K12
✦ Higher
Education

AutoMaktab
Digital Technology W.L.L.

"

Empowering the
Future through
seamless
Technology
Integration

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K12 and Higher Education

Interactive Learning Technologies

Interactive Classrooms and Lecture Halls Displays

Immersive Learning

Digital Solutions

STEAM, Robotics & AI

School Technology Facilities
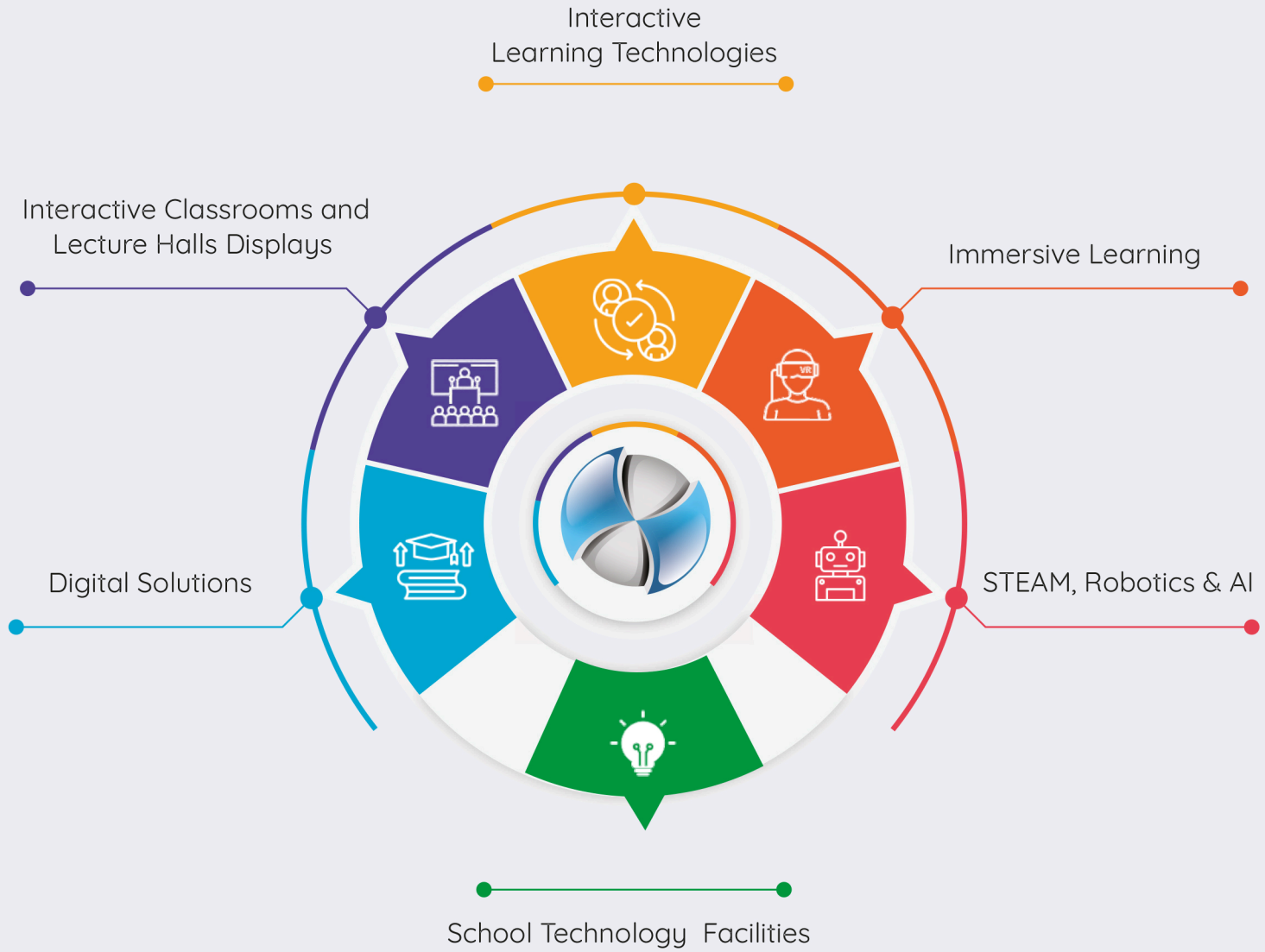
Interactive Learning Technologies for K12:

Avientek Education believes in Empowering minds through immersive innovation: Unveiling the future of education with interactive learning technologies that ignite curiosity, foster collaboration, and unlock boundless possibilities.

