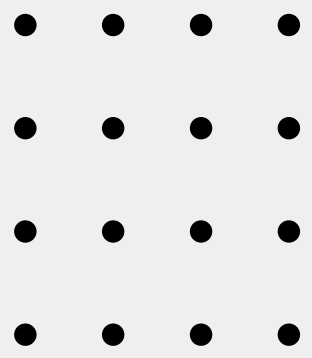


# MATHEMAGENESIS

*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.



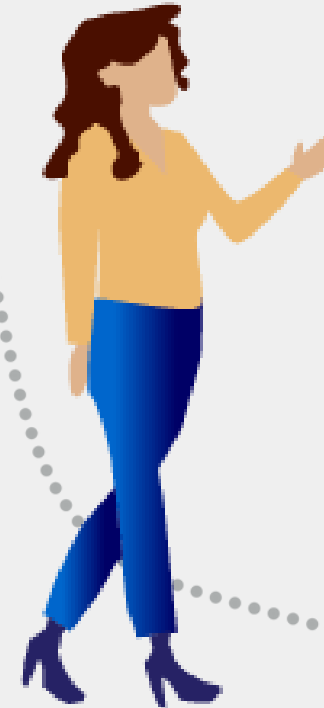
# Meet Our Team



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

**Vasileios Kratidis**  
Co-Founder & Business  
Development Director

**Sofia Nteliopoulou**  
Co-Founder & Head of Educational  
Planning



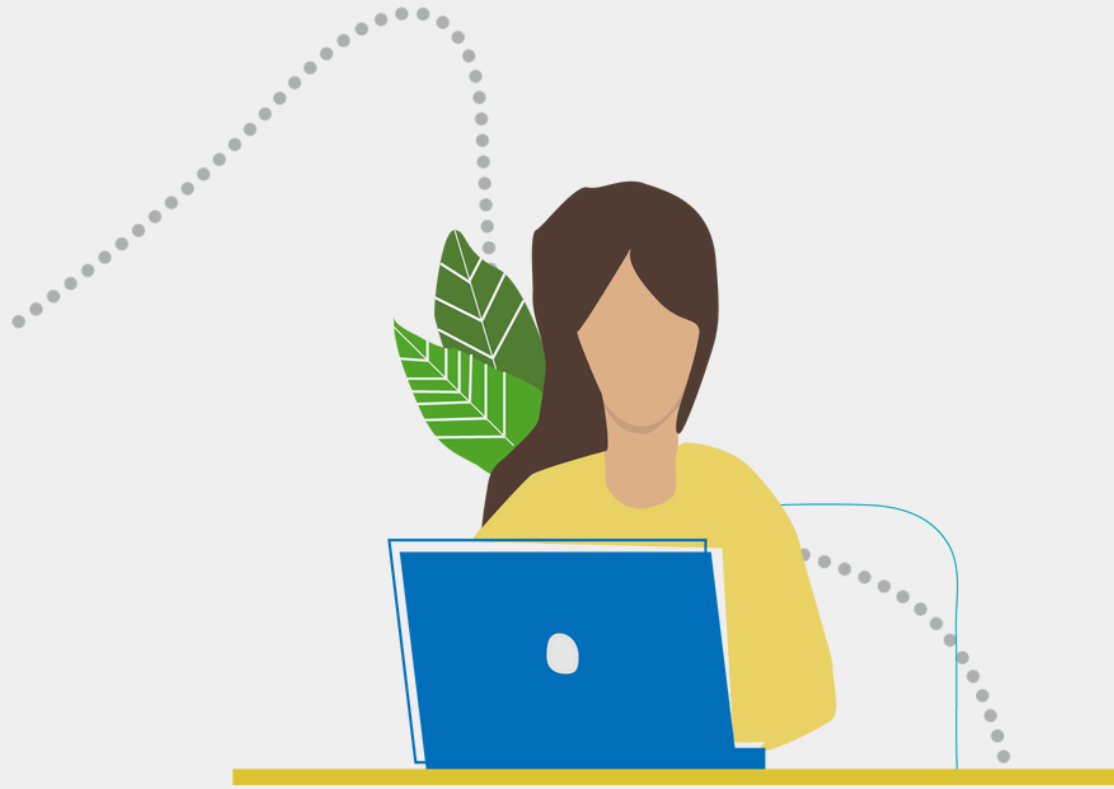
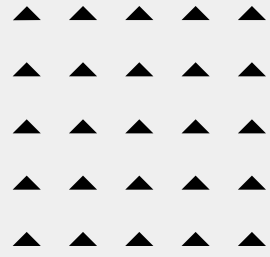
Sofia has over 10 years of experience creating a variety of learning experiences and and always thinking about delivering high-quality learning materials



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

**Ebru Bengisu**  
Learning Designer



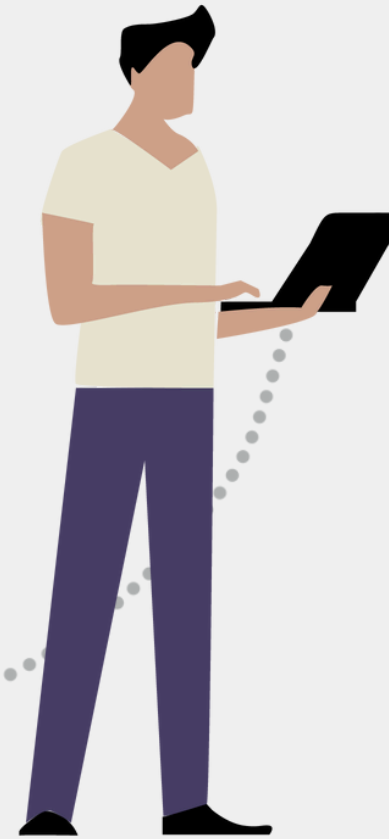


With a degree of bachelor in Business Administration, Vasileia is a specialist in organizing online webinars, working in customer support and controlling digital marketing tools

**Vasileia  
Chalkiadaki**

Customer Support & Seminar  
Development

**Thodoris Kouris**  
Software Development

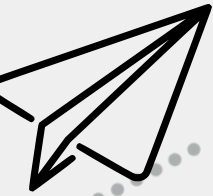


With degrees in Informatics Systems, Thodoris is a specialist in software development.



**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

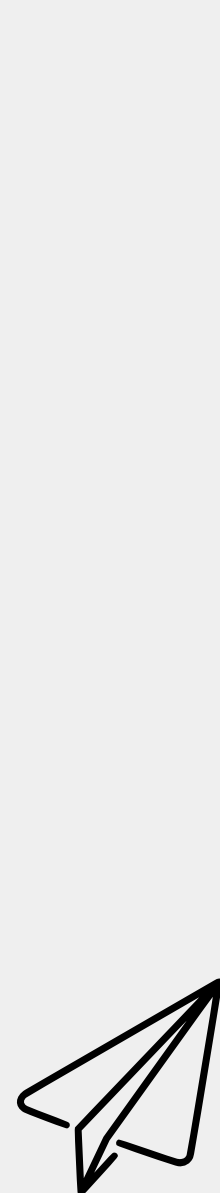
We will provide the right solutions to enhance learning experiences by providing creative and innovative ways

## 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

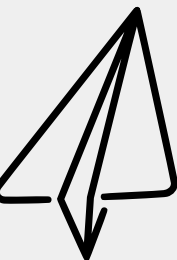
Our team assemble the content, integrate technologies and refine the design based on team and testing feedback.

