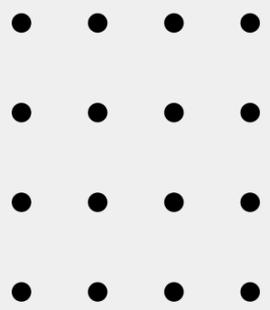


MATHEMAGENESIS

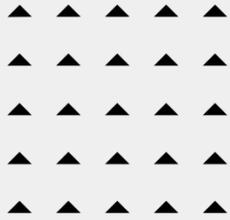
YOUR ULTIMATE ELEARNING PARTNER





Who are we?

Mathemagenesis is a team of talented and experienced designers, business professionals, and learning experience designers who design, develop and deliver a wide variety of digital learning experiences that align with your needs.



Meet Our Team



Vasileios holds multiple degrees in business management and responsible for ensuring the successful implementation of the projects

Vasileios Kratidis
Co-Founder & Marketing Director

Sofia Nteliopoulou
Co-Founder & Head of Educational Planning

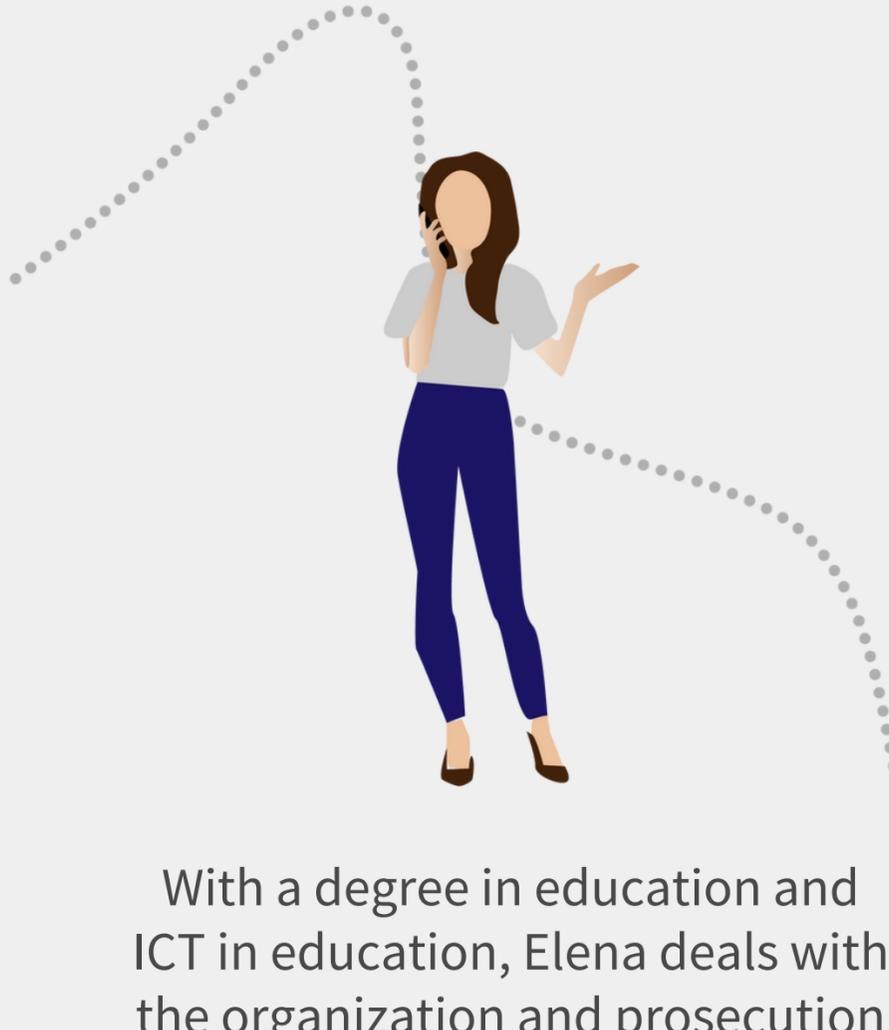
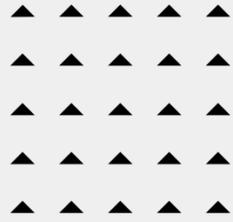


Sofia has over 10 years of experience creating a variety of learning experiences and and always thinking about delivering high-quality learning materials

With a background in Interior Architecture, Ebru enjoys creating the most suitable learning experience that is also aesthetically pleasing.

**Ebru Bengisu
Chatzikonstantinou**
Learning Designer



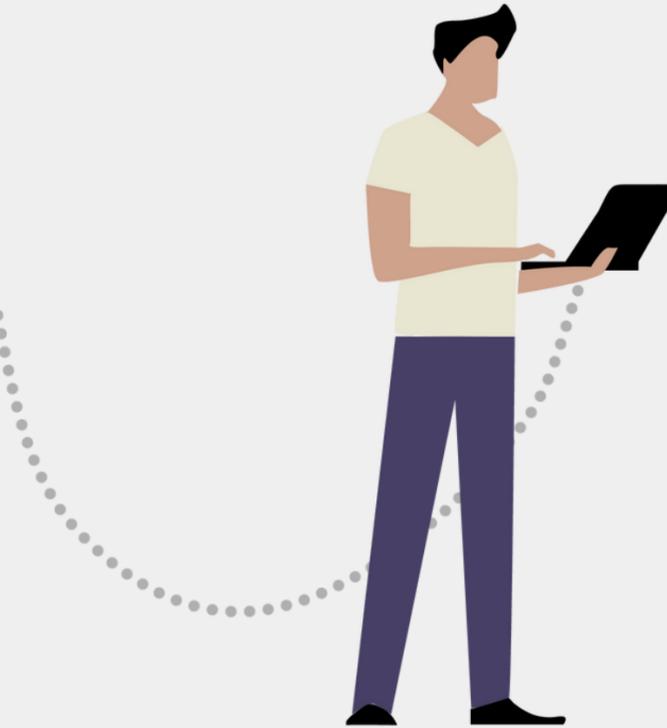


With a degree in education and ICT in education, Elena deals with the organization and prosecution of online seminars, the creation of educational content and customer support.