Knowla.

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A multimedia, interactive ICT teaching tool for schools and kindergartens. Educational entertainment that will turn any activity into an exciting game.

Knowla Box with EPSON EB-725Wi projector and accessories

"

The greatest talent of educational technology

New ICT-tactics for the future

edutainment

gamification

immersive learning

multimedia

Now this is something out of this world!

Knowla

Fun claims it's ready for classes!

11 thematical planets
100+ apps
2500+ activities
600+ hours of educational fun

The Educational Universe of Knowla consists of eleven thematic planets. Each planet is a separate suite of proprietary applications, focused on a specific area of development. Thanks to applications, children perform specific tasks while at the same time developing specific skills and acquiring new competences. Every planet is different, but they all have one thing in common – they're certified to be fun!

Interactive Sand Box Imsand

Learn about a multi format educational, learning and therapeutic tool based on the principles of neurodiversity, psychological well being and improving linguistic inclusion.

The Value Of Sanbox :

- Strengthens motor skills
- Improves speech and language
- Improves social and emotional awareness
- Introduces the concepts of mathematics and science
- Stimulates creativity.

The Interactive Sand Table can be used together with the Interactive Sand and its educational games.
Covering the table with the included lid, use the software and the letter blocks for educational activities with letters, words, sentences, as a language teaching tool, and as a support for the speech and language therapy.

IMSAND
REVOLUTIONISING IMMERSIVE LEARNING

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Strengthening motor skills

Promoting social and emotional awareness

Sensory development

Introduction to STEAM basics

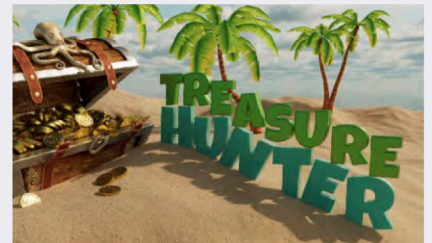Developing language and speaking skills

Inspiring creativity and imagination

Creative Learning Activities

FOOTBALL

FOSSIL

HEDGEHOG

ISLAND

LITTLE LAIRS

TREASURE HUNTER

Virtual and Augmented Reality :

With Avientek Education Step into a world where learning knows no boundaries – where history, science, and imagination come to life. Introducing virtual and augmented reality in education, where the classroom becomes a portal to endless exploration and discovery.

fectar

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With Fectar students - Create an experience in AR/VR about a subject. Learn about technology and subject simultaneously. With Fectar Teachers and lecturers - Present lectures and seminars in virtual and augmented reality, simplifying complicated subjects. Students quickly adapt to this new method of immersive learning, and by involving them fully they can teach them more effectively. What's more, they can create their own virtual environments and share them with others.
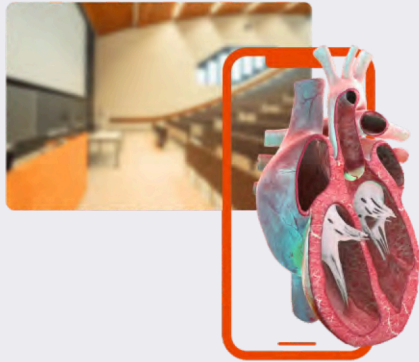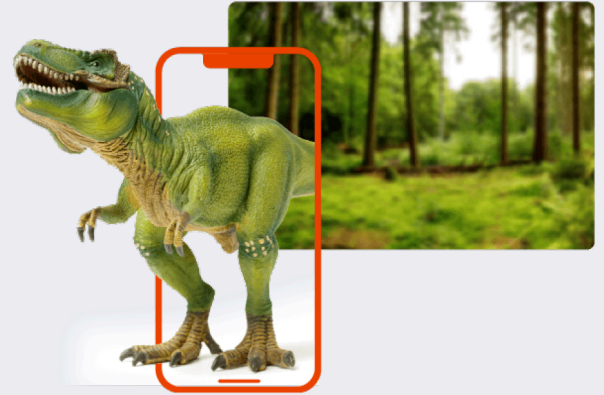
Become Device independent:

Designing VR and AR Experiences to function seamlessly across various Devices.