## 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.

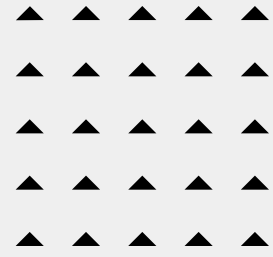
## What was our solution?

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 is a video player showing a man in a blue shirt smiling. To the right of the video, there is a text box that reads: "You're team leader. It's Monday morning and you have a team meeting." Below this text is a circular icon of an alarm clock. A "More" link is visible in the bottom right corner of the video player. Below the video player, there is a large blue banner with the title "Follow my Lead" and the subtitle "What kind of leader are you?". A blue button with the text "Start →" is centered on the banner. Below the banner, there is a video player control bar showing a progress bar at 00:52:49. Below the control bar, there is 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". In the bottom right corner, there is a white box with a red 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?

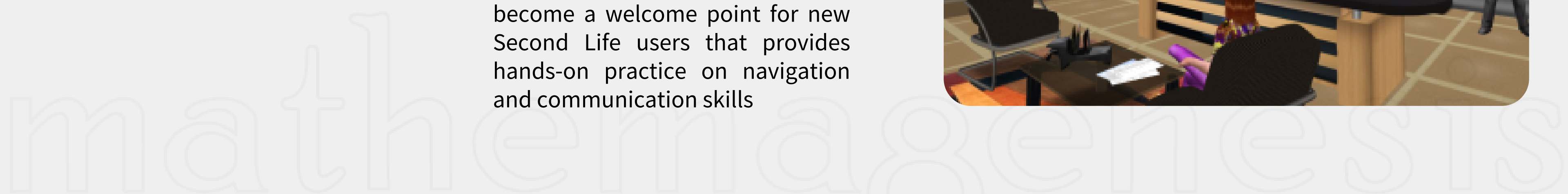
AU desired to create a virtual orientation program on Second Life that will create a simulated campus for students who were unable to visit the campus, and create a public square for stimulating discussion and host online classes.

## 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?

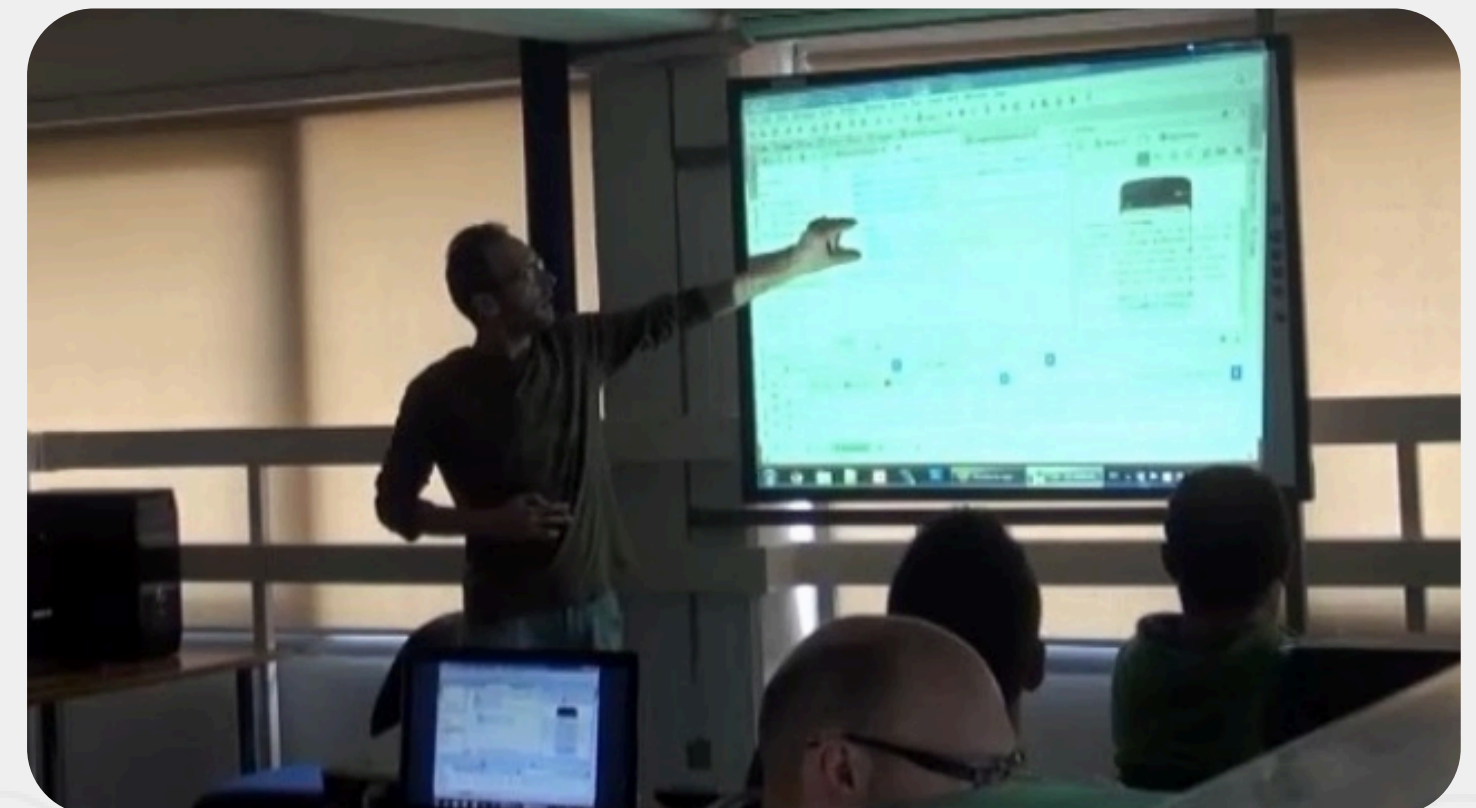
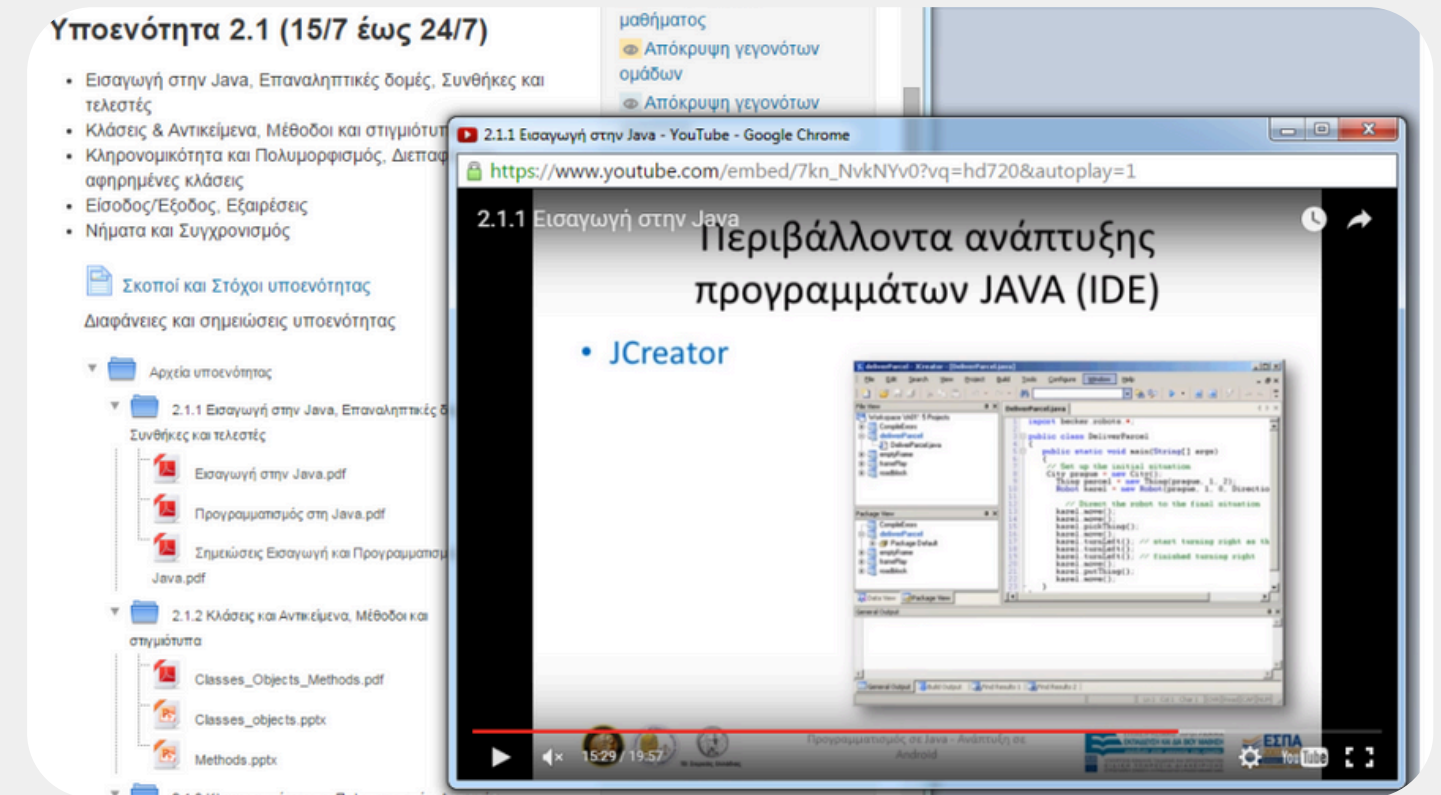
Eastern Macedonia & Trace  
Institute of Technology wanted to  
develop an blended learning  
program for embroidery  
applications for their alumni that  
is also accessible via mobile and  
social media