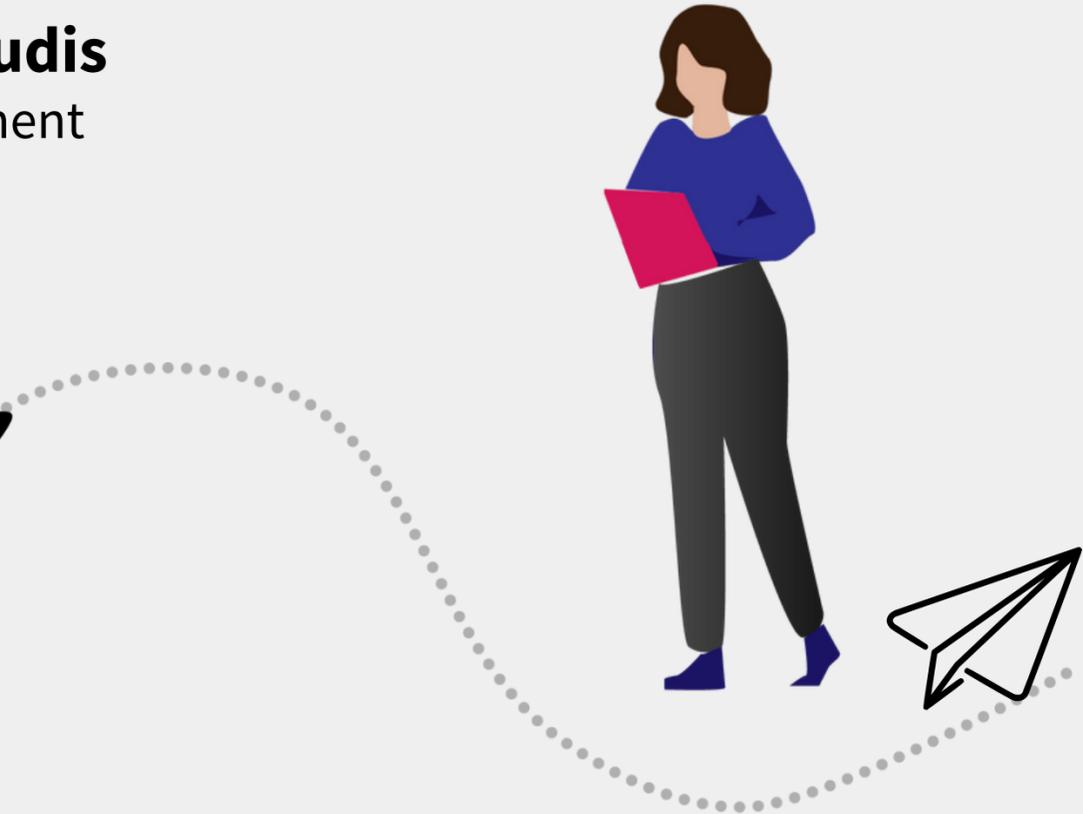
Elena Tsitsibi

Customer Support & Content Development

Dimitris Lampoudis
Software Development



With degrees in Informatics Systems, Dimitris is acting in software development.



Charoula Piggou

Financial Manager

With many international acknowledgements, Charoula is a professional in describing financial performances that is comparable across boundaries.

Meet Our Team

OUR VALUES

Creativity

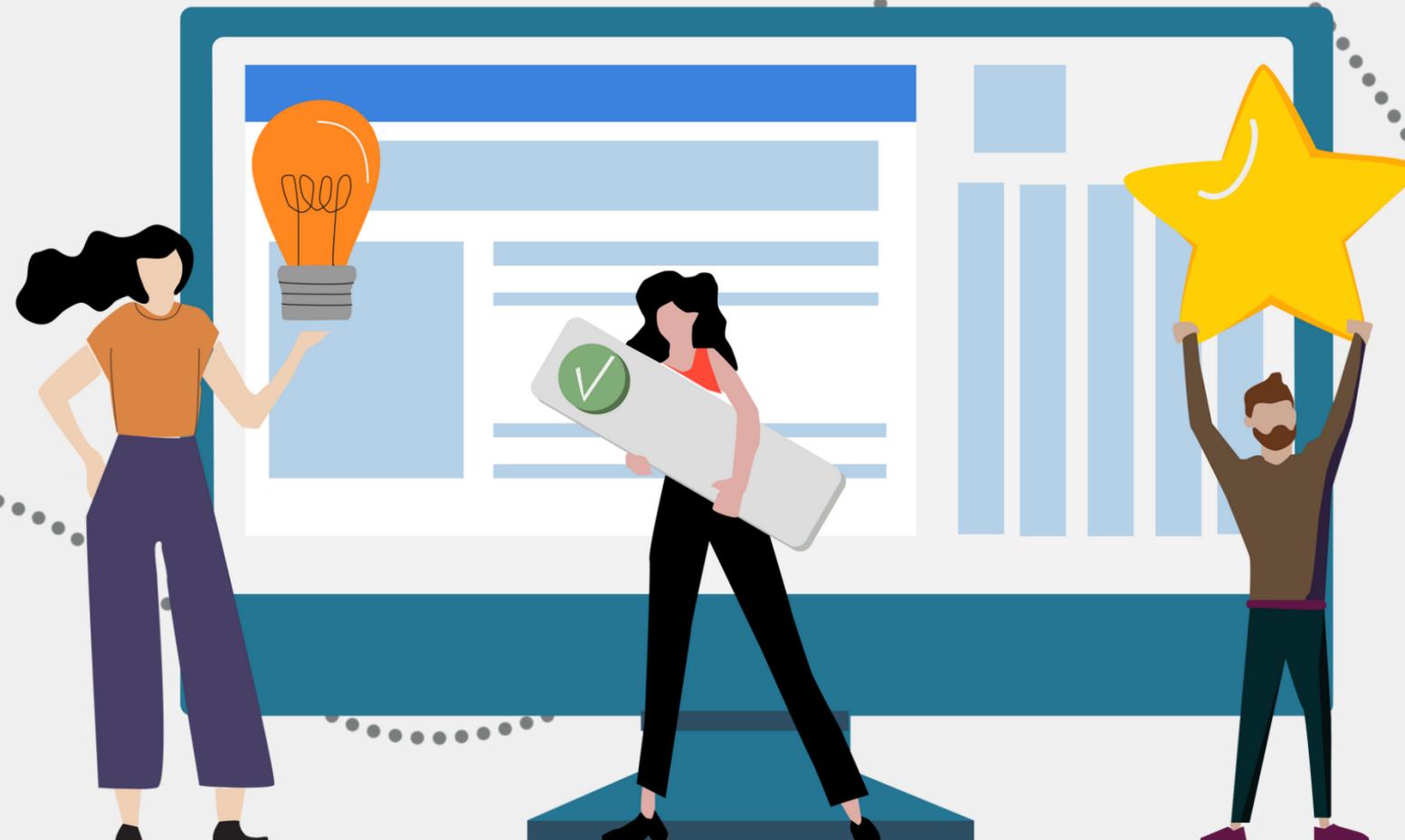
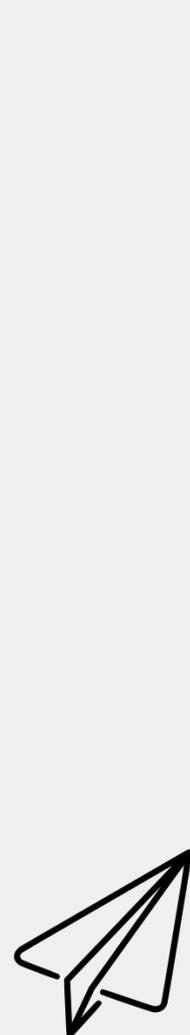
We will provide the right solutions to enhance learning experiences by providing creative and innovative ways

