publisher is **the most experienced partner we have had the pleasure to work with**.

mAuthor

eContent Development Platform

CREATE THE MOST ADVANCED eLEARNING CONTENT

mAuthor is a combination of a powerful Authoring Tool and a cloud-based eDevelopment Platform dedicated to building highly interactive Digital Content and to coordinate the workflow of the Project Teams involved in its creation.

A complete SaaS cloud-based solution directed to educational publishing houses and interactive digital content developers around the world that intend to create interactive versions of their traditional textbooks, coursebooks or any other printed matter.

The created eContent is developed along the eLearning industry standards and supports all, desktop and mobile devices, making it perfect for modern technology-driven education.

www.mauthor.com

THE WORLD'S BEST K-12 AUTHORING TOOL

Features

Responsive HTML5 Interactive Output

The resulting eContent is driven by mAuthor's HTML5 based Player making it accessible from various modern mobile devices

Visual Editing Mode (WYSIWYG Interface)

Visual content development and editing mode – What You See Is What You Get – makes the designing work quick and accurate

140+ Ready-made Modules

Pre-programmed types of exercises, interaction, media, etc., make the production of e-coursebooks straightforward and simpler than ever

Gamification Approach – Modules Perfectly Suited for K12 Education

Using functional engines of EduGames Modules guarantees the learner's engagement

Advanced Real-time Feedback System

Learners are provided with instant comments on their choices

Industry Standards Compliance

Resulting eContent is SCORM 1.2, SCORM 2004 and xAPI (Tin Can) compliant, making it compatible with majority of standard LMS platforms

Open Architecture

Thanks to open XML data formats, open source code HTML5 player, dedicated API and java-based scripts it is possible to expand the functionality of existing modules, as well as to create new ones

WCAG 2.0-friendly Content Development

Ready-made solutions enable developing eContent in accordance with the WCAG 2.0 requirements

Adaptive Learning System

When a student starts working with an eContent package, the mAuthor's "adaptive engine" selects an individual path, offering exercises tailored to the learner's level of knowledge in real time

Big Data Support

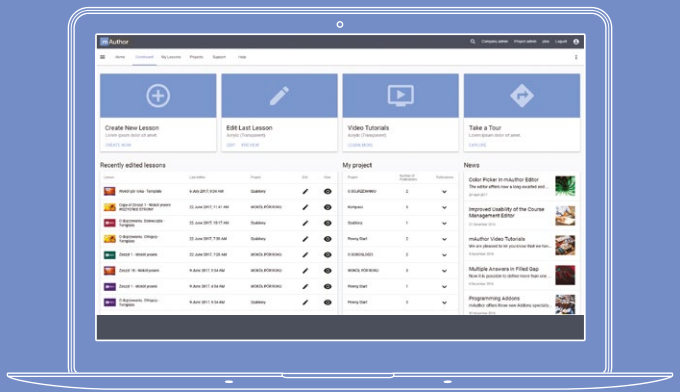
The eContent created with mAuthor enables generating considerable amount of information about the learner's progress

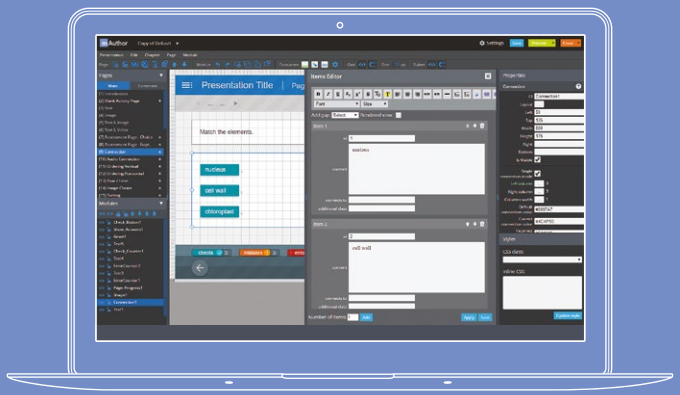
Workflow Management

The eContent development project can be organised according to the Kanban methodology due to the implementation of Kanban Board

Awards

Thanks to its extensive capabilities mAuthor was distinguished by “Training Industry” – one of the most influential online magazines concerning eLearning technologies. According to the magazine's experts, Learnetic is among Top 20 Companies awarded in the Authoring Tools category for the third consecutive year.