## 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  
eamlessly via different devices



- • • •
- • • •
- • • •
- • • •

# Our Portfolio

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

## What was the challenge?

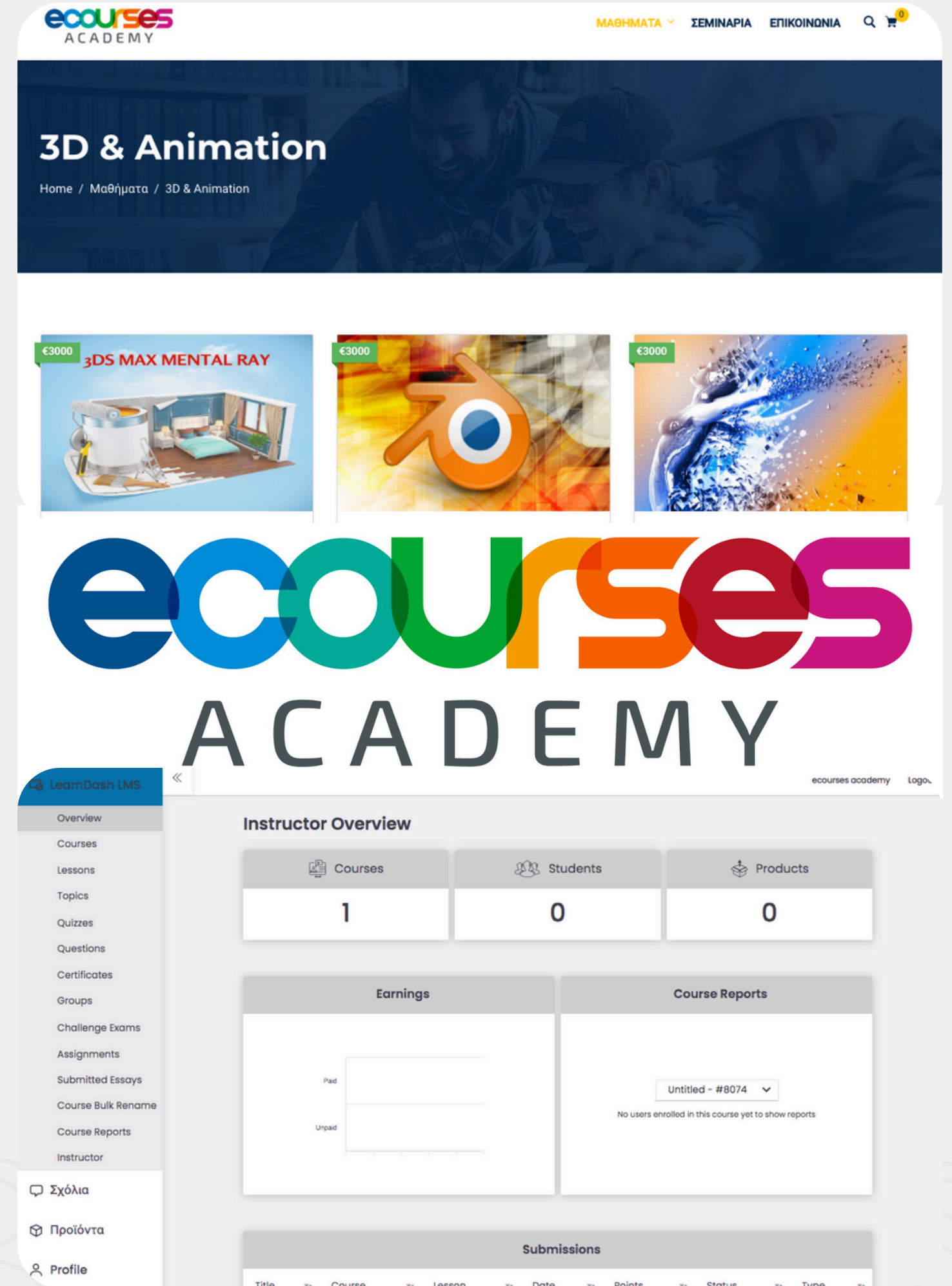
To create a user-friendly elearning platform with teaching tools, course management, eCommerce capabilities, activity and learning reports and printable certificates for course creators and a diverse background students who have limited knowledge on orienting in elearning

## 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



Ethicsboard!

