

# The Specialist in Digital Education



[agemsoft.com](http://agemsoft.com)

# Who we are?

AGEMSOFT is a European company with more than 20 years of experience in digital education, working with thousands of teachers and schools.



## Who we are?

the largest provider of digital content to the Ministry of Education in the Slovak Republic

the only digital education company on the market covering from pre-primary through to secondary education

B2B, B2G and B2C solutions for digital education with a focus on innovation

the owner of the technology, content & implementation know-how

a Marketing & Communication strategy and campaign developer

## Our Partners



## Our products, know-how and experience can help you design and implement projects which will:

- engage kids and develop their 21st century skills
- bring innovation in pedagogy to every school
- implement or support national strategies in digital education
- bring significant added value to your products and services
- make you unique on the market
- help you develop new business models to accelerate your local business

# #1

in digital education on the Slovak market

# 20

years of experience

# 9M

page views of digital resources

# What we offer?

We help teachers modernize education and we offer tailormade educational content for schools.

## Educational content and innovative methodology

## Online platform

## Implementation services and trainings for teachers

- | project designing
- | installation and maintenance
- | developing and programming
- | localization
- | consulting
- | trainings for teachers
- | technical support

## Marketing campaigns and communication

- | marketing strategies development
- | campaign content creation
- | consulting
- | graphical designing