2017 TOP 20 COMPANY AUTHORING TOOLS TRAINING INDUSTRY

2018 TOP 20 COMPANY AUTHORING TOOLS TRAINING INDUSTRY

2019 TOP 20 COMPANY AUTHORING TOOLS TRAINING INDUSTRY

TOP B2B COMPANIES Clutch POLAND 2019

mCourser

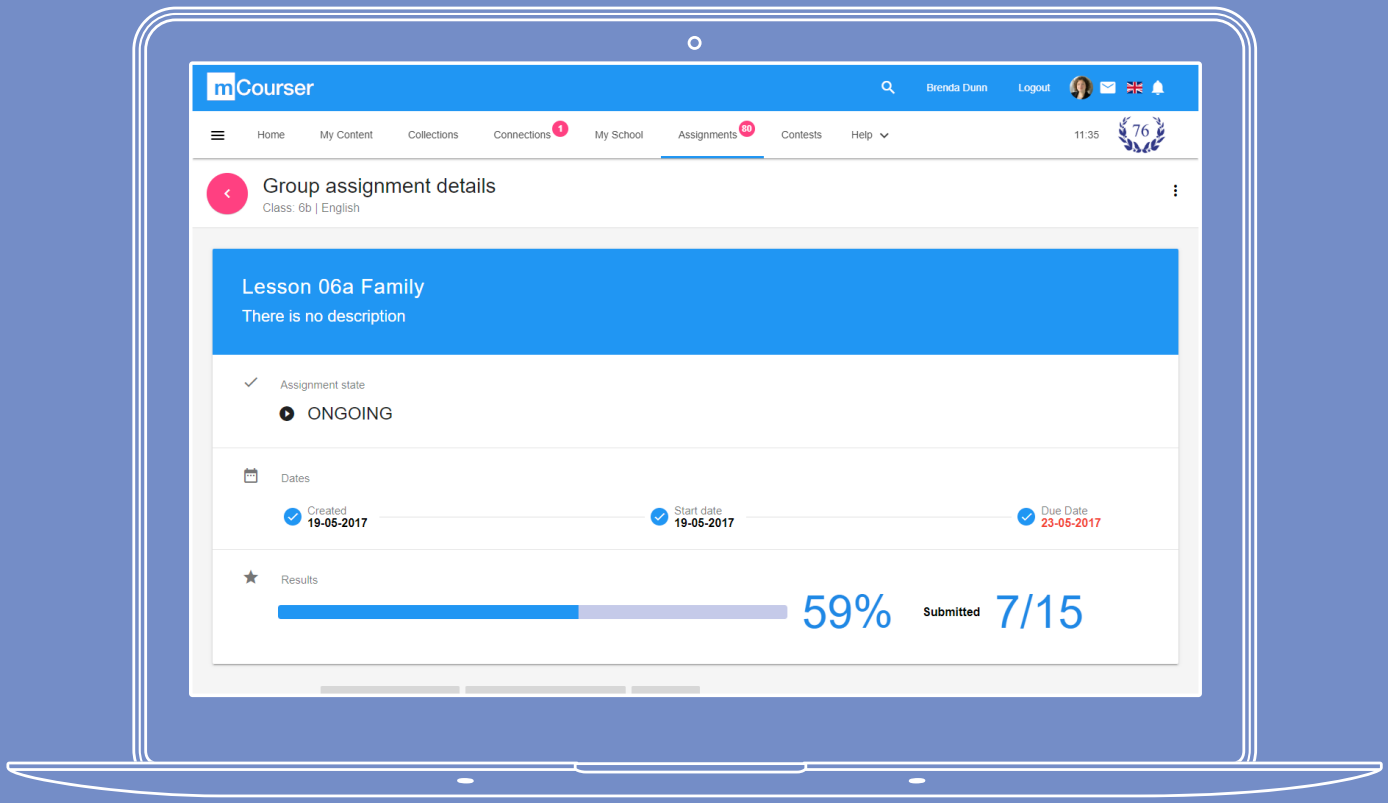
Adaptive Learning Platform

THE MOST COMPREHENSIVE LMS PLATFORM

mCourser is a comprehensive eLearning Platform (LMS) supporting Adaptive Learning and delivering of highly interactive educational eContent packages. It effectively supports educational processes and interactions between Teachers and Students.

mCourser is a software application enabling administration, management and provision of e-courseware and training programs. It is addressed to all those types of schools and other educational institutions that wish to implement a modern and technology-driven approach towards education.

www.mcourser.com



THE BEST IDEA FOR A CUSTOM CONTENT DISTRIBUTION PLATFORM AND A POWERFUL LMS IN ONE COHERENT SOLUTION

Features

Intuitive Navigation

Intuitive and clear interface, based on industry standard UX practices, makes mCourser perfect for medium-advanced IT literacy users

Mobile Ready

Accessible from a variety of stationary and mobile devices with different screen resolutions

Online & Offline Access

Synchronisation of all results stored and managed online on the mCourser platform with offline, dedicated, native mLibro application

Open Architecture

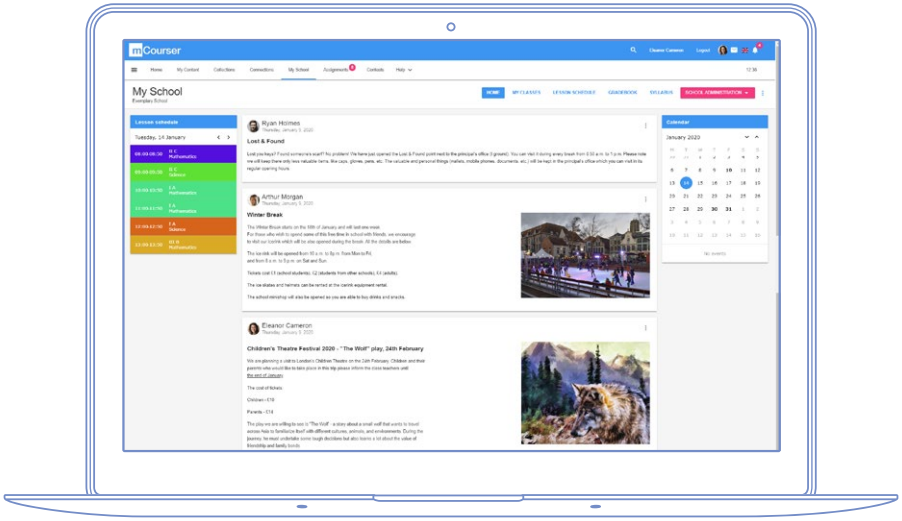
API enables the connection with third-party LMS platforms and creating new look & feel and functionality that will meet different age-group expectations

Grade Book

Complete Grade Book functionality, including Lesson Schedule, Attendance Record, Reporting and Teacher/Student/Parent communication system

SaaS Model

mCourser does not require installation or local hosting – the solution is fully cloud-based and delivered via the Software-as-a-Service model



Assignments

Intuitive assignment functionality enabling reporting, monitoring, and supporting personalised learning needs