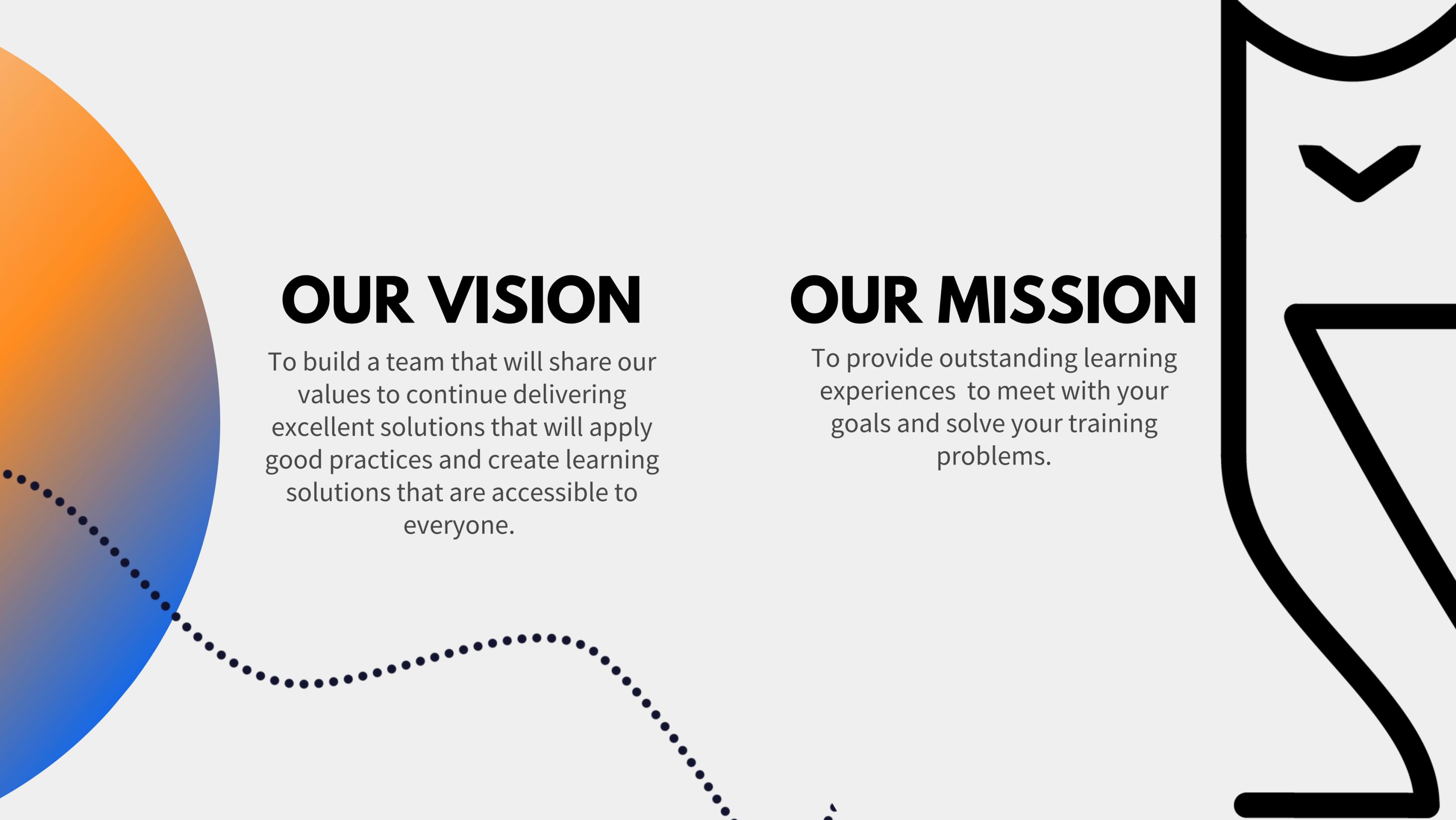
Integrity

In all our relations we aim for the greatest standards of ethics, honesty, respect and understanding.

Quality

We aim for excellence and highest standards in all our communications, designs and implementations





OUR VISION

To build a team that will share our values to continue delivering excellent solutions that will apply good practices and create learning solutions that are accessible to everyone.

OUR MISSION

To provide outstanding learning experiences to meet with your goals and solve your training problems.

OUR APPROACH

Analysis

Together, we carefully consider your audiences' needs, delivery methods, detect learning constraints and clarify your instructional problem.

Design

Through iterative cycles, we create learning outlines, set delivery and assessment methods, and build you a custom learning design prototype.

Development

Our team assemble the content, integrate technologies and refine the design based on team and testing feedback.

Implementation

We launch the prototype and present the new learning experience to your audience and improve upon through learner feedback

Evaluation

Throughout the learning experience's lifecycle we review the performance and evaluate whether or not the goals identified in the Analysis phase were achieved





Our Portfolio

ADAPTit SA

Virtual Instructor-Led Training

What was the challenge?

The client was aiming to enrich their portfolio in a short time by providing a training program for frontline and middle managers.

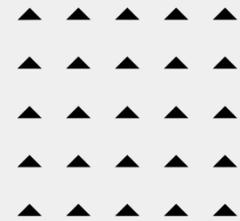
What was our solution?

We needed to create an engaging and adaptable solution for learners' schedules. The solution was a Virtual instructor-led training (VILT) with 3 learning modules and 4 virtual characters, each based on different manager personas that will engage learners as realistic examples.

What were the results?

We met with client's timeline objectives and delivered the training to the managers with positive feedback. After additional request, a series of follow-up sessions were also introduced as check-ins with the instructors and brainstorming with other students.

The screenshot shows a virtual training interface. At the top, there's a video player showing a man in a blue shirt smiling. To the right, a text box says "You're team leader. It's Monday morning and you have a team meeting." Below this is a clock icon. A "More" link is visible. Below the video player, the title "Follow my Lead" is displayed, followed by the question "What kind of leader are you?" and a "Start" button with a right arrow. Below this is a video player control bar showing "00:52:49" and "-02:3". Below the control bar, there's a "CONTENT SHARING 1" section with a list of files: "1st_time_manager_2016-2p...", "5.Μελ_Περ_...Ανάθεση_π...", "6.Ασκήσεις_feedback_pdf", "4_Coaching_doc", and "Escolhendo_a_escada.wmv". Below this, there's a video player showing a man in a blue shirt. To the right, there's a text box with the heading "2.1.Ορισμός" and a list of bullet points: "➤ συστηματική ανάπτυξη δεξιοτήτων, εμπειριών και αποτελεσματικότητας των υφιστάμενων", "➤ σε ατομική βάση", "➤ μέσω σχεδιασμένων και εποπτευομένων έργων - καθηκόντων", "➤ με υποστήριξη και αξιολόγηση", "➤ με τη σύμφωνη γνώμη των εκπαιδευομένων", "➤ τυπικά ή άτυπα", and "➤ ως συνεχιζόμενη διαδικασία".



Our Portfolio

Athabasca University
Immersive VR Training

What was the challenge?

AU desired to create a virtual orientation program on Second Life that will create a simulated campus for students who were unable to visit the campus, and create a public square for stimulating discussion and host online classes.

What was our solution?

By building upon the existing AU Second Life campus, we created an immersive VR training course with a "fixed flow" route with meeting rooms, whiteboards and virtual assistants for introducing departments and students to the world of virtual learning.

What were the results?

The virtual public square had become a welcome point for new Second Life users that provides hands-on practice on navigation and communication skills





Our Portfolio

Eastern Macedonia & Trace
Institute of Technology
Adaptive eLearning courses

What was the challenge?