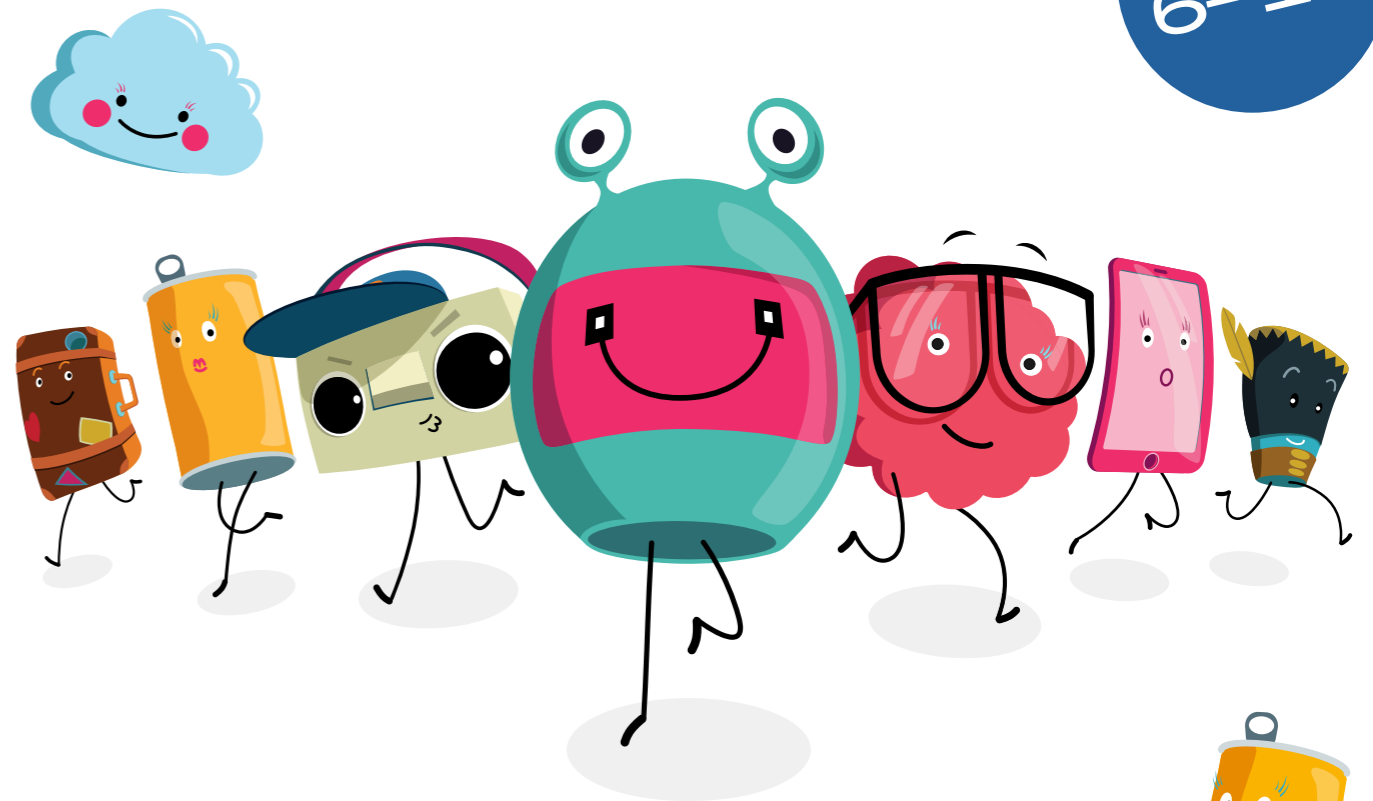
# Kozmix

A unique educational solution and creative concept with a story for kids.

kozmix.sk

KOZMIX

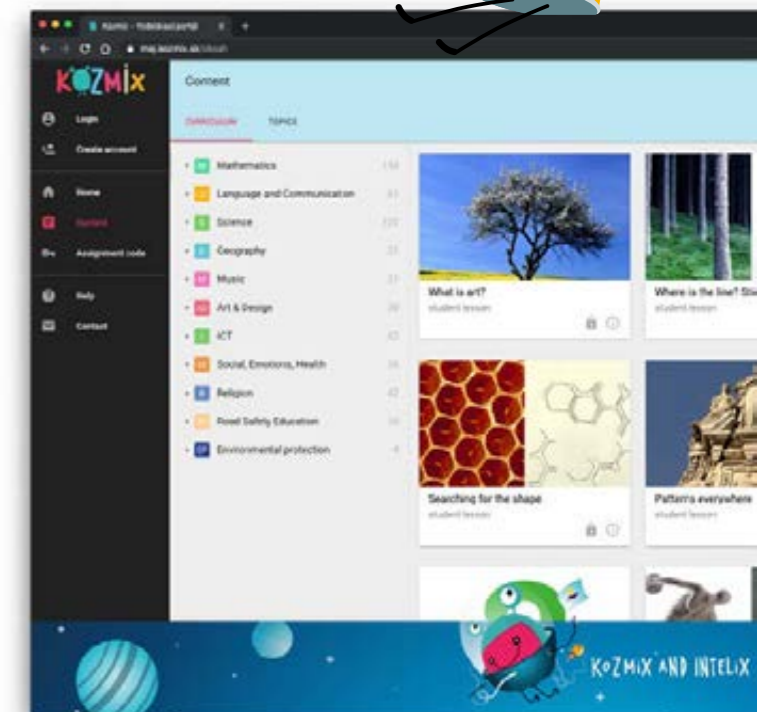
Target Group:  
6-10



## About Kozmix

Kozmix is a complex solution for primary education consisting of an educational portal with online lessons for teaching subjects of primary school, methodology for teachers, gadgets, printed magazines, and books to be used in classrooms and also at home. In addition, it contains animations, and simulations, digital interactive exercises and worksheets.

Kozmix products are prepared for innovative teachers, who aim to bring new trends and methods into traditional teaching at the first stage of primary school.





## Blue Planet Mission with KOZMIX

The product is focused on environmental education for Grades 1-4 of primary education, and aims to provide teachers with high-quality materials covering this cross-curricular topic in 4-8 week projects (based on a chosen level of difficulty).

### CONTENTS:

digital content  
 online platform  
 teacher's guide  
 educational game  
 other printed materials

[misia.kozmix.sk](http://misia.kozmix.sk)

## Little Financial Academy with KOZMIX

The product is focused on teaching the key competencies of financial literacy in an innovative and creative way. The goal is to encourage children to take control over personal financial decisions and to evaluate personal wishes according to their relevance.

### CONTENTS:

digital content  
 online platform  
 teacher's guide  
 educational game  
 other printed materials

[akademia.kozmix.sk](http://akademia.kozmix.sk)



# World Phenomena

Everyday education turns into an adventure to the threshold of human knowledge.

[worldphenomena.eu](http://worldphenomena.eu)



Target Group:  
10–15



## About World Phenomena

With World Phenomena, everyday teaching turns into an adventure to the threshold of human knowledge. The educational material package for educators at the upper primary schools contains everything for innovative, attractive and modern teaching.