Contests Feature

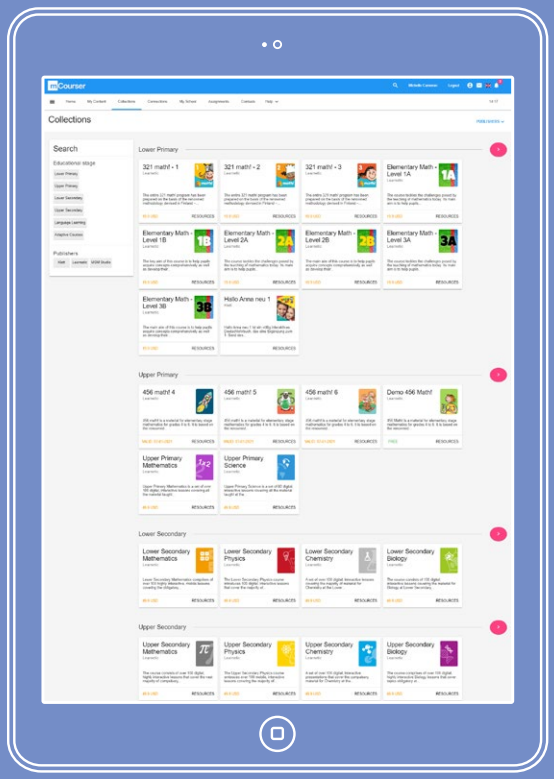
Contests for thousands of students simultaneously can be hosted on the platform. Our cloud servers are switched on and off dynamically allowing efficient management of computing power during even country-wide events

Big Data

mCourser is able to continuously collect great amounts of data from all interactions between thousands of learners and the courseware

Reports

Wide variety of reports clearly presenting learners' results, time spent with eContent resources, number of revisions, help button clicks and many others



mLibro
Sync Offline App

LEARN ANYWHERE AND ANYTIME

mLibro is an offline extension to mCourser enabling users to work with interactive content in an offline environment, regardless of the type of device they are using.

There are places or situations with no Internet access. mLibro is an offline application completing the mCourser platform. From now on, learners can have access to the online resources anytime and anywhere.

While connected to the Internet, learners download their assignments and digital lessons from mCourser to the mLibro app. Once downloaded, students can work offline anytime and anywhere they like and their results are stored locally on the device they use. Once learners connect to the Internet again, their results are automatically synchronised with the mCourser platform.

More information: www.learnetic.com

Features

Offline Access

mLibro allows downloading content and enables working with it in an offline environment

Results Synchronisation

mLibro features synchronisation of all results generated online on the eLearning Platform and offline with mLibro application

Customisable Interface

The platform offers the start screen customisation feature

Courseware Downloading

mLibro features on-demand download of individual lessons, as well as whole courses

Simple and Easy to Use

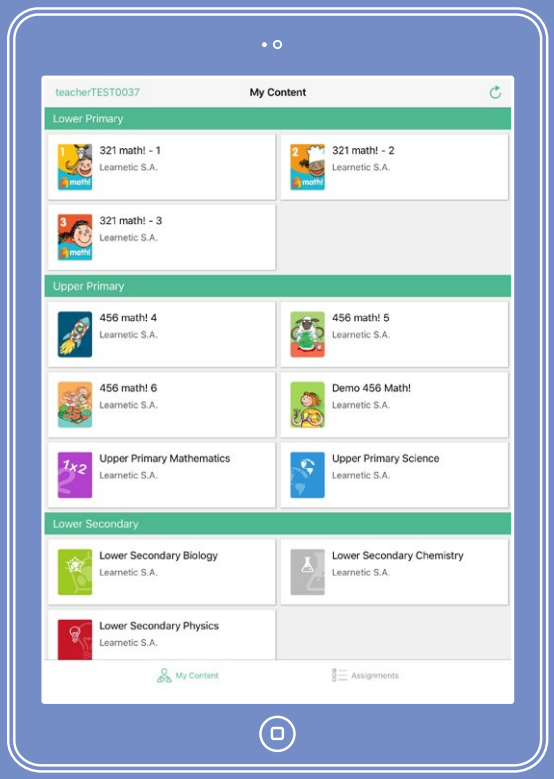
The simplified and easy to use mLibro interface is designed to effortlessly work with, even in case of learners with limited computer literacy

System Agnostic

The mLibro app works not only on PCs, but also Android and iOS mobile devices

Free of Charge

mLibro is a free application that can be downloaded from Google Play, App Store, Microsoft Store, or directly from Learnetic website



eLEARNING OFFLINE APP

mInstructor

Create Teach Share

TEACHER MIGHT BE A GREAT PUBLISHER

mInstructor is a simple authoring tool for educators, enabling teachers to use a simplified content development tool.

mInstructor allows users to build their own content repository and enable their fellow teachers to share their work and ideas. Create truly interactive content and get full reporting from your learners.

A solution that is highly valued by innovative teachers around the world. Designed in an intuitive way for developing interactive courseware for computers, smartphones and tablets.

Get started with mInstructor

- Wide range of ready-made lessons in the repository
- 140+ easy-to-use interactive modules
- Visual and intuitive editing

www.minstructor.com

Features

Easy-to-Use

mInstructor enables individual teachers to develop their own custom-made content. Using mInstructor requires neither programming nor graphic skills

Ready-to-Use Modules

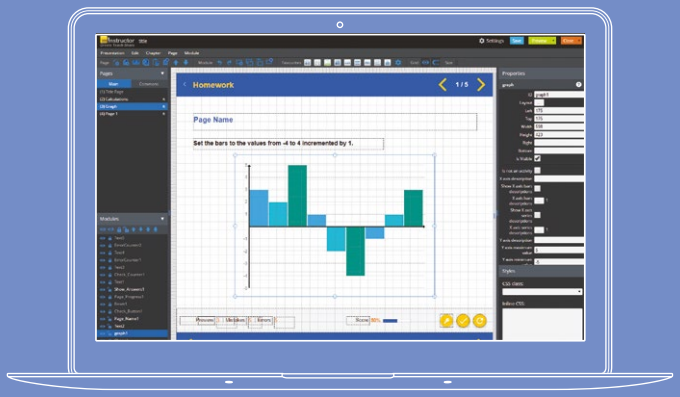
mInstructor assists users in creating highly interactive and engaging activities thanks to a wide variety of predefined interactive modules