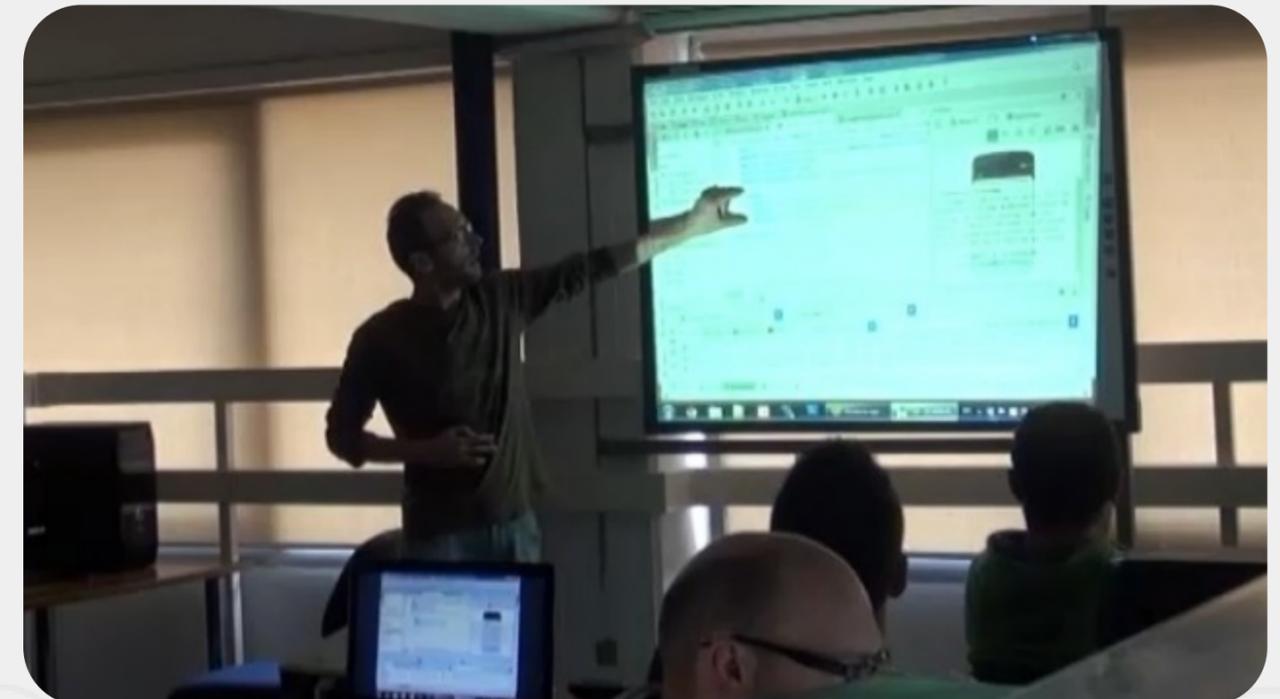
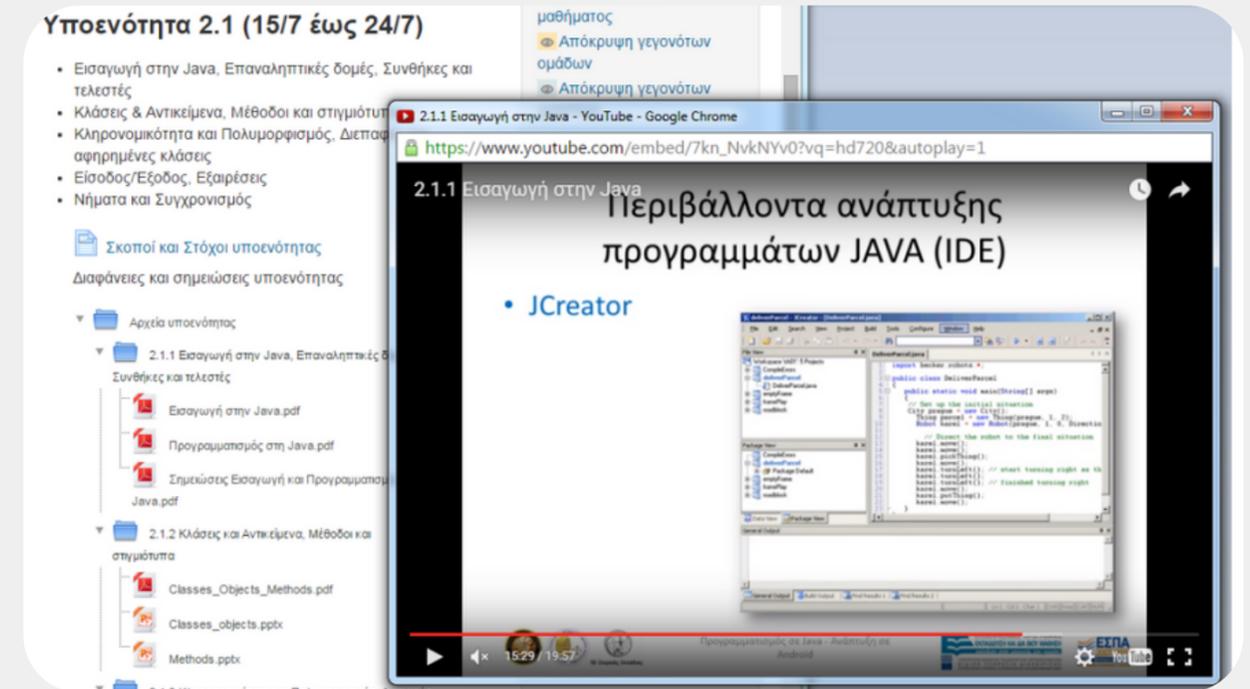
Eastern Macedonia & Trace Institute of Technology wanted to develop an blended learning program for embroidery applications for their alumni that is also accessible via mobile and social media

What was our solution?

We created an adaptive elearning course on Moodle with four modules on programming and security issues for mobile applications that can be accessed asynchronously with strategic synchronous webinars added for face-to-face interactions

What were the results?

95% of the 50 participants completed the program with 12% honors grade. Students' feedback was positive and they were able to access the course seamlessly via different devices



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Our Portfolio

Ecourses Academy
Interactive eLearning courses
<https://ecoursesacademy.com>

What was the challenge?