In World Phenomena, education is based on experiential learning – which communicates a topic to pupils through their own experience, and facilitated by world-class BBC educational videos.

Teamwork, development of the skills needed to live and work in the 21<sup>st</sup> century, critical thinking and innovative teaching methods are the key ingredients of a school subject that motivates children to think in context.



## Benefits

- | pupils develop creativity and creative thinking
- | traditional teaching is transformed into an educational experience
- | pupils learn to think in context
- | pupils enjoy learning – which motivates them to achieve better results
- | pupils improve their English language skills
- | pupils have access to cutting-edge BBC videos
- | teaching includes attractive games
- | classes create a healthy competitive environment
- | pupils learn to think critically and make substantive arguments
- | pupils enjoy acquiring new knowledge

## Content of educational materials

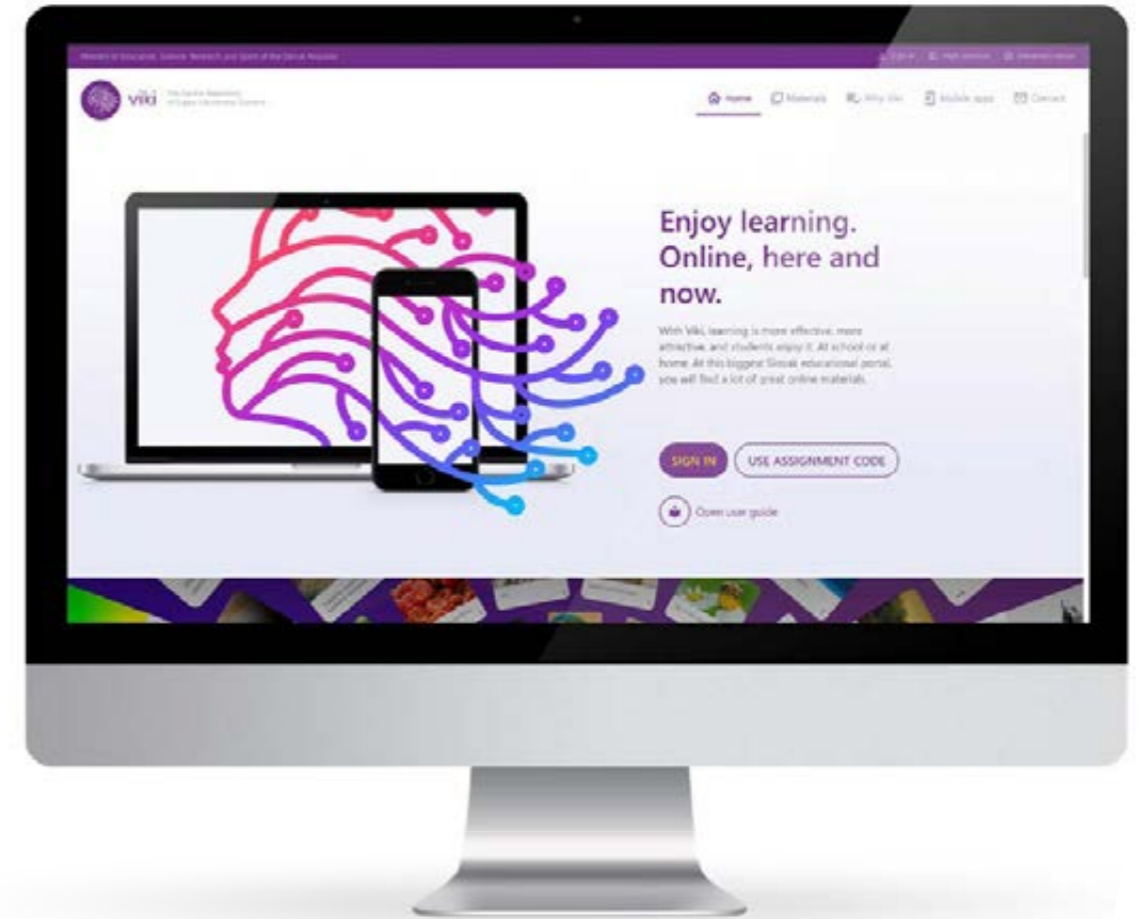
- | 630 BBC videos
- | over 2,000 interactive activities to check comprehension
- | licenses for digital content access
- | 84 educational models as comprehensive preparation for teachers
- | educational game with a set of components
- | detailed video library
- | theme guide
- | portal guide
- | expedition plan for teachers



# Wiki online platform

The Central Repository of Digital Educational Content

viki.iedu.sk



## About Viki

Viki is a comprehensive online learning platform that makes digital educational content accessible, while allowing users to create their own educational materials.