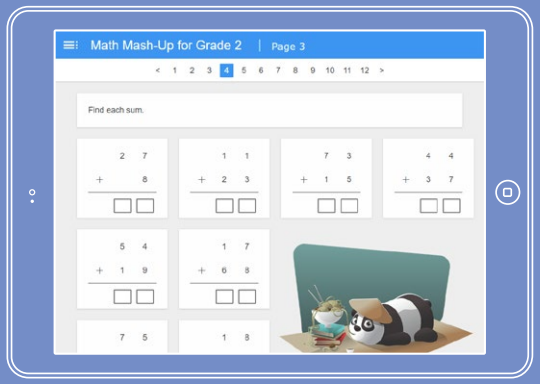
Group Work

Teachers can work in groups to share and modify their content

Template-based Designing

Make use of the base of age-related graphic templates to create engaging courseware





A FAVOURITE TOOL OF ALL INNOVATIVE TEACHERS ENABLING THEM TO CREATE THEIR OWN INTERACTIVE RESOURCES

mCurriculum

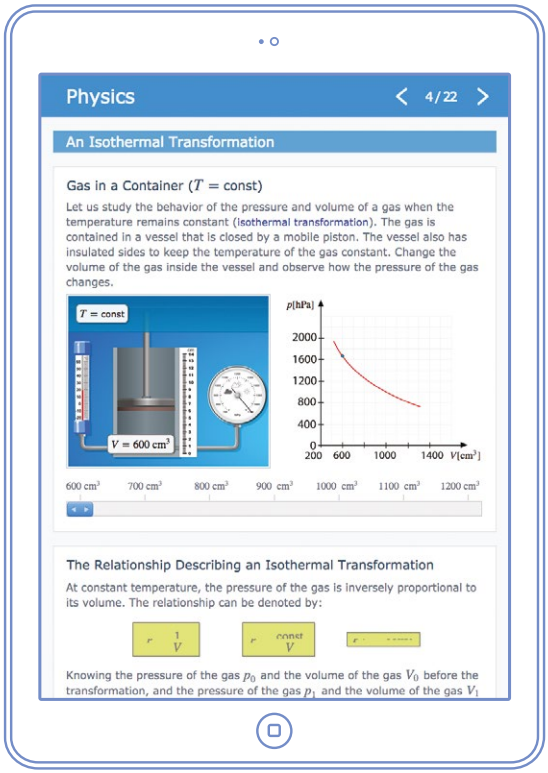
THE BIGGEST AND MOST COMPREHENSIVE INTERACTIVE RESOURCES FOR K-12 EDUCATION

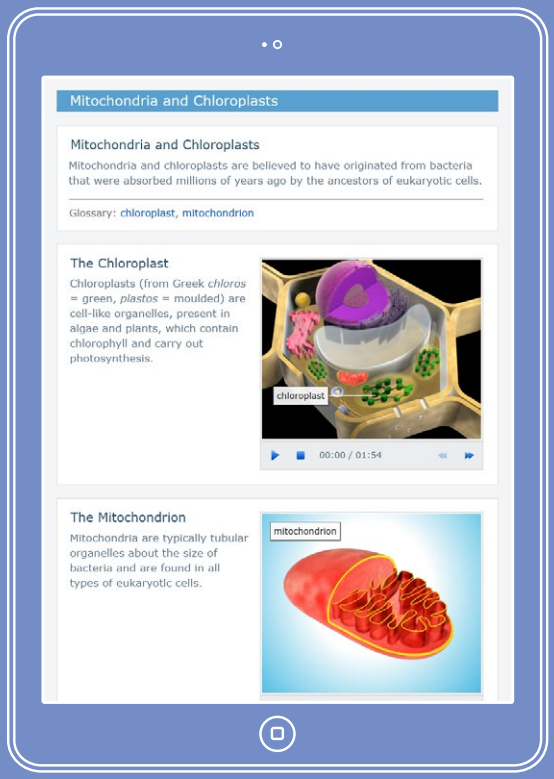
mCurriculum comprises over a thousand of highly interactive Digital Lessons covering Maths, Science, Physics, Biology and Chemistry. Designed according to the most advanced digital publishing technologies, which makes it highly versatile and capable to work smoothly on any online or offline platforms.

What makes mCurriculum a top-notch digital product is its extensiveness and comprehensiveness, as it is without a doubt a real game changer in digitising education. This unprecedented collection comprises over a thousand of highly interactive Digital Lessons full of high quality videos, animations, pictures, 3D objects and simulations representing hundreds of topics in an attractive and engaging way.

The idea behind mCurriculum was to create a comprehensive product that would meet the expectations of both students and teachers. While working with the mCurriculum lessons, students are offered an efficient reporting system as well as informative and meaningful feedback. This is exactly what makes the product perfect for the very diverse population of students.

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, localised, re-arranged and adapted to fit the specific textbook, curricula or learning standards. They can also be white-labeled and published under the brand of the particular publisher, organisation or even the ministry of education.





Samples and more information:
www.learnetic.com

23 000+ RESOURCES

PRIMARY math!

LESSONS DEVISED IN FINLAND, THE PISA REPORT LEADER

Comprehensive set of highly interactive digital lessons addresses children's numeracy skills at the initial levels of their math education. Covers 6 years of regular math learning and helps develop pupils' creativity and their overall math skills.

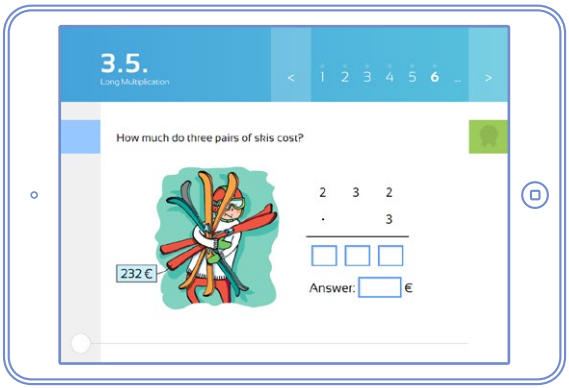
The entire Primary Math! courseware has been prepared on the basis of the renowned methodology devised in Finland – the European PISA report leader. Keeping constant focus on the child's own experiments, the course perfectly meets the new math curriculum and helps pupils gain a better understanding of the freshly acquired knowledge.