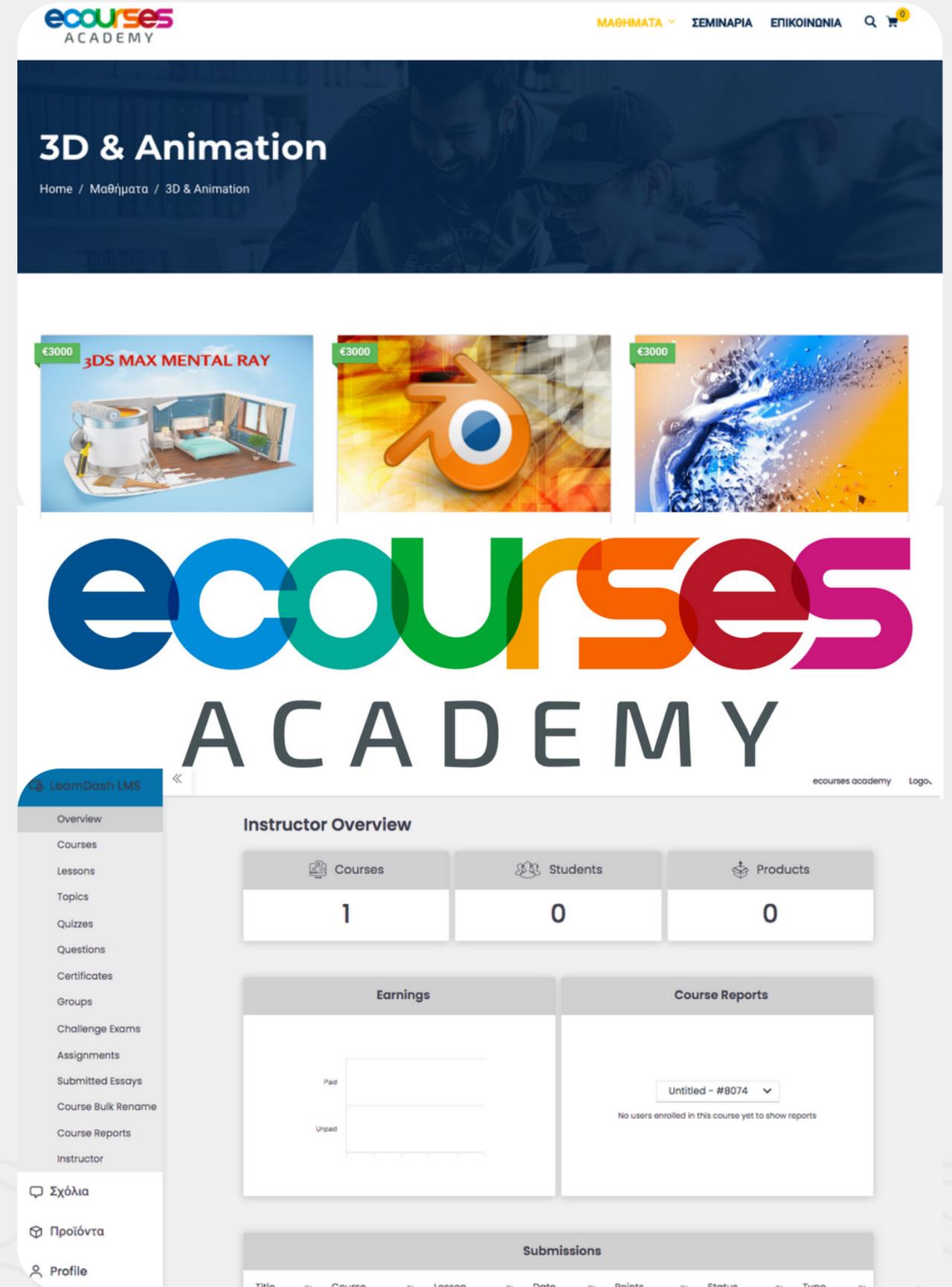
To create a user-friendly elearning platform with teaching tools, course management, eCommerce capabilities, activity and learning reports and printable certificates for course creators and a diverse background students who have limited knowledge on orienting in elearning

What was our solution?

We needed to create an engaging and interactive user journey for students and easily accessible customisable marketplace for course developers.

What were the results?

Ecourses Academy allows users to create efficient and affective video based training content that can be easily built. Today eCourse Academy is of the biggest eLearning portals in the Greek market.





Our Portfolio

Erasmus+ Projects

EthicsBoard

2017-1-EL01-KA201-036386

<https://new.edmodo.com/joincg/38utuj>

What was the challenge?

Ethical aspects of entrepreneurship is one of the most underdeveloped areas in School Education. The project aims to increase collaboration between schools and parents' associations in order to jointly form good ethical models.

What was our approach?

Since the audience is school students the issues around student privacy directed us to use the edmodo platform to host the courses. We analyzed the platform and its capabilities to create the best learning experience.

What were the results?

The project took place from 2017 to 2019 and promoted via a conference in the scope of European Week of Regions and Cities 2019.



Ethicsboard!



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Our Portfolio

Erasmus+ Projects

BLOCKS

2018-1-RO01-KA203-049510

<https://platform.blocks.ase.ro/>

What was the challenge?

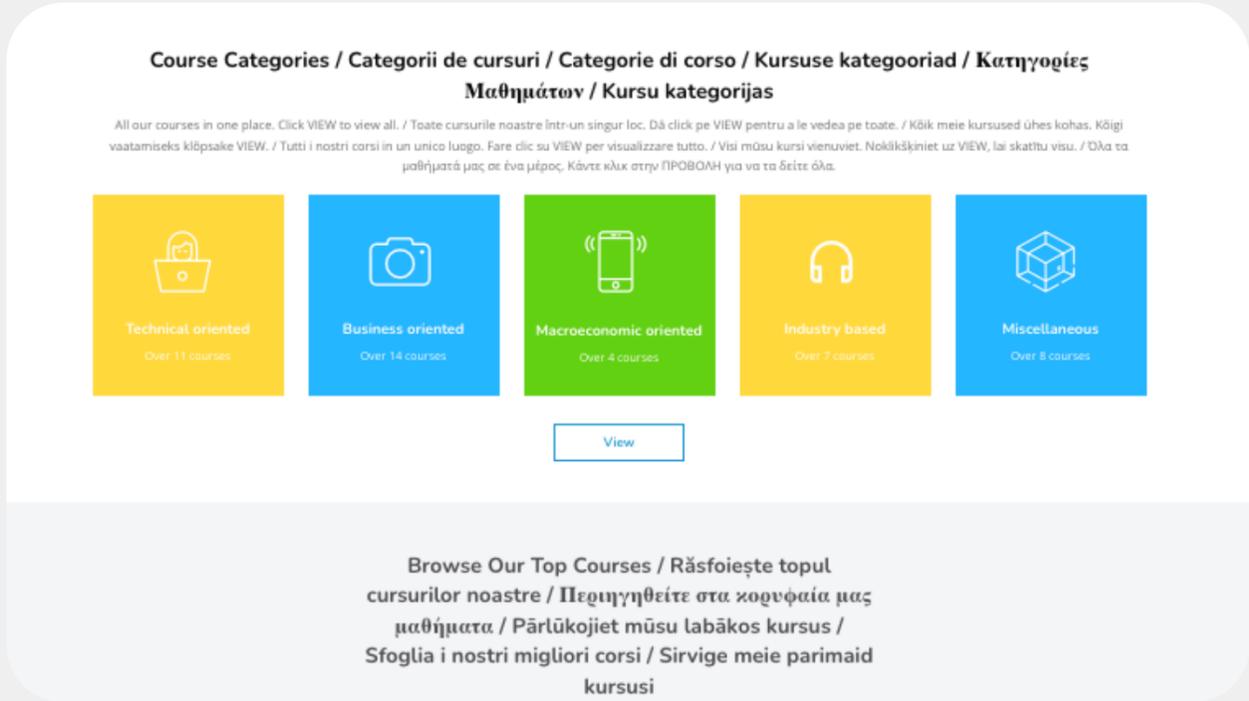
Participating European Universities and companies needed a gamified, user-centered training on blockchain technologies.

What was our approach?

Mathemagenesis provides the Block City game an interactive game constructed using the Articulate software that cooperates gaming, quizzes and rewards.

What were the results?