<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.

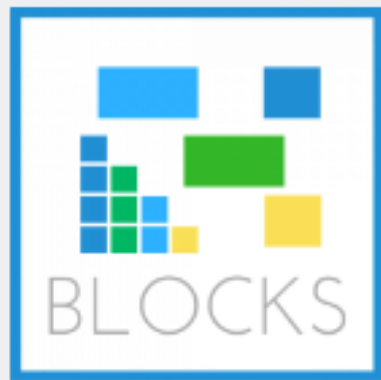


# Ethicsboard!



- • • •
- • • •
- • • •
- • • •

# Our Portfolio



## Erasmus+ Projects **BLOCKS**

2018-1-RO01-KA203-049510

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

### What was the challenge?

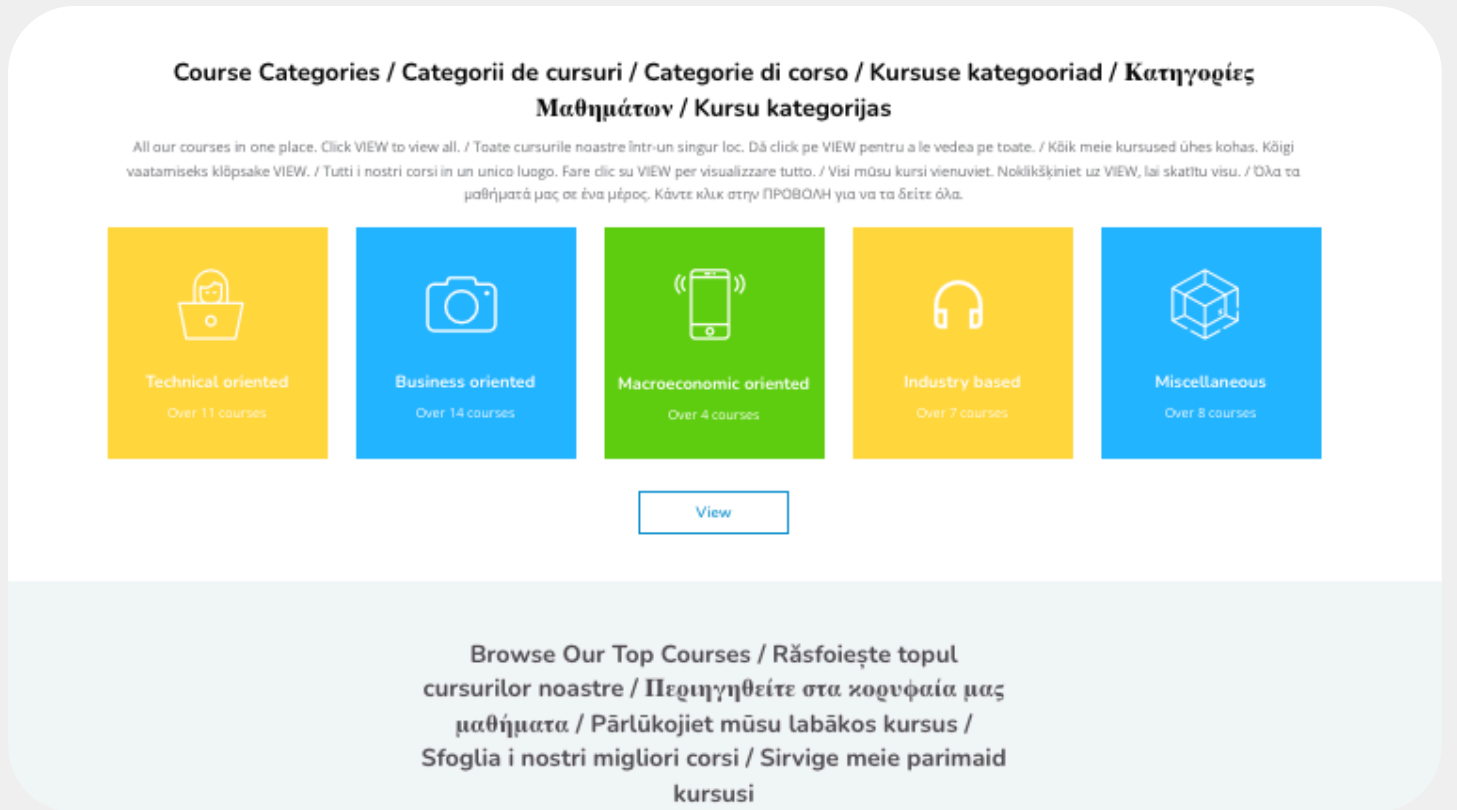
Participating European Universities and companies needed a gamified, user-centered training on blockchain technologies.