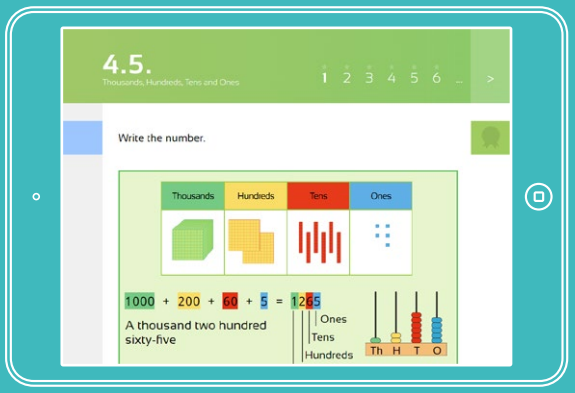
- Covering Grades 1-6. For pupils aged 6-13
- More than 6,500 engaging math activities
- Over 700 interactive lessons
- Access from any device (HTML5)
- Focus on problem solving and real-life application

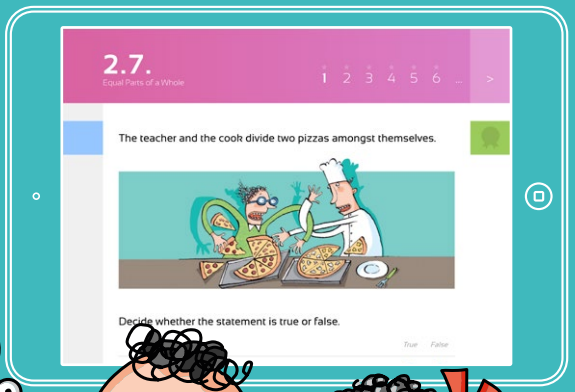
The whole material has been specially designed to keep the youngest motivated at all times and kids are awarded after successfully completing each exercise, page and lesson. What is more, the program is full of colourful multimedia assets and gamification features that often place mathematical problems into real-life situations. This will surely make children love mathematics, hence, they won't have any problems with it in their future life and career.

Samples and more information: www.learnetic.com

Primary Math! is a great idea for both home and school teaching, therefore, parents may also use the entire course for their children's individual home learning.







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 – success.

mTalent series programs are ready-made diagnostic and therapeutic tools containing thousands of interactive exercises that can be successively and easily included in the curriculum of didactic-equalisation, revalidation and corrective and compensatory classes.

BELMA

Best European Learning Materials Awards

Completions – guessing games
7 / 24
What is missing in this picture? Mark the places where you think something is missing.
mTalent
TOWARDS EQUITY IN EDUCATION
VISUAL PERCEPTION
A set of interactive exercises supporting the improvement and development of visual perception as well as attention focus based on the visual analyzer
www.mTalent.pl
+4
VISUAL PERCEPTION

Visual Perception

A set of interactive exercises supporting the improvement and development of visual perception as well as attention focus based on the visual analyzer.

- Over 600 interactive screens, over 200 printable worksheets & additional noninteractive supplementary materials
- Ideal for working with children with sensory integration disorder, dyslexia or the risk symptoms of dyslexia, attention deficit hyperactivity disorder, concentration and hand-eye coordination problems due to the used special graphic and functional solutions

Auditory Perception

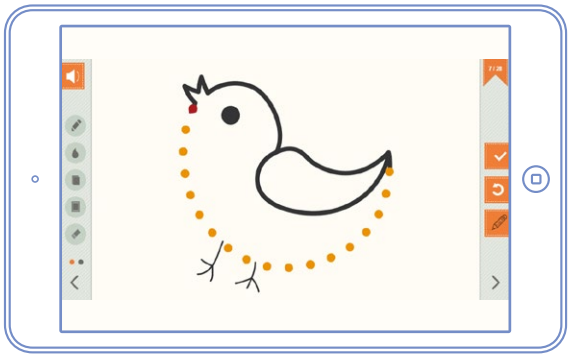
A set of interactive exercises supporting the improvement and development of auditory perception as well as attention focus based on the auditory analyzer.

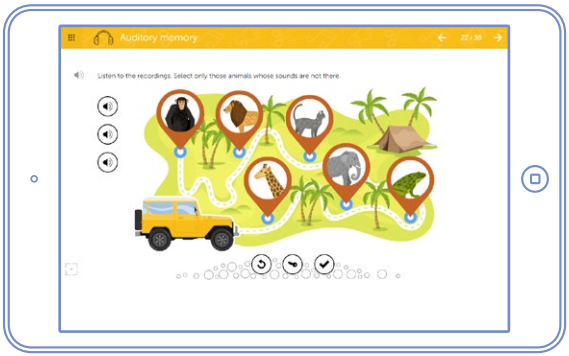
- Over 600 interactive screens and a set of additional materials in one package
- Ideal for working with children with sensory integration disorder, dyslexia or the risk symptoms of dyslexia, attention deficit hyperactivity disorder, concentration and hand-eye coordination problems due to the used special graphic and functional solutions

Difficulties in Handwriting

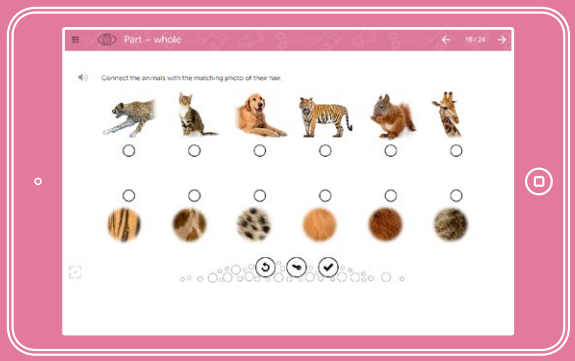
A specialised product designed for diagnosis, prevention and therapy of dysgraphia as well as for writing practice and developing children's fine motor skills.