An interactive learning library of 40+ courses across five main categories were established. A summer school that consisted of webinars and synchronous meetings were set and more than 200 people and students engaged with the library and the interactive game responded with very positive feedback.



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Our Portfolio

Erasmus+ Projects

DISK

2018-1-RO01-KA203-049510

<https://diskproject.eu/>

What was the challenge?

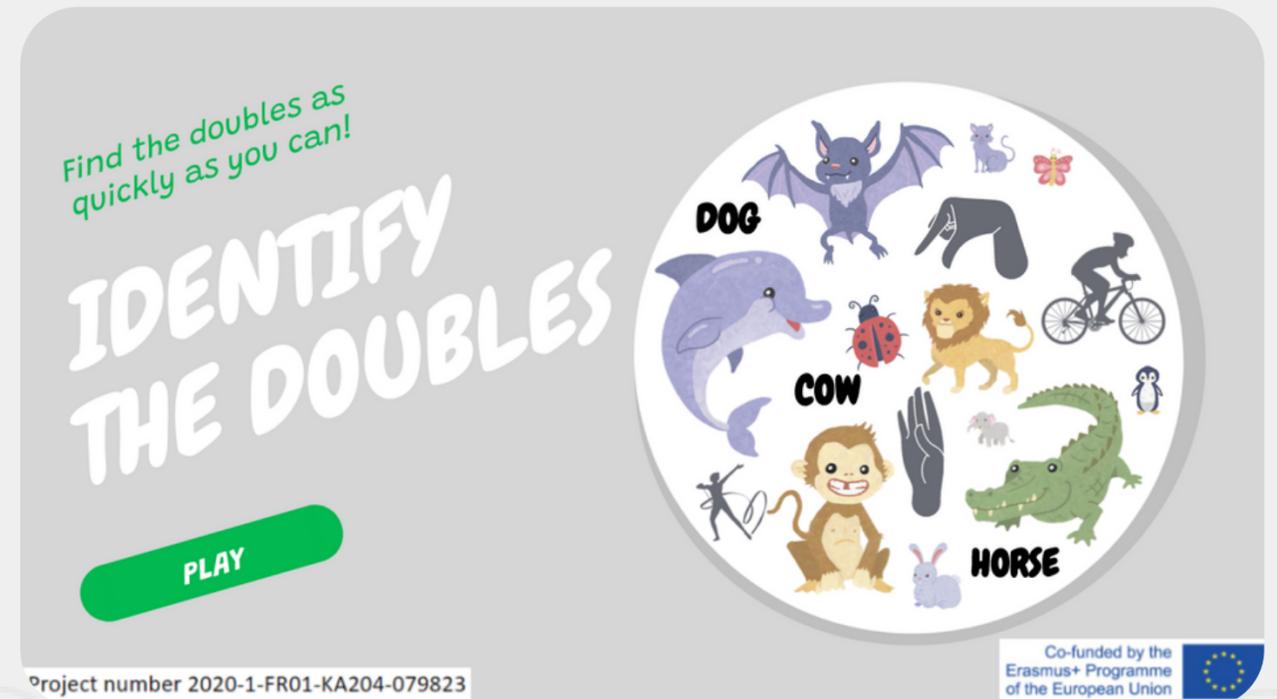
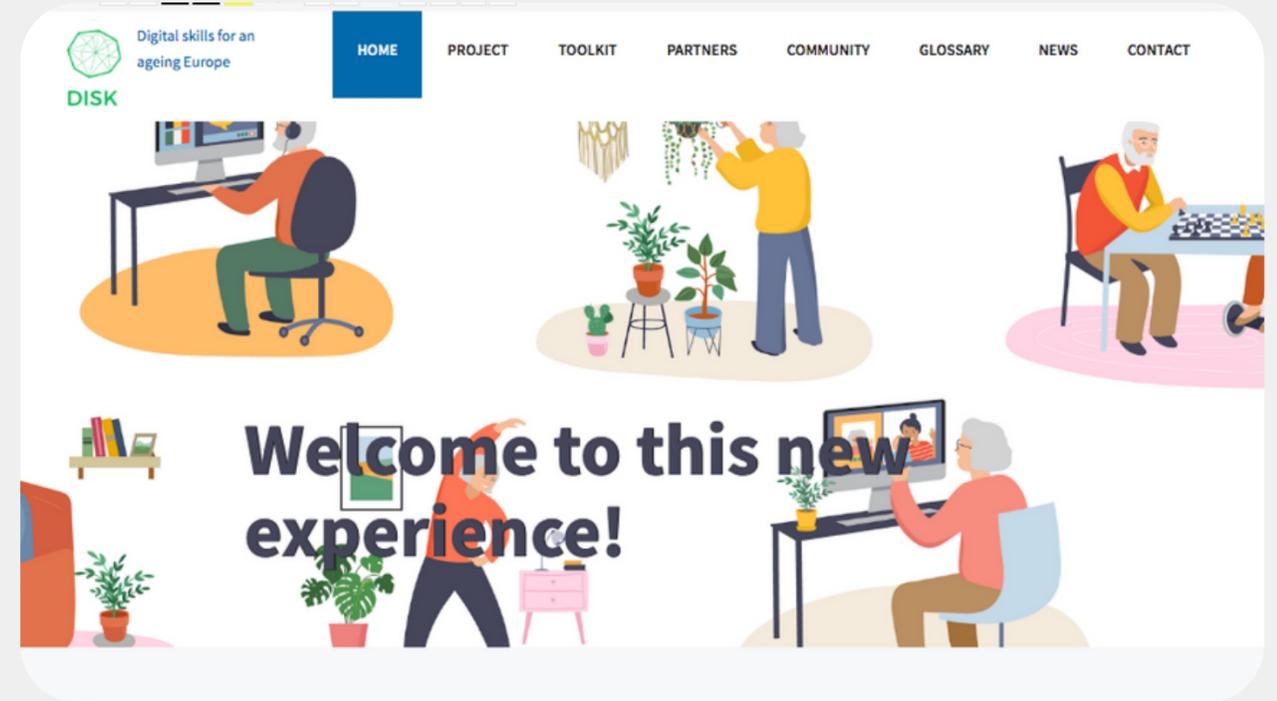
To increase senior citizen's motor and digital skills, a series of interactive elearning toolkit should be prepared and designed in a way that seniors will find easy to interact.

What was our approach?

In order to create a website that will both act as an e-learning platform and respond to other intellectual outputs, we used the ADDIE model. We also followed Web Content Accessibility Guidelines so that seniors and all people with disabilities can equally interact with the platform.

What were the results?

Comparative studies during the project show that out of X senior citizens X% have mentioned a perceived improvement in their learning abilities and moods in general.



mathematics



Our Portfolio

Erasmus+ Projects

SKILL

2020-MT01-1-KA226-092418

<https://skillproject.eu/>

What was the challenge?