### 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.



- • • •
- • • •
- • • •
- • • •

# Our Portfolio



**DISK**

Erasmus+ Projects

**DISK**

2020-1-FR01-KA204-079823

<https://diskproject.eu/>

## What was the challenge?

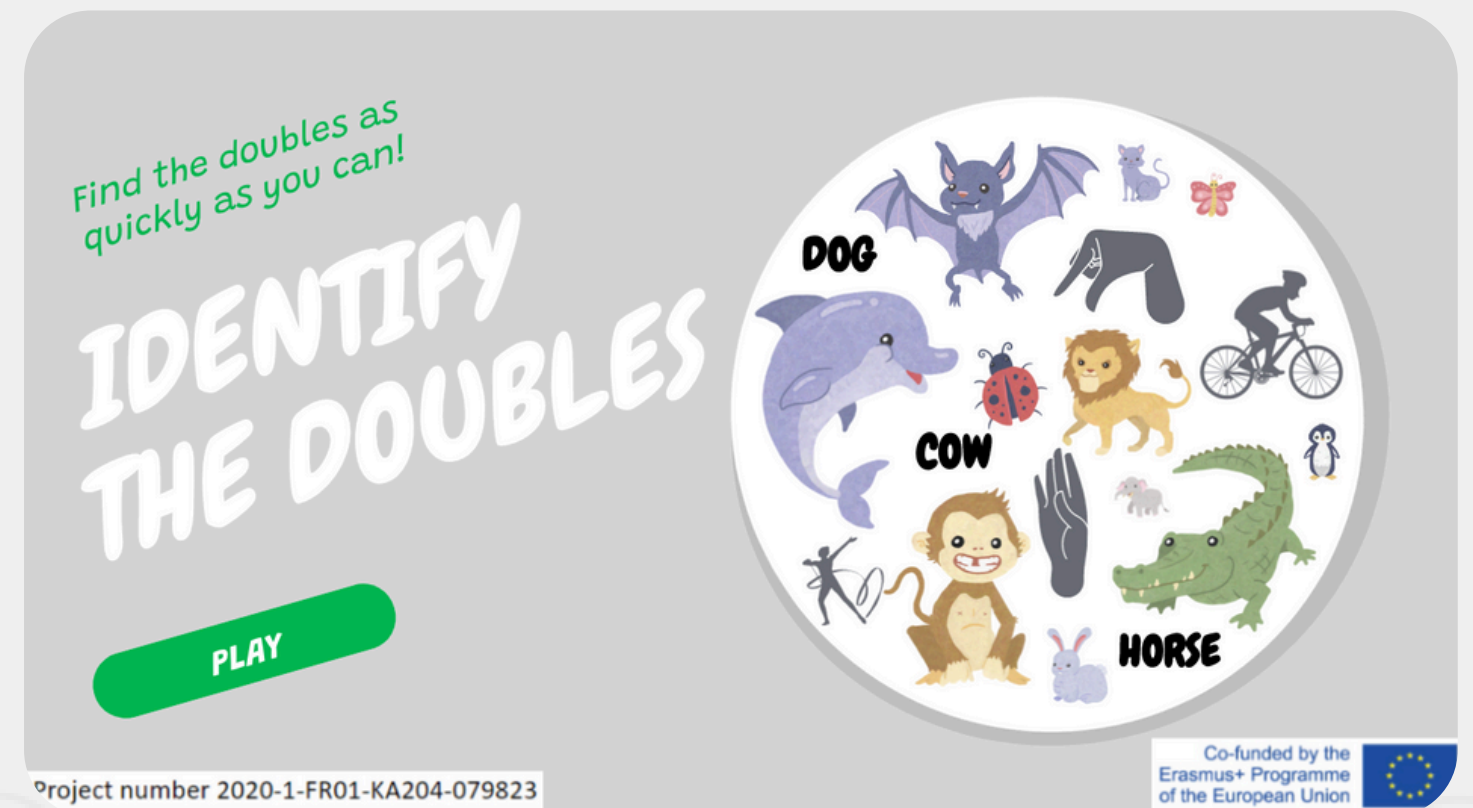
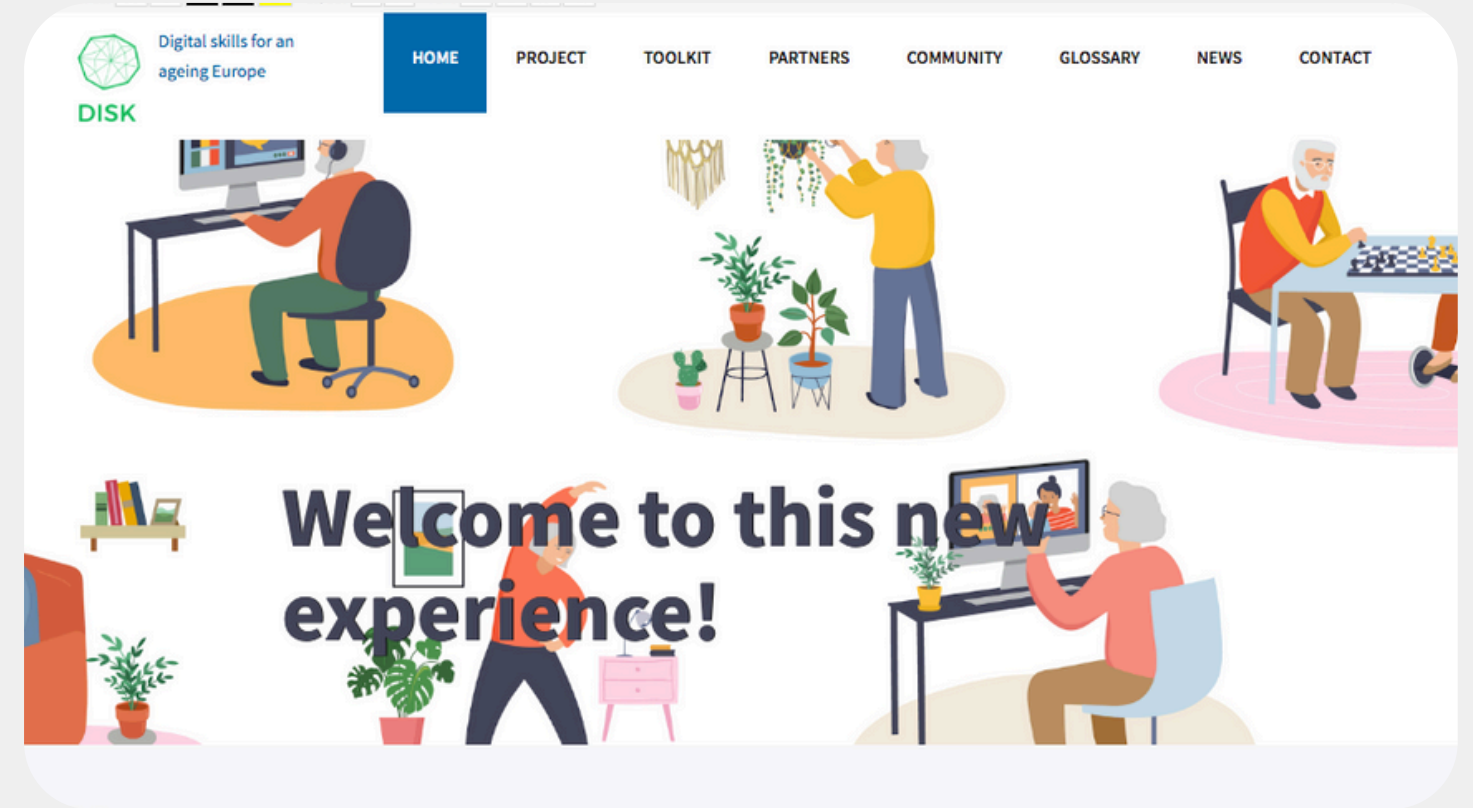
To increase senior citizen's motor and digital skills, a series of interactive elearning toolkit should be prepared and designed in a way that seniors will find easy to interact.

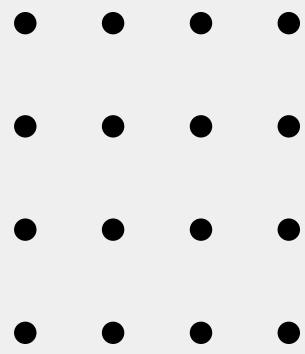
## What was our approach?

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.