- Over 800 interactive screens and a set of additional materials in one package
- 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




Auditory memory
Listen to the recordings. Select only those animals whose sounds are not there.

All the time we hope that you are doing fine
What does your day look like? What time do you perform the activities shown in the pictures? Set the clocks' hands.


Part – whole
Connect the animals with the matching photo of their hair.

mTalent
TOWARDS EQUITY IN EDUCATION
AUDITORY PERCEPTION
A set of interactive exercises supporting the improvement and development of auditory perception as well as attention focus based on the auditory analyzer
www.mtalent.pl
+4
AUDITORY PERCEPTION

INTERACTIVE CLASS SUITE

Ready-made solutions and didactic aids that provide significant time-saving benefits for teachers, as well as effectiveness and efficiency in teaching contemporary students.

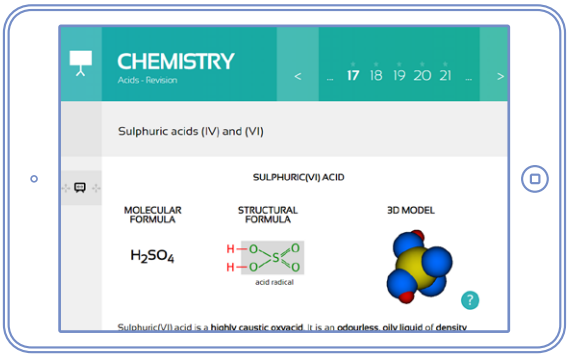
Supporting the philosophy of hybrid learning, Interactive Class Suite successfully combines online educational materials with traditional classroom methods, making it a perfect tool for modern and personalised learning process.

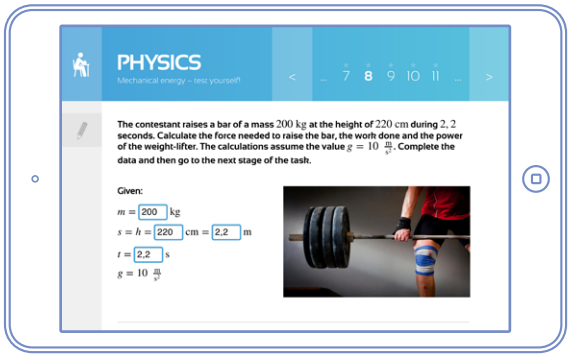
The INTERACTIVE CLASS SUITE:

- Is a set of interactive HTML5 whiteboard resources
- Contains various interactive activities, videos, simulations and 3D models
- Features interactive screens aiding group work
- Includes tests for individual learning
- Is equipped with personalised feedback system

Mathematics, Biology, Physics and Chemistry resources are divided into three types of resources:

- Revision – the interactive whiteboard content to be used to revise the subject, contains mainly theory, numerous multimedia and a small number of exercises
- Test Yourself – this type of lesson enables going through the material again and checking the learners' knowledge. The program "suggests" where to look for the right answers depending on the answers given by the users
- Class Test – no theory, just practice. "Class Test" is a great idea to examine the students' knowledge





Mathematics

- grades 4 through 8 primary school
- 93 lessons on over 1500 ePages

Biology

- grades 5 through 8 primary school
- 42 lessons on almost 800 ePages

Physics

- grades 7 and 8 primary school
- 39 lessons on almost 600 ePages

Chemistry

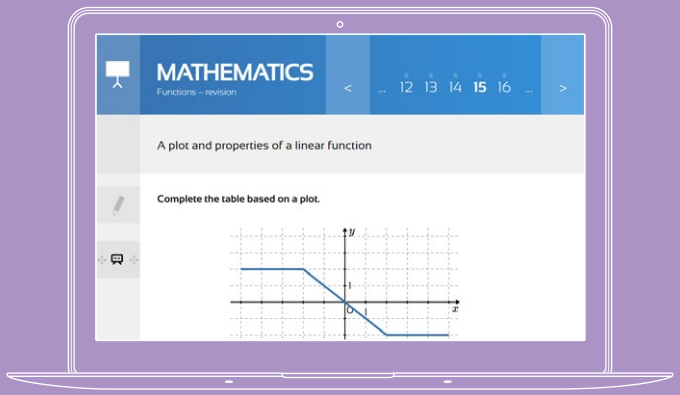
- grades 7 and 8 primary school
- 33 lessons on almost 700 ePages

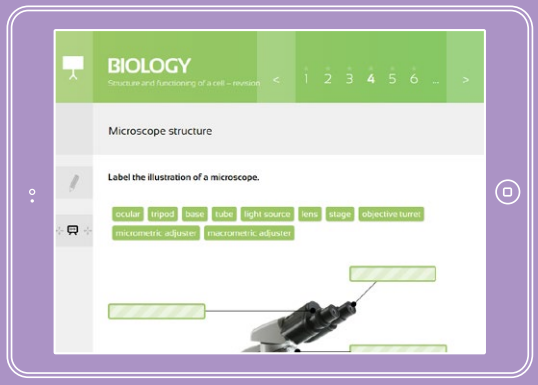
Personal and Social Education

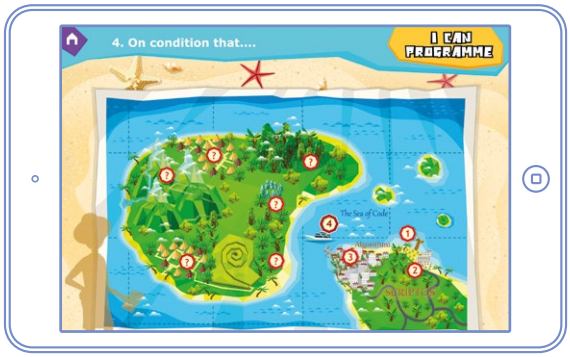
- ages 12+
- 30 sections on over 1000 ePages

Geography
Coming soon!