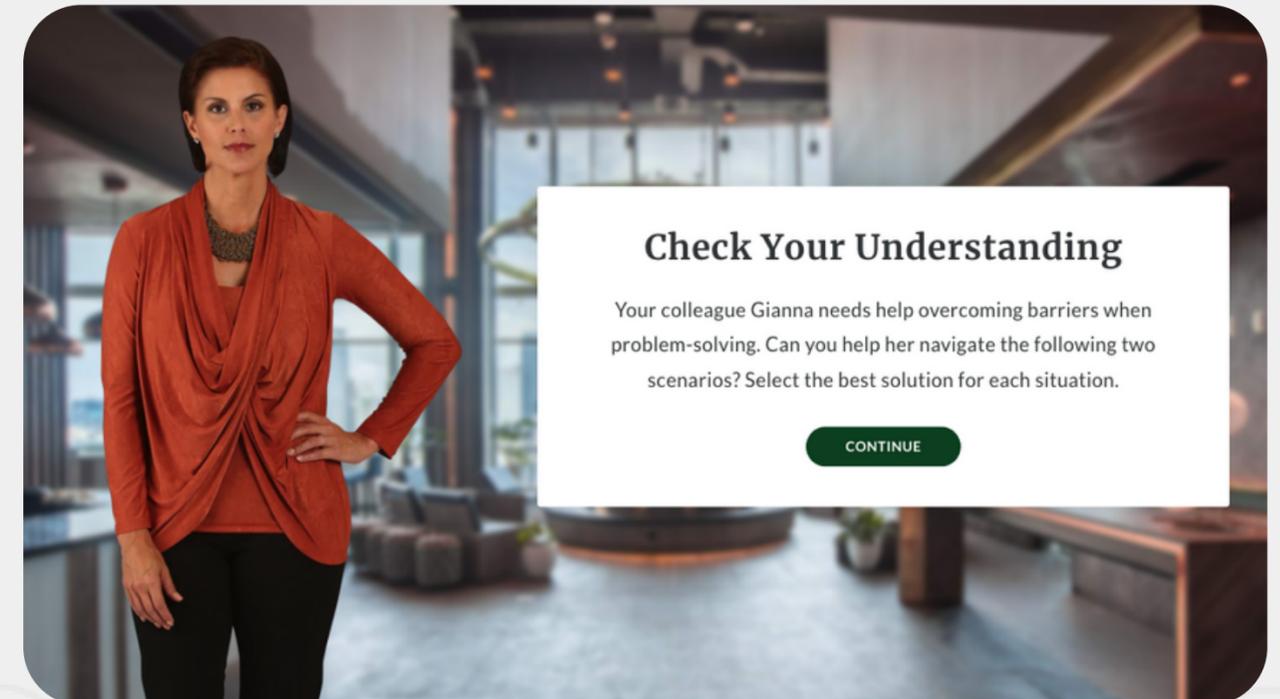
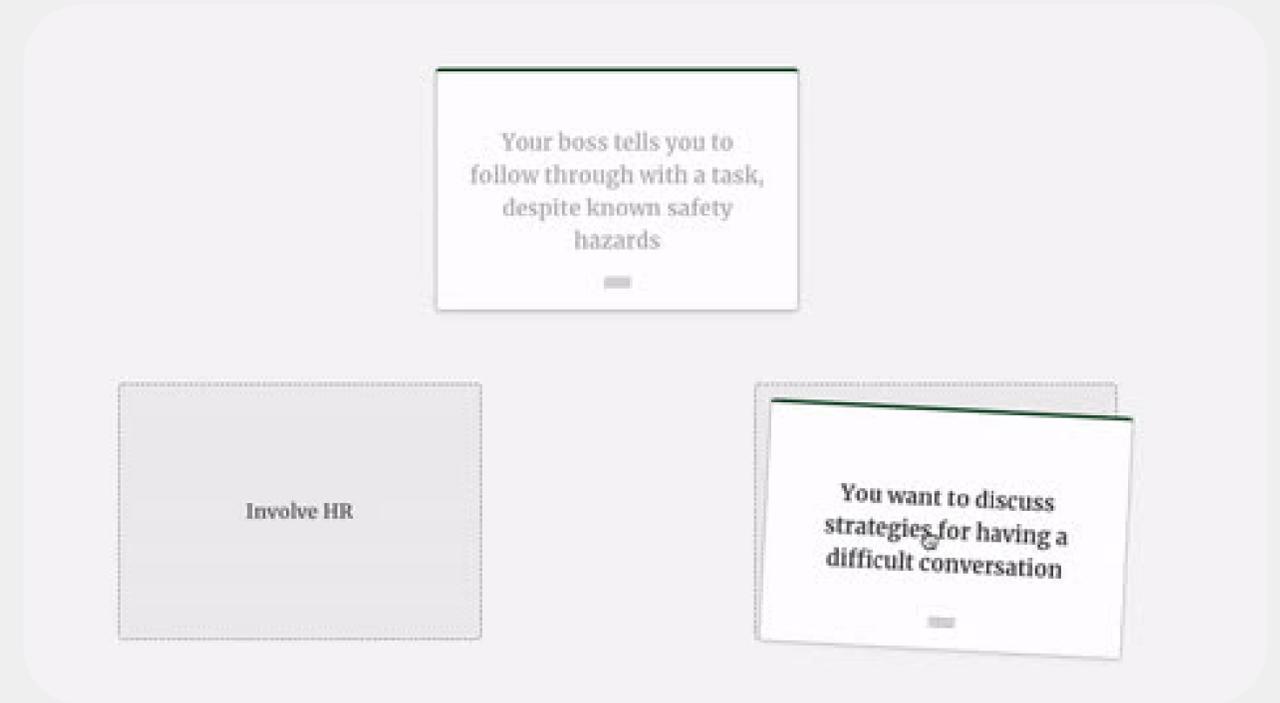
Soft skills are usually under looked as a course topic in VET schools for ICT sector, where the emphasis was usually on the technical skills. We needed to decide on the best methodology to teach soft skills to ICT students and professionals in an engaging and interactive way.

What was our approach?

We decided to utilize Rise 360, a responsive course authoring tool and embed the interactive course materials, branching scenarios and game elements in a website designed by us.

What were the results?

After interacting with the materials, ICT sector professionals and VET students that seek employment in ICT sector shared that they have more confidence in themselves in solving problems, taking initiatives and better connecting with their peers.





Our Portfolio

Erasmus+ Projects

Digitise

2021-1-RO01-KA220-000034802

<https://digitiseproject.eu>

What was the challenge?

