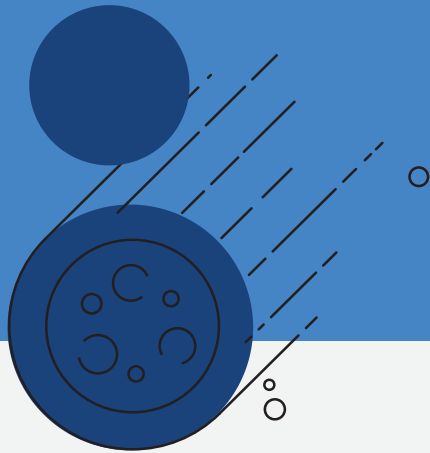


#school

A need-based,
gamified #school
for the future



Need



1 Need to teach digital and other 21st century skills

2 Need for personalized, learner-centred and enjoyable learning path infrastructure

3 Need to integrate technology into schools

Solution



1 #school is a complex, uniquely designed, personalized system (with a CMS and an LMS part) to fulfil 21st century learning goals

2 #school is a digital, personalized educational platform for innovative pedagogical needs and modern, gamified learning solutions

3 #school grants meaningful and time-saving pedagogical assistance for schools and educators by the services and innovations

#SCHOOL: A SYSTEM, WHERE
TECHNOLOGICAL INNOVATIONS ARE
MEETING PERSONALIZED PEDAGOGICAL
NEEDS WITH GAMIFIED SOLUTIONS.



MODULES




EDUCATION

FEEDBACK, ASSESSMENT

MANAGEMENT/ADMINISTRATION

EDUCATION



e-learning authoring tool



25+ task types




DIFFERENTIATION AND
PERSONALIZED LEARNING




COOPERATIVE MODULE (TASKS,
GAMES, PROJECT BASED
LEARNING)



course catalog



media- and template
library




educational games (duel,
quiz, strategy game)




flashcards



project work



digital notebook (private
and shareable)



online class: built-in
webinar application



digital classrooms/groups
management

FEEDBACK, ASSESSMENT

complex assessment
toolkit

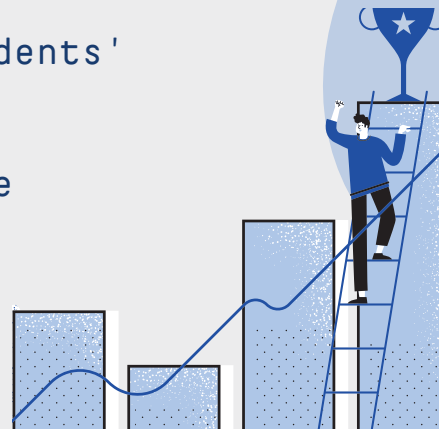
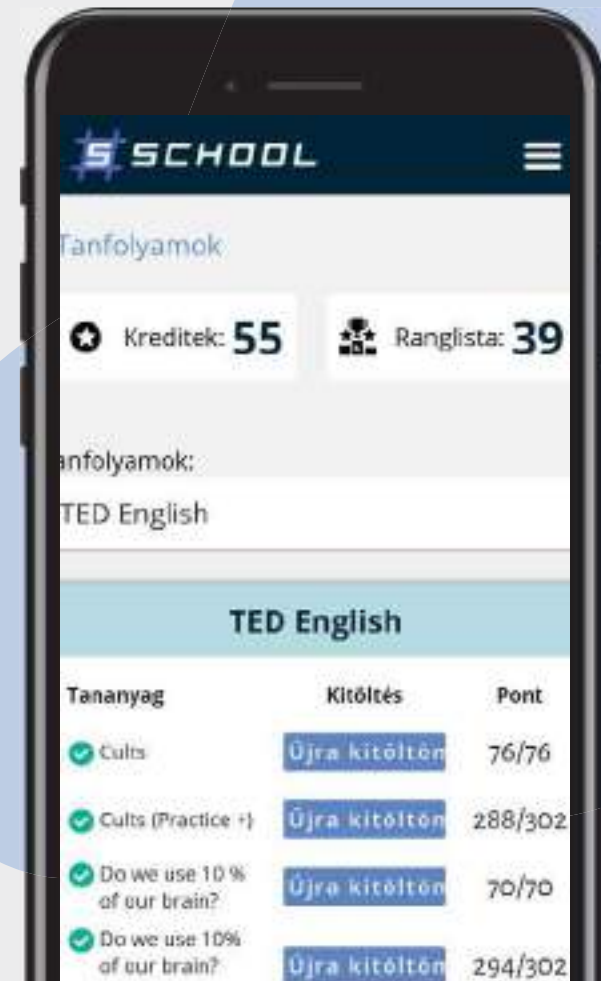
automated test evaluation

assessment tables

GAMIFICATION

#CITIBUILDER: from students'
collected points

ABILITY MATRIX: a badge
system for soft-skills
measurement



MANAGEMENT/ADMINISTRATION

automated administration
process

automated test evaluation

communication channels (messages,
group chats, newsfeed)

dashboard

privacy and data protection

notification system

reports, statistics (learning
progress)



Gamification module

The most innovative element of the technology behind #school is the multi-levelled, stress free gamification. It is also one of the most developed elements, since one of our Founders (Tibor Prieavara) is an expert in gamification.



- Our gamification system runs by the following principles:*
- *It is focusing on learning and on the added value of process*
 - *It differentiates between feedback and assessment*
 - *It balances equally between competition and cooperation*
 - *It uses the points gathered in gamification as a usable material for common good;*
therefore it reduces the stress of competitions.