- grades 7 and 8
- 20 sections on world geography







I CAN PROGRAMME

The first step to acquire programming skills! I Can Programme is a course created for primary school students, designed for both individual and group work.

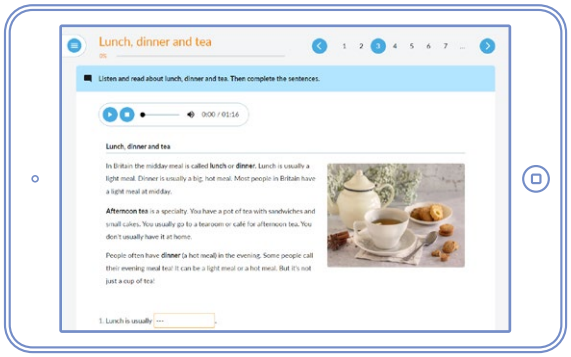
The course consists of ten lessons combined with a coherent storyline that gradually introduces students to the increasingly advanced programming world. The use of animations, comics, didactic games and quizzes combined with a modern graphic design adapted to contemporary trends, arouses students' interest and inspires them to solve problems in a programming manner.

The main purpose of the course "I can programme" is to shape the ability of algorithmic thinking, which is the first step to acquire programming skills. The material is divided into logically ordered thematic blocks, within which the tasks have been selected according to the difficulty of gradation principles.

Subsequent lessons shape and consolidate the skills of:

- input/output instructions
- arithmetic, relative and logical operators
- iterative instructions
- conditional instructions
- functions with and without parameters
- recursive functions
- variables and tables
- basic algorithms for searching and sorting data sets

Great!



ENGLISH LANGUAGE COURSE FOR ADULTS

Coming soon: Great! A1 – B2 English levels

Learning English after completing one's education requires a special approach. Adults who are already professionally active and started families have limited time to spend on learning a new language.

In collaboration with Klett Germany, Learnetic is developing an interactive English language course for adults – Great! – that is designed for beginner and intermediate users of the language.

Designed to take full advantage of the limited time a learner can devote to study, Great! focuses on developing the communication abilities and everyday language skills.

While designing Great! we have put great emphasis on varied adult-oriented content as well as tasks testing listening comprehension skills, while making the experience easy and entertaining.

The course comprises four types of lessons for each topic and offers a variety of multimedia, vocabulary, grammatical and lexical resources that support the contextualised learning approach and help learners quickly implement English in real life conversations.

RELEASE IN SPRING 2020!

PEOPLE WHO MAKE THINGS HAPPEN

Every company has a story to tell. Our story began in 2010, when Learnetic started providing solutions aiding technology-driven education.

With the user's perspective in mind, we created tools that required no programming skills or design experience, and started collaborating with the most reputable educational publishing houses from different countries all over the world. Today, guided by the same goals, we continue our mission to serve our partners on their way toward modern education. We regularly develop and extend our products according to the constantly increasing demands of our business partners and according to the latest updates of the operating systems and capabilities of new mobile devices or technologies available for the end-users of our products at home and in school environments.

We are a team of 60+ specialists who make innovative education happen. We would like to introduce some of us:

Artur Dyro

CEO

a true expert and enthusiast of eLearning, playing guitar and beating marathon records in his free time

Waldemar Kucharski

Beard Member

a pilot, motorcyclist; he loves everything with an engine inside

Piotr Mróz

Business Development Director

a true enthusiast of fine dining, wine, kendo, beautiful guitars and woodwork

Rafał Romejko

International Operations Director

his best way of starting a day is fishing at dawn

Lech Wikaryjczyk

Marketing Director

a college lecturer, fan of lizards and an old cars enthusiast

Monika Zielińska

mTalent Product Manager

likes weird shoes, rhymes on cue, and often loses stuff

Hanna Pawlik

mCourser Product Manager

non-fiction literature lover and food enthusiast

Wojciech Dobkowicz

mAuthor Product Manager

a self-taught developer and dedicated fan of fantasy worlds, especially the Witcher universum

Karolina Grochola

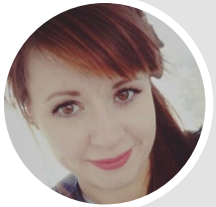
Senior Project Manager

a graphic novels freak, more than pleased when gifted with them

Agnieszka Marciniak

mAuthor Product Specialist and Project Manager

passionate about maths and programming in and out of the office



Karolina Ryżowicz

Project Manager

practises yoga and Chinese medicine, interested in cat genetics, and a fan of rockabilly

Robert Bąk

Illustrator

has mastered the art of Japanese calligraphy and holds fifth dan in aikido

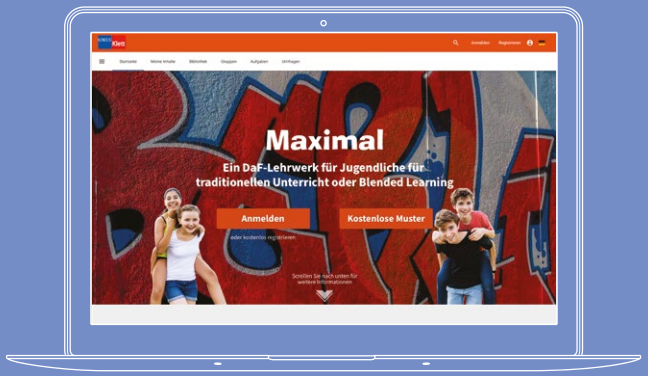
Artur Krychowiak

Graphic designer

a keen photographer and avant-garde guitarist

LET'S START WORKING TOGETHER TODAY – IT'S THAT EASY!

Increase the quality of education in your area and make profit from developing eLearning content.



Digital education is an effective learning method that is becoming increasingly popular. Students and teachers all around the world want to use modern solutions. You just have to show them how to do it. There are many ways to profit from eLearning and to be honest all of them can be incredibly impressive. Especially when supported by our eLearning Ecosystem.