# Our Portfolio



skill

Erasmus+ Projects

**SKILL**

2020-MT01-1-KA226-092418

<https://skillproject.eu/>

## What was the challenge?

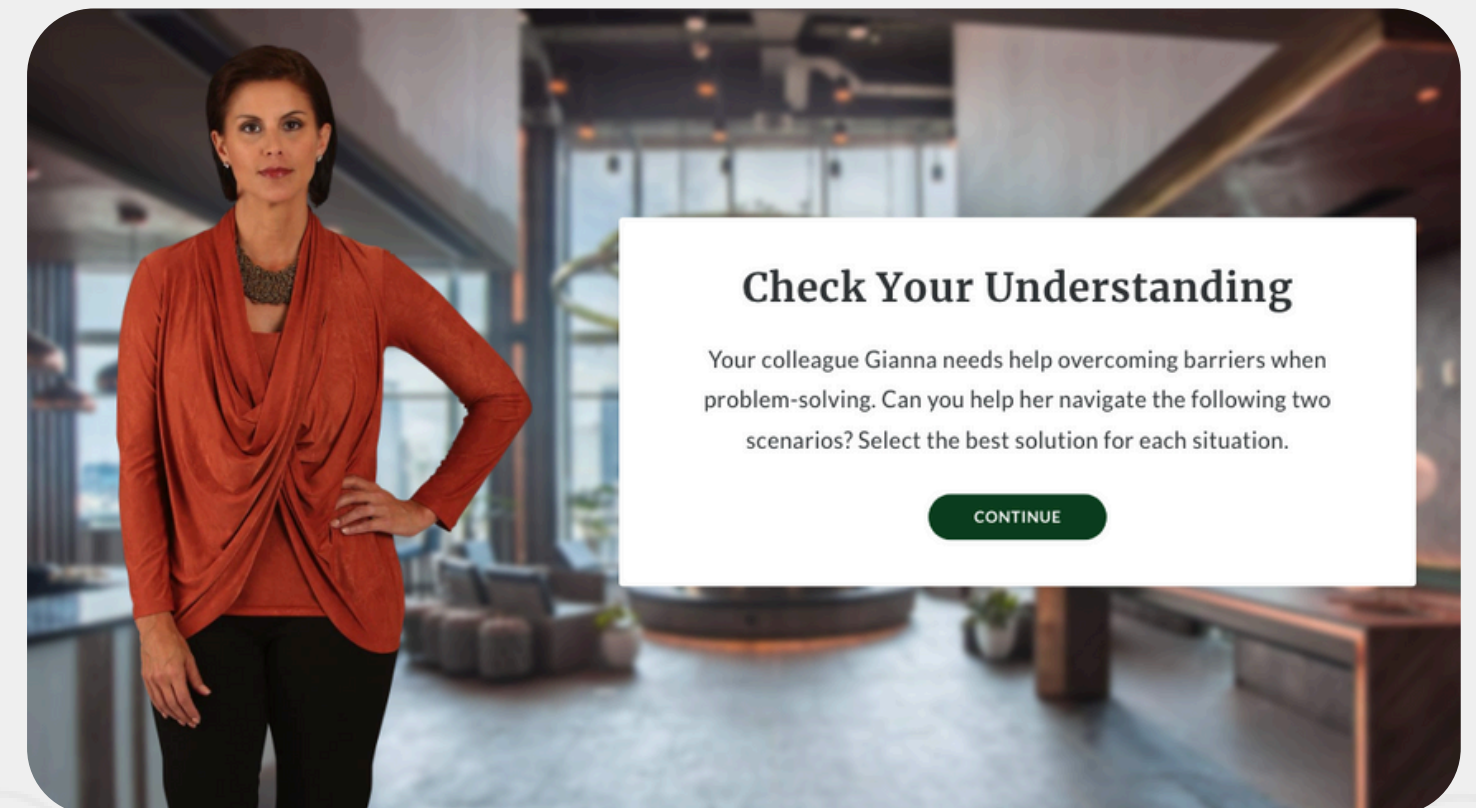
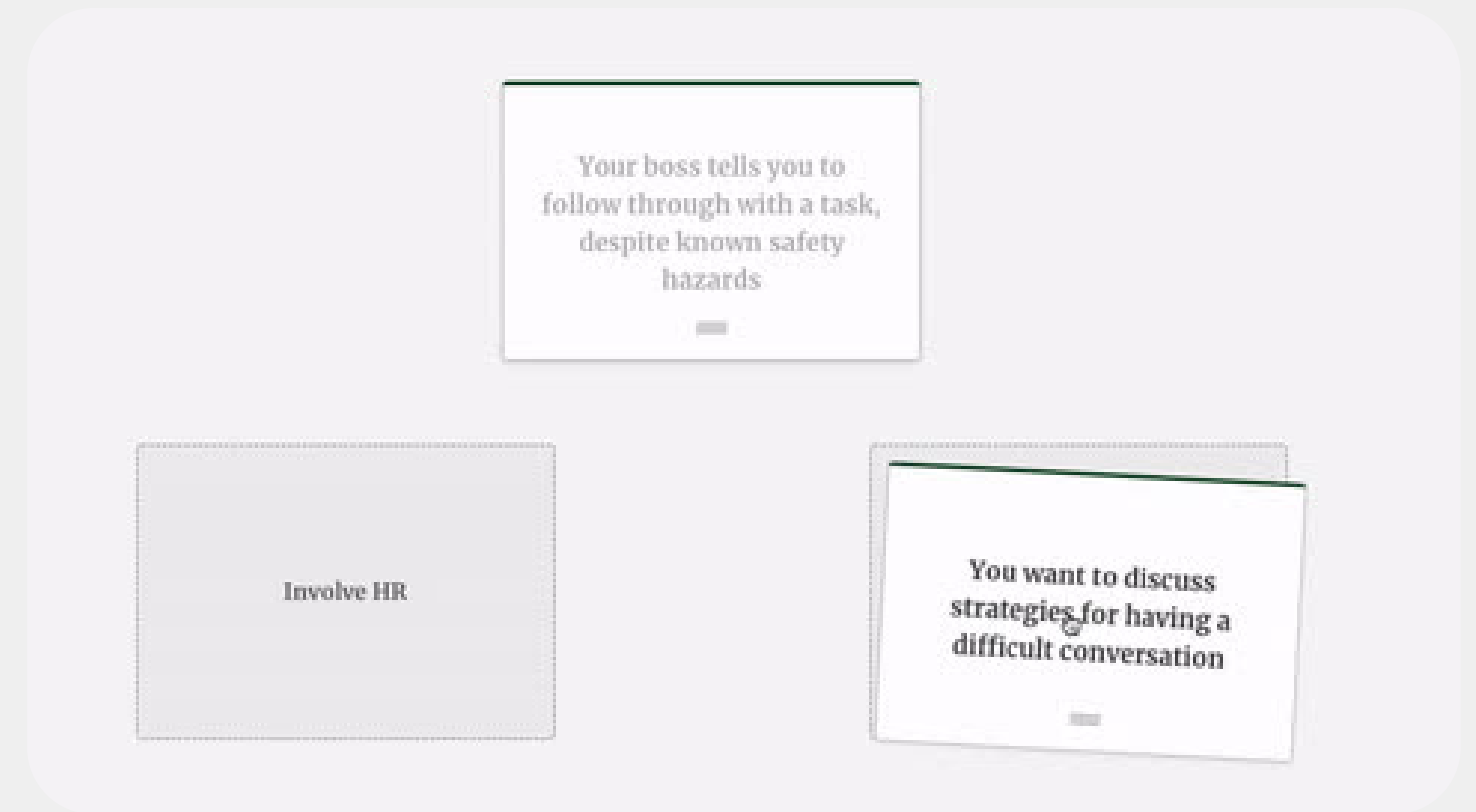
Soft skills are usually under looked as a course topic in VET schools for ICT sector, where the emphasis was usually on the technical skills. We needed to decide on the best methodology to teach soft skills to ICT students and professionals in an engaging and interactive way.