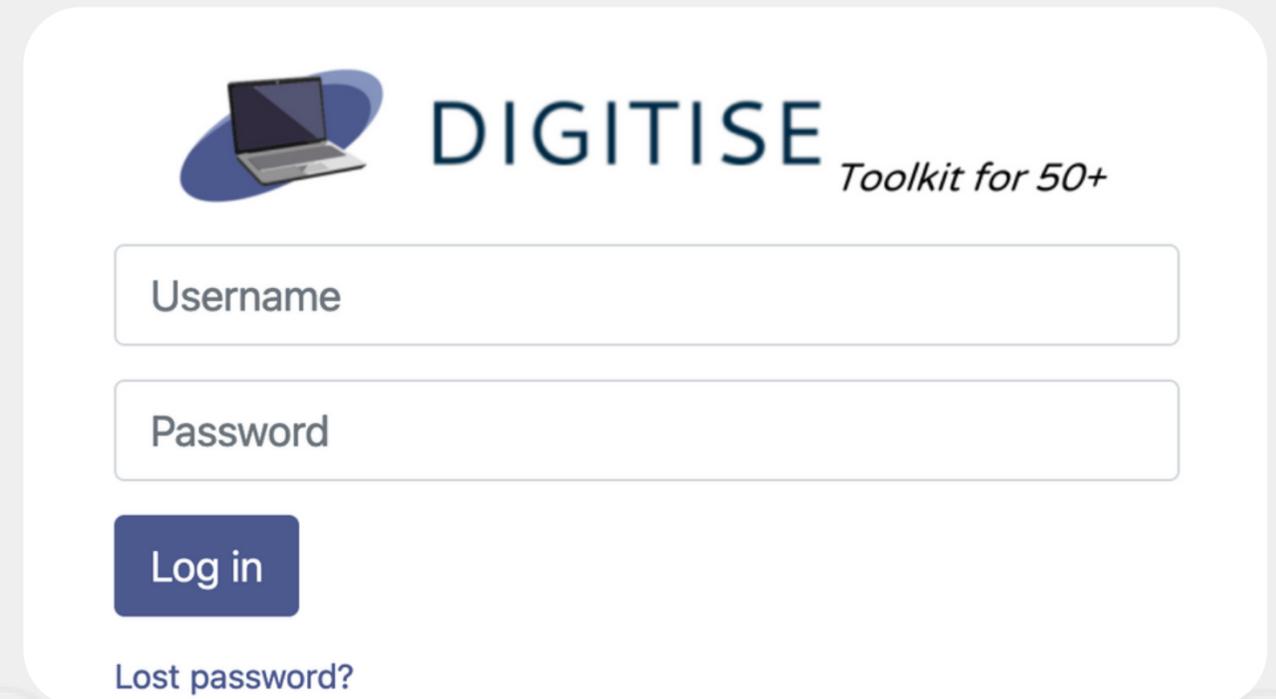
A significant number of teachers above 50+ indicated they don't have digital skills to create engaging courses. The challenge was to detect 15 tools and create digital tools that vary from basic to intermediate skill levels.

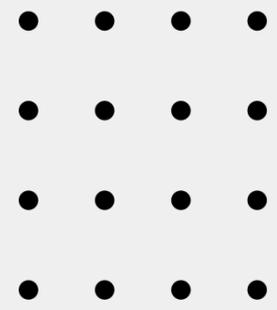
What was our approach?

We created a MOOC platform with 45 digital exercises and courses vary in different literacy levels.

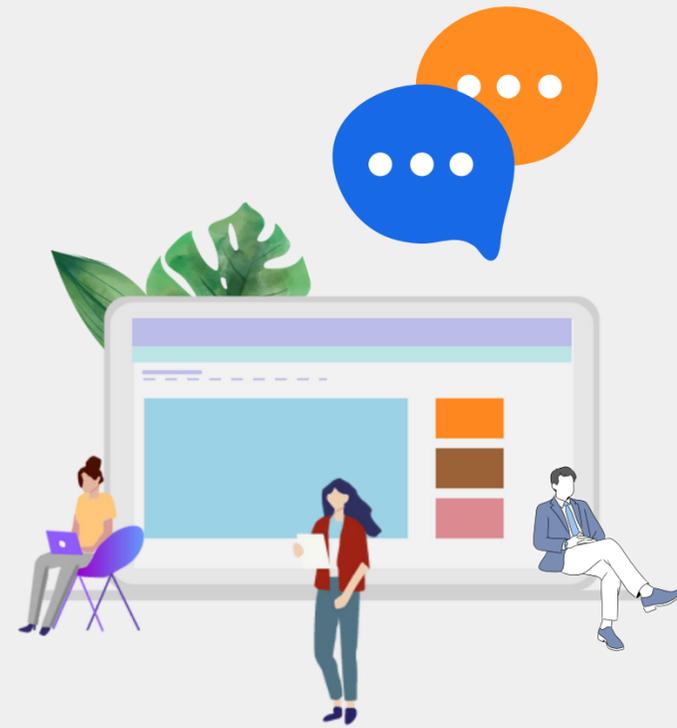
What were the results?

After interacting with the materials, teachers shared their experiences that they have more confidence in themselves to create more engaging, interactive learning materials for their profession.

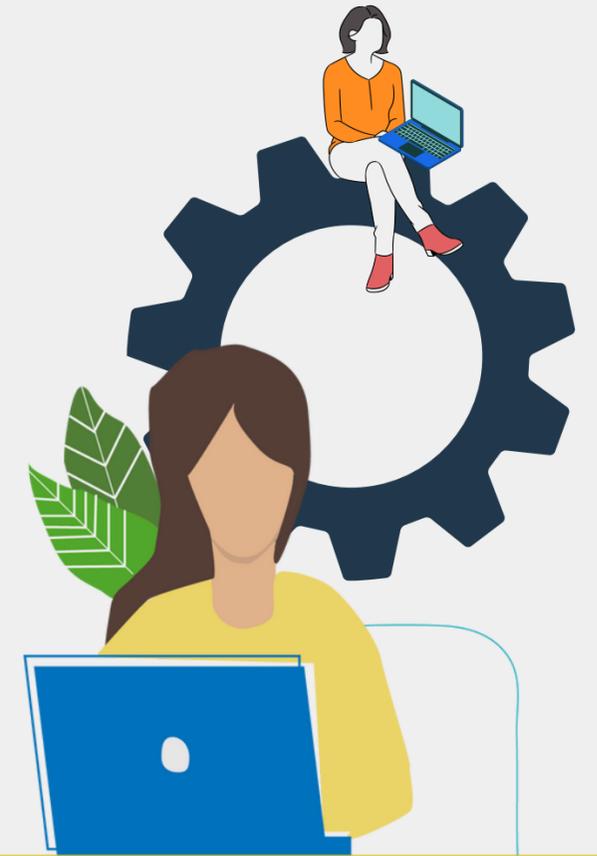




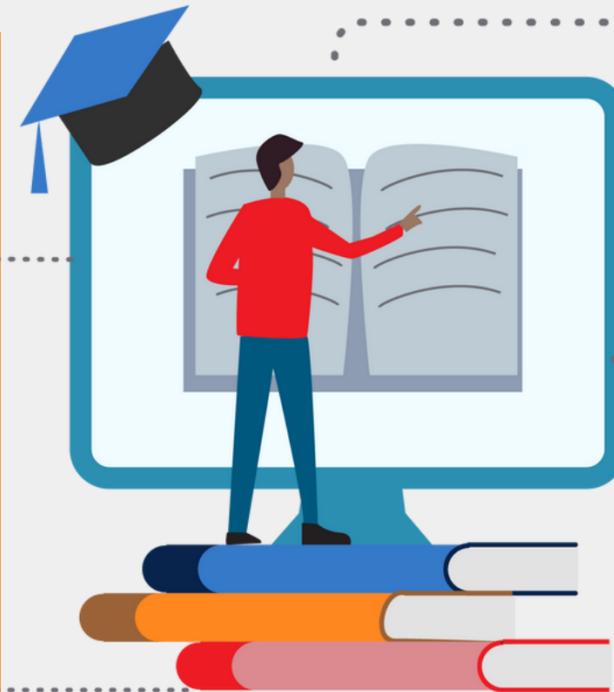
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