It provides effective tools for content creation and publishing, online task assignment and evaluation, interactive classroom lessons, as well as the creation of reports and statistics.

This robust solution can be implemented at the national level to meet modern digital educational requirements.



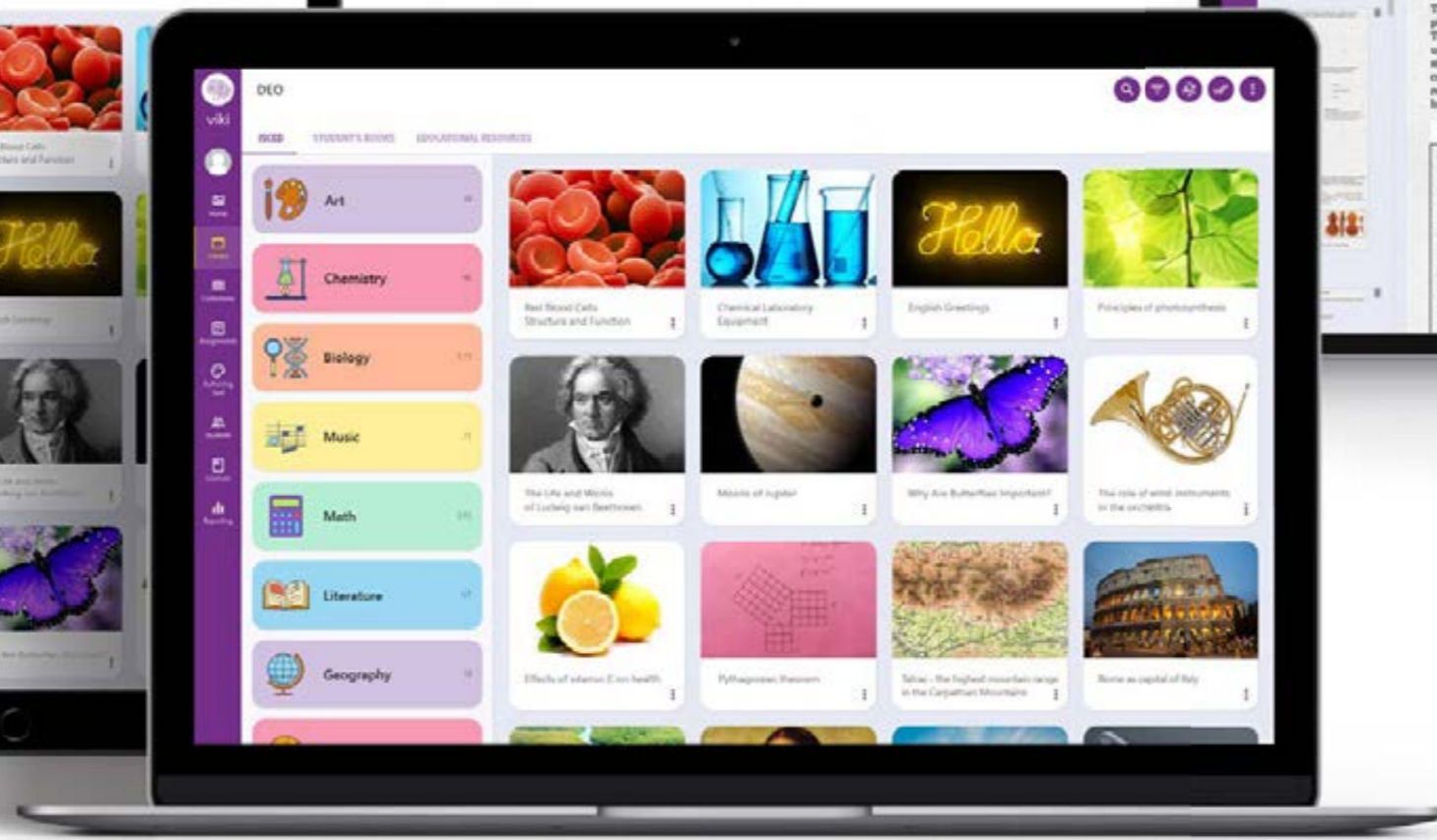
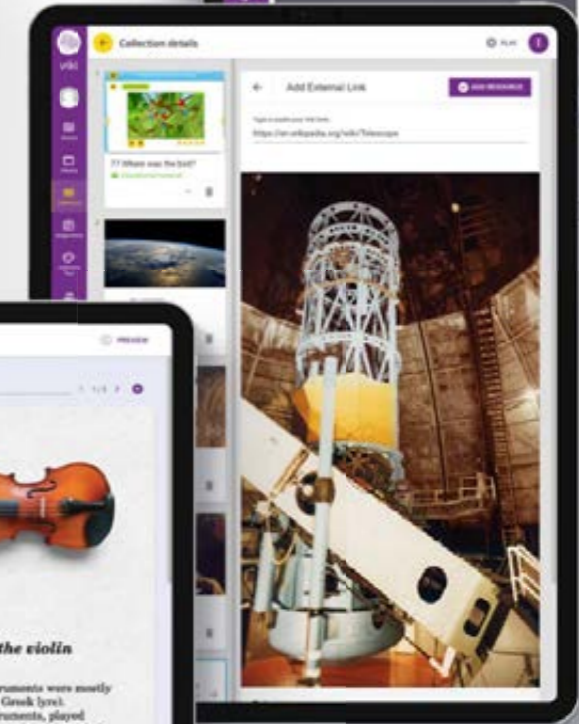
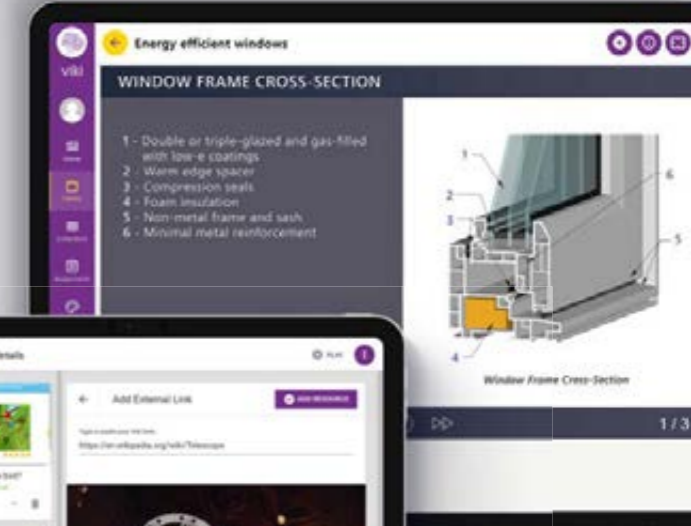