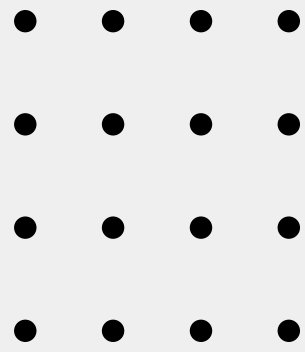
## What was our approach?

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?

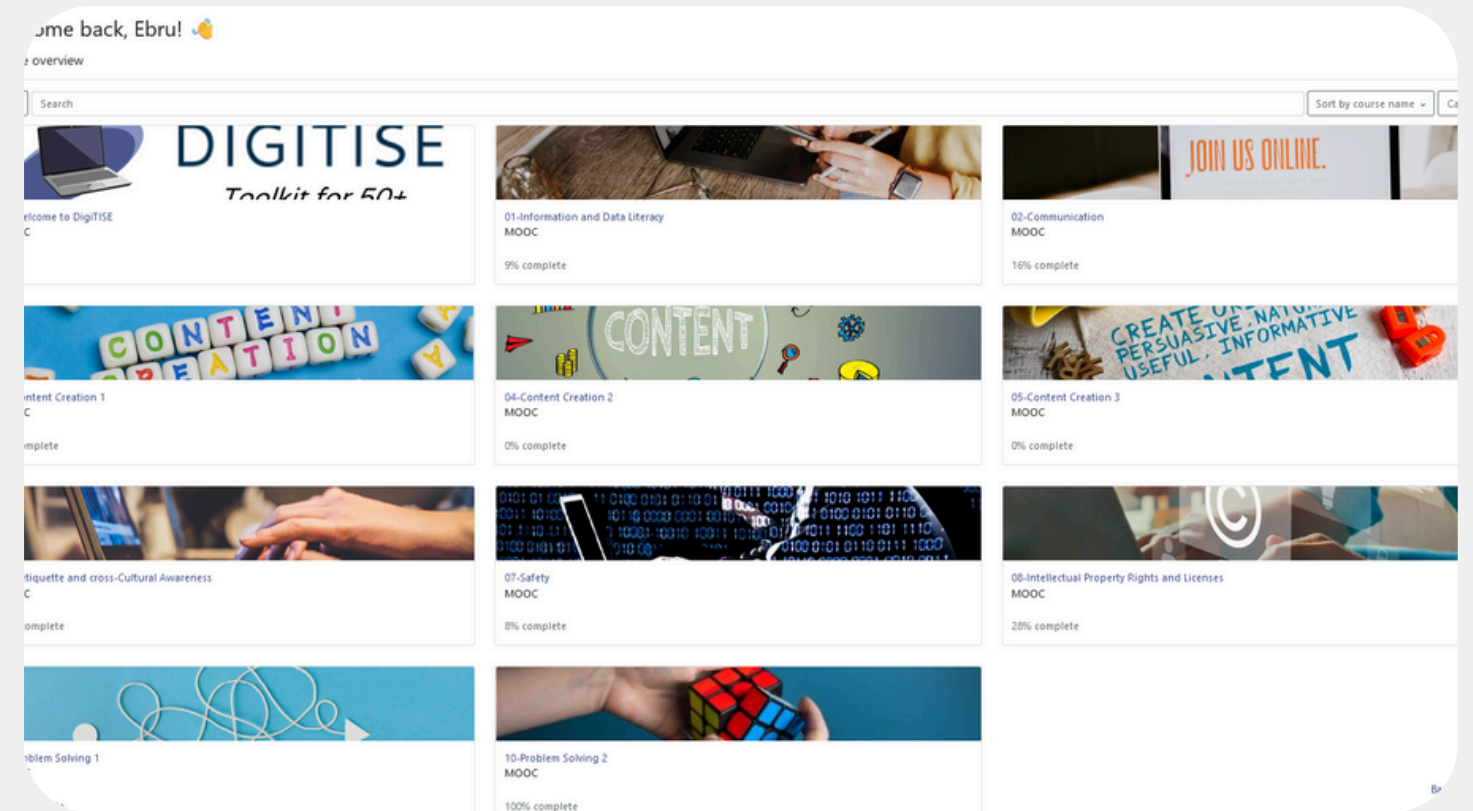
A significant number of teachers above 50+ indicated they don't have digital skills to create engaging courses. The challenge was to detect 15 tools and create digital tools that vary from basic to intermediate skill levels.

### 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.



“ Brainstorming means using the *brain* to *storm* a creative solution for a problem.

A.Gogus, 2012

INDIVIDUAL OR GROUP?

INDIVIDUAL BRAINSTORMING

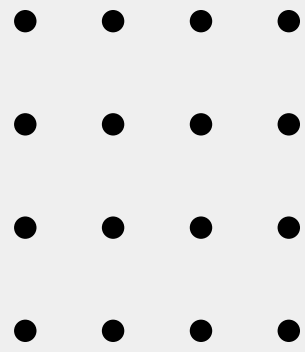
GROUP BRAINSTORMING

#### Individual vs. Group Brainstorming:

There are two main approaches to brainstorming: individual brainstorming and group brainstorming.