- Reduced production costs (no need to hire programmers)
- Full control over the developed material (open-source player and HTML5)
- Full support of adaptive learning, Big Data analysis, WCAG 2.0 and gamification
- Online and Offline distribution
- WCAG 2.0 eContent Development
- Software-as-a-Service model

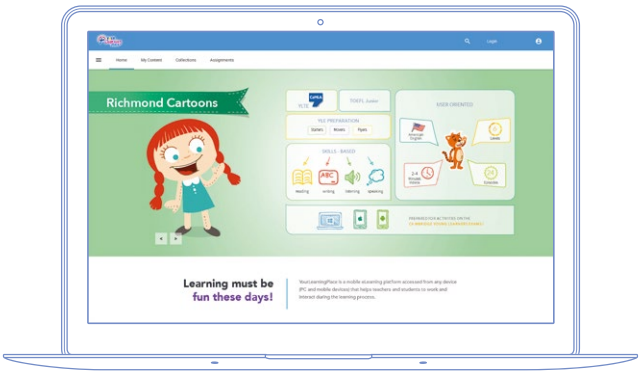
We can:

- Create content for you – we will do it fast and deliver an open-source fully accessible HTML5 product
- Localise existing products from our portfolio to your language and your curriculum requirements
- Provide you with an opportunity to create and easily distribute content by yourself with our authoring tool and LMS solutions

If you are not sure about the performance of our solution, we would be happy to develop a few-page long demo of your textbook in your own language. Send us a PDF/Word document and ask for an interactive version. Write to us at office@learnetic.com.

We would love to share our knowledge about ICT in education. Everyone is learning differently and processes are also different in every region of the world. With our 30-year experience, we can bring innovative education solutions to you, and show you how to optimise the sales model due to your country characteristics.

Ask for us! References available upon request. Contact us to learn how you can benefit from our solutions.



Learn more about our offerings: www.learnetic.com

Learnetic
Everyone learns differently

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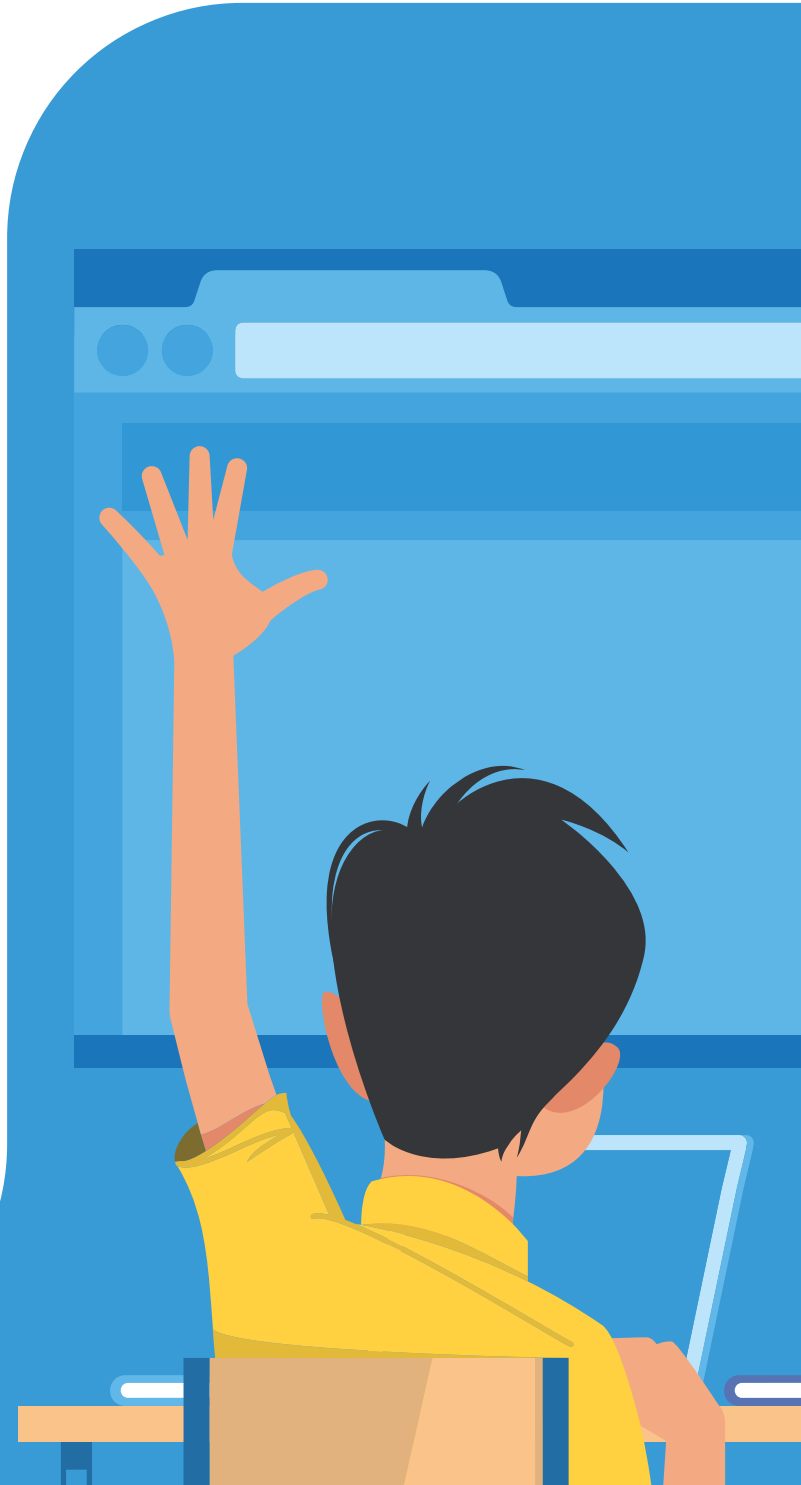
POLAND

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