- Multiple Devices
- Multiple Users
- Cross Reality

Fectar Studio's unique features:

- Supports the creation of VR and AR scenes Without programming
- Work together with multiple devices at the same time
- Interactive high quality 3D models
- Supported by smart phones older than 5 years.

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fectar

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Human Anatomy

Lifecycle of a Frog

Our Solar System

Remote Teaching: any time, any place, any device

Teachers and students can work together from different places. One can join a session with a smart phone, another with a VR headset, while a third is able to join the same session with an iPad.
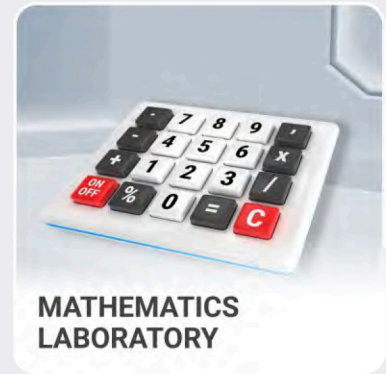
With one platform you can create interactive 3D scenes, for both Augmented and Virtual Reality

VRLab academy experiments are more than just virtual simulations. They provide hands-on, virtual and interactive experimentation that aligns with scientific methodology. Also, in VRLab Academy, the immersive and responsive learning environment, which is created based on real scientific formulas, is supported with various features designed with a pedagogical approach. This enables learners to investigate just like scientists through inquiry-based learning.

- More than 200 experiments
- Immersive and engaging
- Scientific formula based
- Safe lab environment
- Curriculum aligned
- Flexible usage

VR LAB ACADEMY

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BIOLOGY LABORATORY

CHEMISTRY LABORATORY

MATHEMATICS LABORATORY

MODERN PHYSICS LABORATORY

POPULAR SCIENCE

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VR LAB ACADEMY
JUNIOR

ELECTROMAGNETISM LABORATORY

FLUID MECHANICS AND THERMODYNAMICS LABORATORY

OPTICS and WAVES LABORATORY

STEAM
and Robotics :

Avientek Education believes in empowering the next generation with creativity, curiosity, and cutting-edge skills. Incorporating STEAM and robotics in K12 education, where innovation and hands-on learning pave the way for young minds to shape a future limited only by their imagination.

Globisens

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Globisens is a compact, wireless lab with up to 15 built-in sensors replaces more than 20 traditional pieces of science equipment. With Globisens every science class becomes an exciting, enriching and inspiring learning experience. It offers a unique blend of STEAM crossover solutions, which incorporates all-in-one mobile science labs with data analysis, collaborative and coding applications, as well as pixel art creative tools.

LABDISC ENVIRO

LABDISC GENSCI

LABDISC BIOCHEM

LABDISC PHYSIO

All-in-one, complete lab in the palm of your hand

Next generation wireless technology

Automatic sensor testing and calibration

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A LABDISC CONFIGURATION FOR EVERY SCIENCE

The Labdisc turns any classroom into a multi-disciplinary hands-on science laboratory. Wireless, built-in probes and automatic sensor testing and calibration release teachers from wasted hours in setup and calibration and save schools substantial investments in traditional laboratory formats. The multi-award winning Labdisc design fully integrates with the latest technology tools penetrating schools from online learning, to Chromebooks, interactive whiteboards and tablets. Xploris, the latest offering from Globisens is an all-in-one STEAM solution combining science data logging, coding, control and art.

Rotating plastic ring to protect built-in sensors

Sensors located on the perimeter of the disc

UBTECH

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A Global Leading AI and Humanoid Robotics Company, Founded in 2012, UBTECH is a high-tech company engaging in the R&D, manufacturing, promotion as well as popularization of robots worldwide.

UGOT

Configurable Bio-inspired Robots for AI Education

- Wheeled & Legged Robot
- Quadruped Robot
- Spider Robot
- Self-balancing Car
- Mecanum Wheel Car
- Engineer Vehicle
- Transforming Car

Comprehensive UGOT Education Solution Ensures Seamless Instruction

Fits Multiple Scenarios	Robust Curriculum System	Competition Platform	Comprehensive Teaching Services
• Schools • Institutions	• Regular courses • Club courses • Competition courses	• Participating • National events	• Consulting services • Training services • Competition services

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UBTECH

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Three Major Education Solutions
To Nurture Future Talents with AI Vision

Nursery School Solution — **Primary & Middle School Solution** — **Vocational & Higher Education Solution**