Check out the tabs to discover the benefits of both practices





# Our Portfolio



Erasmus+ Projects

**Good Start**

2022-1-LV01-KA220-VET-000086725

<https://good-start.eu>

## What was the challenge?

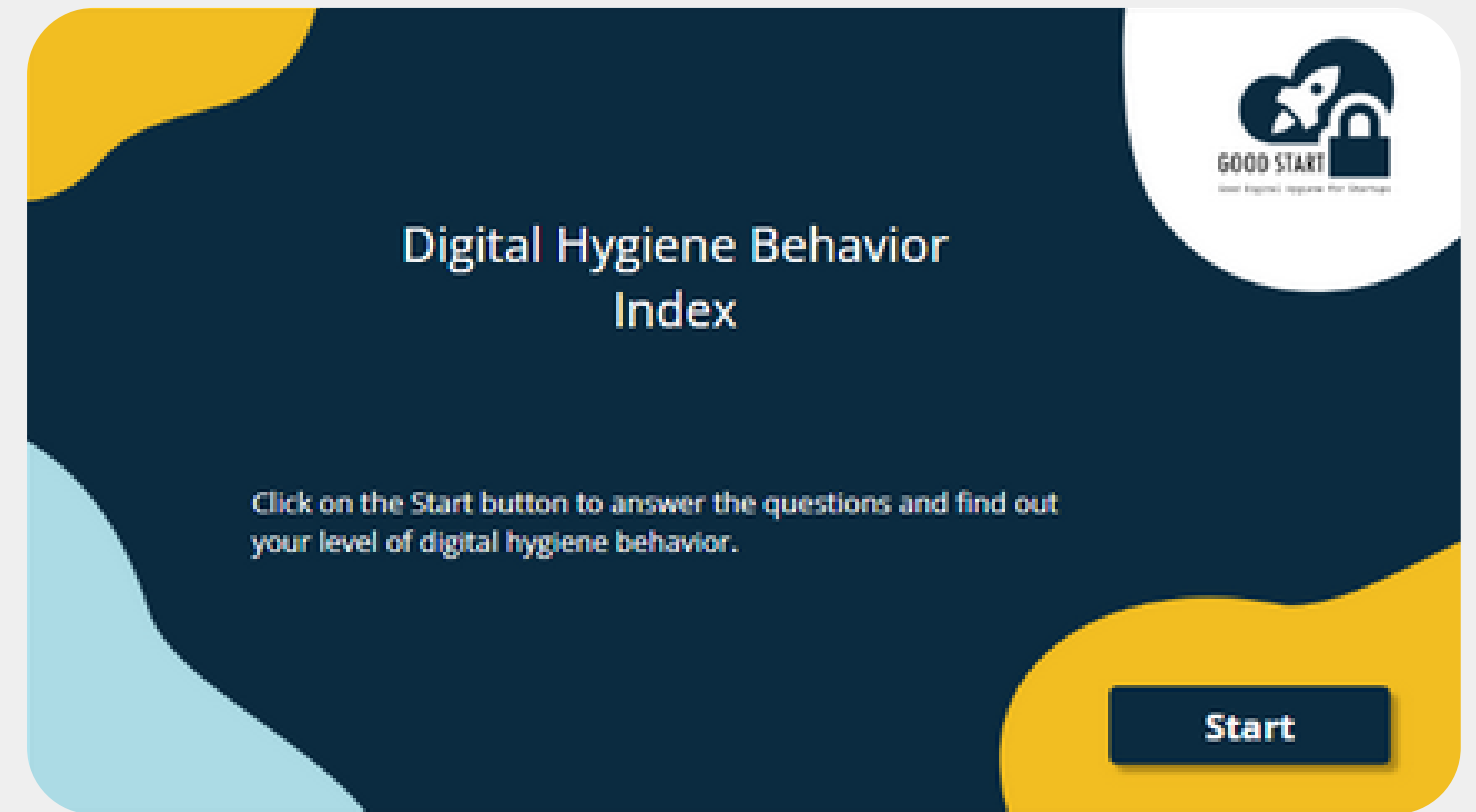
Startups face cybersecurity issues due to a lack of awareness and structured digital hygiene. Without proper practices, they remain vulnerable to cyber-attacks, harming their operations and reputation.

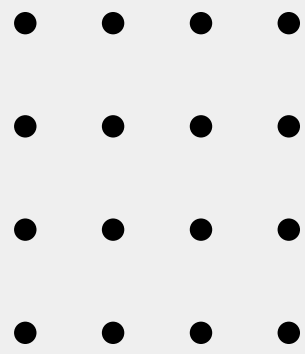
## What was our approach?

The Good Start project offers a Digital Hygiene Behavior Index and tailored training resources. We created an open platform and a handbook to guide startups and Vocational Education and Training (VET) providers in implementing good digital hygiene.

## What were the results?

Over 60 startups are improving digital hygiene with tools and training from Good Start. VET providers are also better equipped to support startups with practical cybersecurity training.





# Our Portfolio



## Erasmus+ Projects

### HEAT

2022-1-EL01-KA220-SCH-000088530

<https://heatwaves-project.eu/>

### What was the challenge?

With climate change's growing impact, secondary school students need education on environmental challenges, especially heatwaves and urban design. Existing climate education frameworks are fragmented and not easily adaptable for online or in-person learning, limiting their effectiveness.

### What was our approach?







The Heat project developed a climate education framework by enhancing existing models and instructional design. For the project, we created heatwave awareness course and an interactive game tailored for secondary students, ensuring the climate change education is accessible for both online and classroom settings.

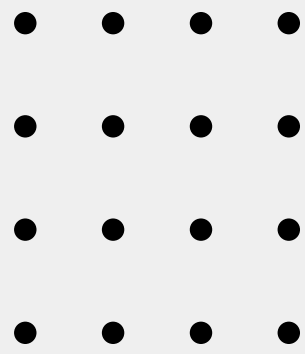
### What were the results?

The Heat project developed an interactive game and courses to teach students about climate change and urban design's role in heatwaves. These tools provided an engaging learning experience, helping students understand and address climate challenges in their communities.



### Resources

 <p><b>INTERACTIVE STUDENT COURSE</b> Consists of modular <b>learning activities</b>, contents of the program and <b>multimedia elements</b>.</p> 	 <p><b>INTERACTIVE TEACHER COURSE</b> A programme to train teachers in their classrooms while teaching heatwaves. The training is accessible online for asynchronous learners.</p> 
 <p><b>ONLINE GAME</b> Online Game on the relation between urban design and its effect on the climate.</p>	 <p><b>REPOSITORY</b> Access the <b>Methodological Handbook</b> and the recording of the webinar.</p>



# Our Portfolio



Erasmus+ Projects

**Tools for T**

2022-1-NLO1-KA220-VET-000090058

<https://www.tools4t.eu/>

## What was the challenge?

VET students often struggle to combine theoretical and practical knowledge across disciplines. Traditional education focuses on deep specialization, leaving students unprepared for multidisciplinary collaboration and innovative challenges.

## What was our approach?

For The Tools 4 T project we developed a learning platform to foster T-shaped skills in VET students. This platform provides resources to help students build both expertise in a specific field and the ability to collaborate across disciplines, preparing them for multidisciplinary teamwork and problem-solving.

## What were the results?

Through Tools 4 T, students and teachers developed T-shaped social citizenship skills. This approach enhanced their ability to integrate knowledge from multiple fields and engage in socially responsible innovation, contributing to professional and societal challenges.



### TOOLS FOR TEACHERS

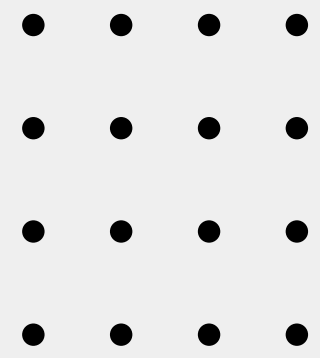
Click on each Sustainable Development Goal to find its related teaching material!

To customize your learning experience based on **Tools for T Framework's Citizenship Themes**, click on the following icons to filter learning materials.



To customize your learning experience based on **four degrees of citizenship context**, click on the following icons to filter the learning materials.





# Why work with us?



**40+ Courses**



**3000+ Video  
Tutorials**



**10+ years of  
experience**

## HAVE A PROJECT OR QUESTION?

Fill out this form and a professional will contact you as soon as possible.

[Start a conversation](#)

## SEE US IN ACTION

Explore demo courses and access free handbooks that will inspire you for your next elearning project

[Discover Our Resources](#)

mathemagenesis

# EXPLORE MORE

Have a question? Our team would love to help you.

Get in touch on our website or send us an email at

[info@mathemagenesis.com](mailto:info@mathemagenesis.com)



mathemagenesis