MATHEMAGENESIS

YOUR ULTIMATE ELEARNING PARTNER

OUR SERVICES

WE ARE A COMPANY SPECIALIZED IN ELEARNING SOLUTIONS.

We take **creativity**, **integrity** and **quality** as our values and want to make sure to provide the best learning solution for your needs.



OUR WORK

Content Development

We will diligently research the course topics to create the most engaging and interactive learning experience for your audience.

Consulting

From curriculum mapping to creating a learning strategy, count on us to determine the optimum roadmap for you.

Technology Development

From LMS adaptation to migration, or creating the optimum marketplace or an interactive webpage, we can find creative solutions for difficult situations

Erasmus+ Projects

We supported various
Erasmus+ projects as
participating partner and
provided website development,
gamified and interactive
solutions for diverse target
groups



ADAPTit SA
Virtual Instructor-Led Training

What was the challenge?

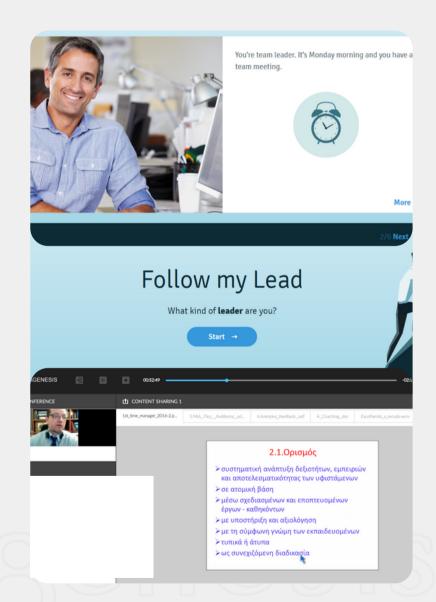
The client was aiming to enrich their portfolio in a short time by providing a training program for frontline and middle managers.

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.





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







Eastern Macedonia & Trace Institute of Technology Adaptive eLearning courses

What was the challenge?

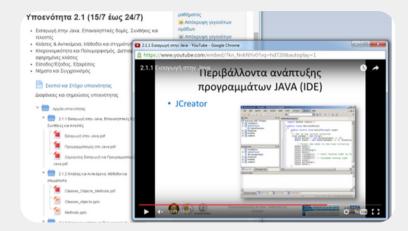
Eastern Macedonia & Trace Institute of Technology wanted to develop an blended learning program for embroidery applications for their alumni that is also accessible via mobile and social media

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 eamlessly via different devices







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.





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 expereience.

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.







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, quizes 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.



Browse Our Top Courses / Răsfoiește topul
cursurilor noastre / Περιηγηθείτε στα κορυφαία μας
μαθήματα / Părlükojiet mūsu labākos kursus /
Sfoglia i nostri migliori corsi / Sirvige meie parimaid
kursusi





Erasmus+ Projects DISK 2018-1-R001-KA203-049510

https://diskproject.eu/

What was the challenge?

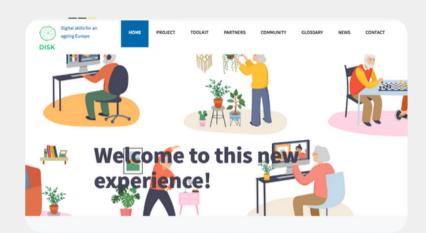
To increase senior citizen's motor and digital skills, a series of interactive elearning toolkit should be prepared and designed in a way that seniors will find easy to interact.

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 Contect Accesibility 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.







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 engaing 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.

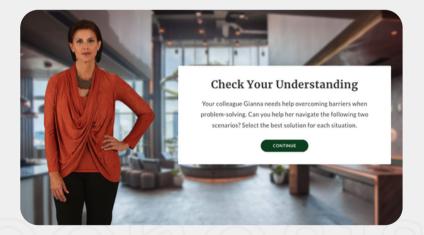
What were the results?

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.

Your boss tells you to follow through with a task, despite known safety hazards

Involve HR

You want to discuss strategies for having a difficult conversation





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.







WE HAVE 10+
YEARS OF
EXPERIENCE AND
DEVELOPED OVER
40 COURSES AND
X WEBINARS.

We have a wealth of experience, and the right tools to address all of your short and long-term learning needs that is.

We can develop e-learning courses and solutions that align to your means in terms of your infrastructure and your budget.