## Benefits

- | complete educational content centralized on one platform
- | users can create own educational content
- | administration of regions, districts and schools has clear hierarchical structure
- | access also via mobile apps

## Modules

- | content library
- | tasks
- | pupils and groups
- | collections
- | authoring tool
- | interactive books
- | publishing
- | content management
- | mobile apps
- | content licensing
- | reporting and analytics
- | management of organizational structure



# B2B

Are you a publisher, telco operator, large internet provider, or any other visionary organization which understands the added value and business potential of digital education for next generations?

We can offer you our know-how and products to get your business up and running in an accelerated time frame.

## Sample project: WORLD PHENOMENA EXPEDITION

This project shows how World Phenomena product was launched in Slovak Republic.

### PROJECT FOR:



800  
schools

2,300  
teachers

5,700  
students

### PRODUCTS IMPLETEMENTED

WORLD PHENOMENA, online content delivery platform, digital educational content with 450 videos from BBC, more than 1,300 interactive activities covering 5 topics, 60 educational modules as comprehensive preparation for teachers, educational game with a set of components, video library, and user guides. Edu boxes for the classroom as well as consultation and marketing strategies including YouTube, social media and outdoor campaigns.

### PROJECT OBJECTIVES

- to inspire teachers and introduce them to the latest trends in education
- to make modern teaching materials that meet the objectives of the National Curriculum available
- to practically verify the introduction of the new World Phenomena subject

### REFERENCES

- Slovak Republic: fenomenysveta.sk
- more info in English: worldphenomena.eu

### GOAL OF THE PROJECT

To create a full product ecosystem starting with an educational portal with attractive content as a service for kids/parents/teachers/schools and also include mobile devices with internet connections, bank accounts, merchandising and events for schools.

### EXTRA SERVICES

- consulting, development, localization, implementation, training
- business models, marketing strategies, know-how
- it could be designed as a separate product/service or a product/service bundled with mobile phones, tablets, internet connections etc.
- various elements of the ecosystem, business models and marketing strategies can be applied separately
- in cooperation with a local premium bank, Tatra banka (part of the Raiffeisen Group), we introduced a special Edu Box for the financial literacy: WORLD PHENOMENA MONEY



# CSR

Are you a non-profit organization with a focus on modern education, mobile technologies manufacturer, telco operator, bank, (e)car company, energy supplier or any other company which desires to create a valuable Corporate Social Responsibility (CSR) project?

You can use our know-how and products to implement CSR projects successfully.

## Sample project: Little Financial Academy with Kozmix

This project shows how financial literacy could be introduced to the lower primary level of education.

### PROJECT FOR:



### PRODUCTS IMPLEMENTED

The Kozmix brand, products and storyline, online content delivery platform, digital educational content, methodology for teachers, board game. Edu boxes for the classroom as well as consulting, marketing & communication campaign.

### GOAL OF THE PROJECT

We have created this project for young learners and their teachers in order to support innovative and creative approaches to teaching key competencies in financial literacy. Our goal was to create a project which would encourage students to take control over personal financial decisions and evaluate personal wishes according to their relevance. The project was implemented using a gamification model which gives the teacher powerful tools to motivate kids to learn.

This project can be implemented as a CSR activity for schools or a project which can support, for example, banking product sales by focusing on children's accounts with added value. For example a Visa Card for kids with Tatra banka, a local premium bank from Raiffeisen Group.



Based on our methodology, technology and know-how we are able to deliver any similar projects for dedicated topics, content and target groups.



600

schools

700

teachers

12,000

students

### OFFER OF LICENSES

- edu boxes for the classroom
- interactive exercises, videos, teacher guides
- online content delivery platform

### EXTRA SERVICES

- consulting, development, localization, training
- business models, marketing strategies, know-how
- implementation projects

### REFERENCES

- Slovak Republic: [akademia.kozmix.sk](http://akademia.kozmix.sk)

# B2G

Are you a Ministry of Education or local authority responsible for creating and implementing strategies in digital education or innovation in pedagogy with the support of digital technologies, developing the 21st century skills of your pupils?

You can use our know-how and products to implement successful countrywide projects.

## Sample project: Viki Online Platform

A centralized online platform for digital educational content.

### PROJECT FOR:



### PRODUCTS IMPLEMENTED

Online content delivery platform, digital educational content, methodology, teacher training, consulting, marketing & communication strategy, technical support.

### GOAL OF THE PROJECT

To create and implement a centralized online delivery platform with digital content including digital textbooks covering from pre-primary through to secondary education. Thanks to platform functionality, various services can be offered to dedicated target groups of users. Teacher trainings and support focusing on implementing the platform and content with innovative methodology will be included in the project.

### EXTRA SERVICES

- | consulting, localization, implementation, training
- | new features development, integration
- | hosting, maintenance, technical support
- | business models, marketing strategies, know-how

### REFERENCES

- | Ministry of Education, Slovak Republic, centralized platform for digital education: [viki.iedu.sk](http://viki.iedu.sk)



6,000

schools

50,000+

teachers

700,000+

students

### THE PLATFORM OFFERS TO THE END USERS (CHILDREN, TEACHERS, PARENTS, AUTHORITIES):

- | attractive digital content for all ages
- | classroom management, assignments & homeworks, authoring tools, digital textbooks, reports, statistics etc.
- | access from mobile devices
- | open platform for third-party content
- | integration with other services and products
- | and much more...

### OFFER OF LICENSES

- | online content delivery platform
- | the brand, identity

# Projects and solutions for 21<sup>st</sup> century skills development

Educational content  
& Innovative methodology

Online platforms

Implementation services  
& Teacher training

Marketing  
& Communication campaign

**Become a partner**



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