The Gamification module has 3 levels:



1ST LEVEL

On the 1st level students can earn points based on their added value of process.

2ND LEVEL

On the 2nd level they can participate in a virtual futuristic, eco-friendly, community (town) building project, using their points.

3RD LEVEL

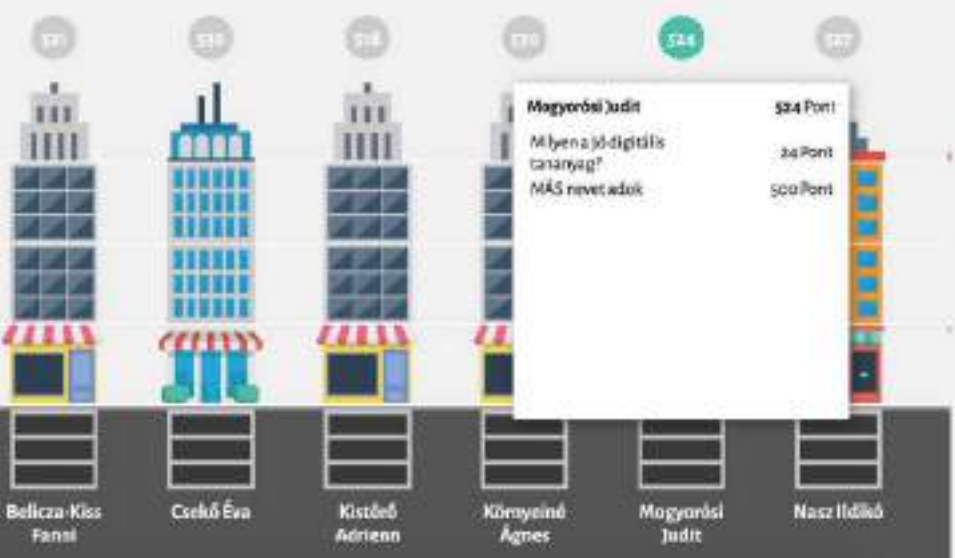
On the 3rd level they can gather badges on their soft skills, which is a unique opportunity to give interdisciplinary feedback.



1ST LEVEL

Online tanulás Hírpontál Irányítópult Üzenetek Tanulók Fórum Áruház Több Témára ▼

Bejelentkező **30** Naptár Járók Tanulási időzítők Dokumentumok Beállítások



SCHOOL

Online tanulás Hírpontál Irányítópult Üzenetek Tanulók Fórum Áruház Több Témára ▼

Tanulók csoportok > Tananyagfejlesztés 2020.08.18. **Bejelentkező**

Uj tanuló **Uj tanulási időzítő**

Értesítés Leadérvényesít Bejelentkező **30** Naptár Járók Tanulási időzítők Dokumentumok Beállítások

Tanulási időzítő

1. (2020-08-18 - 2020-09-17)

Tanuló	Tevékenység	Pont	Eredmény
Belicza-Kiss Fanni	Milyen a jó digitális tananyag?	34/50	20%
	MÁS nevet adok	500/500	100%
		534	
Csekő Éva	Milyen a jó digitális tananyag?	34/50	100%
	MÁS nevet adok	500/500	100%
		530	
Kistóth Adrienn	Milyen a jó digitális tananyag?	34/50	40%
	MÁS nevet adok	500/500	100%
		514	
Könyvesné Ágnes	Milyen a jó digitális tananyag?	34/50	100%
	MÁS nevet adok	500/500	100%
		527	

2ND LEVEL

Morál

- Tudás
- Egészség
- Kultúra
- Közérzet
- Közbiztonság
- Biztonság
- Foglalkoztatottság

S SCHOOL

Online tanulás Hírportál Irányítópult Üzenetek Tanulók Fórum Ársház Lányi Hedvig

890

45 fő

60%

60%

Iskola 1

Morál
Knowledge
Health
Culture
Well-being
Public safety
Safety
Employment

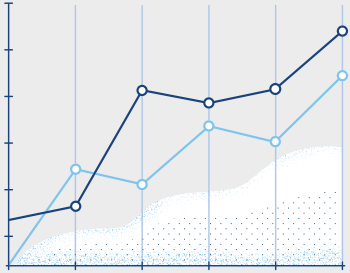
Personalized learning

#school is granting assistance for educators to facilitate personalized learning



In the #school system teachers can:

- *Create different learning materials for their students*
- *Analyze students learning path data/statistics and help them in their needs*
 - *Give their students personalized feedback*
- *Give students opportunities to assess their own learning through self-reflection exercises (self and peer assessment)*
- *Use the project work module for project-based learning*
 - *Help students improve their soft-skills*
 - *Offer more learning pathways*



Tested

before and during COVID

TEACHERS AND STUDENTS



New registrations on the site:

February: 623

March: 17 756

+2750%

E-LEARNING MATERIALS



E-learning materials on the site:

February: 447

March: 4 489

+841%

SCHOOLS



Schools implemented/agreed to implement the system:

Before the pandemic: 11

After: 137

+552%

SUPPORT



COVID help service for teachers:

E-mails/messages/phone calls:

100+



elanoda

Tested

in different educational environments



NON-PROFIT ORGANIZATIONS

Children with troubled socio-economical background

All registrations: 1 113

All completed e-learning materials: 2 350



VARIOUS SUBJECTS

Math, History, Science, Art etc.

All e-learning materials: 23 423



DIFFERENT STAGES

From primary schools to university students

All student registrations: 36 587



TEACHERS WITH DIFFERENT TEACHING EXPERIENCE

we have a Teachers' Forum on the site where they can give us feedback

All teacher registrations: 11 912