AI Intelligent Maker Series Curriculum

AI ENLIGHTENMENT →→→ AI APPLICATION →→→→AI EXPLORATION

Level

- University
- Senior high
- Junior high
- Elementary

Foster Interest & Acquire Fundamental Knowledge

Expand & Develop Deep Expertise

Design & Innovate

AI Fantasy zoo | AI Smart Life | AI Transformer Workshop | AI Magic World | AI Super Assistant Accessory | AI Super Engineer | AI Super Designer | The Application and Exploration of AI

course

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Digital Solutions:

Unveiling a new era of education where knowledge meets technology. Avientek Education brings digital solutions in K12 education, where the classroom transforms into a dynamic realm of interactive learning, fostering skills that navigate the digital landscape of tomorrow
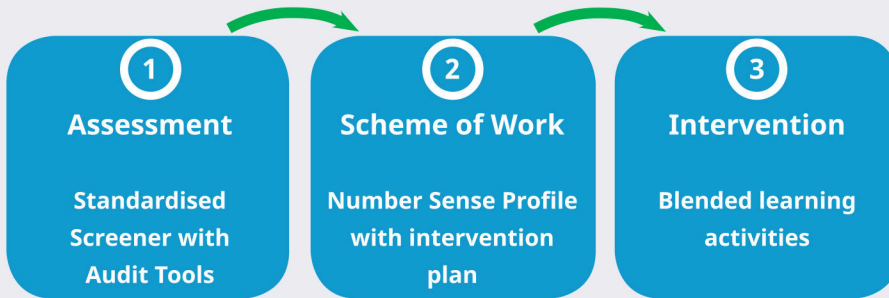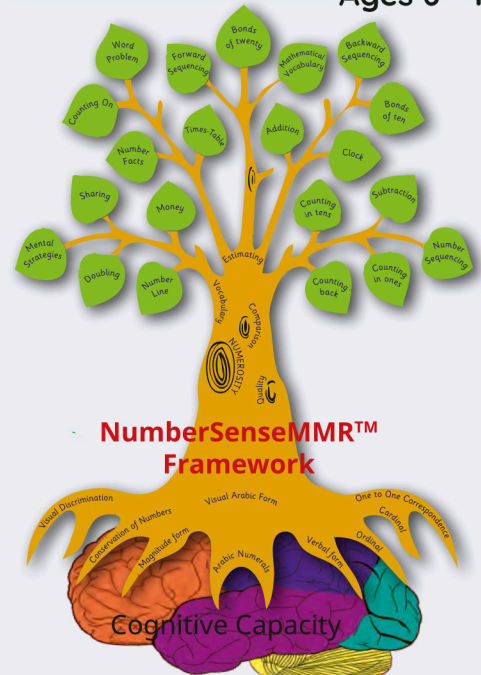
Dynamo Maths

Dyscalculia
Dynamo Maths

Supporting children struggling with maths

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1 Assessment

Standardised Screener with Audit Tools

2 Scheme of Work

Number Sense Profile with intervention plan

3 Intervention

Blended learning activities

Ages 6 - 11

✓ Proven success

✓ Easy to use

✓ Inclusive learning tools

✓ Research & evidence-based

NumberSenseMMR™ Framework

Cognitive Capacity

Dyscalculia:

- 5-6% of the population present with developmental dyscalculia and this severely impacts maths learning and confidence.
- The researched and validated NumberSenseMMR™ developmental framework provides the structure for dyscalculia assessment and intervention.

Some signs of dyscalculia:

- Inability to tell which of two numbers is larger.
- Reversing digits
- Frequent difficulties with Number Facts; confusing signs: +, -, x, ÷
- Difficulty with times tables and mental arithmetic.
- Difficulty with money and keeping time.
- Difficulty with estimating.

Used by:

- Teachers
- SENCO's - Special Needs Coordinators
- Additional Learning Needs Coordinators
- Inclusion Managers
- Educational Psychologists

Success:

- Proven to sucessfully reposition and improve confidence in children struggling with maths.
- Independent studies show an average improvement of 40% in pre and post scores.

NumberSense MMR□ Framework

Number Relationship:
Multiplication, Problem solving
Mental strategies, Number Bonds
Retrieval of Number Facts

Number Magnitude:
Comparing
Estimating and spatial relationships
Ordering and Sequencing

Number Meaning:
Operational symbols
Subitising and Counting
Non-symbolic and symbolic forms
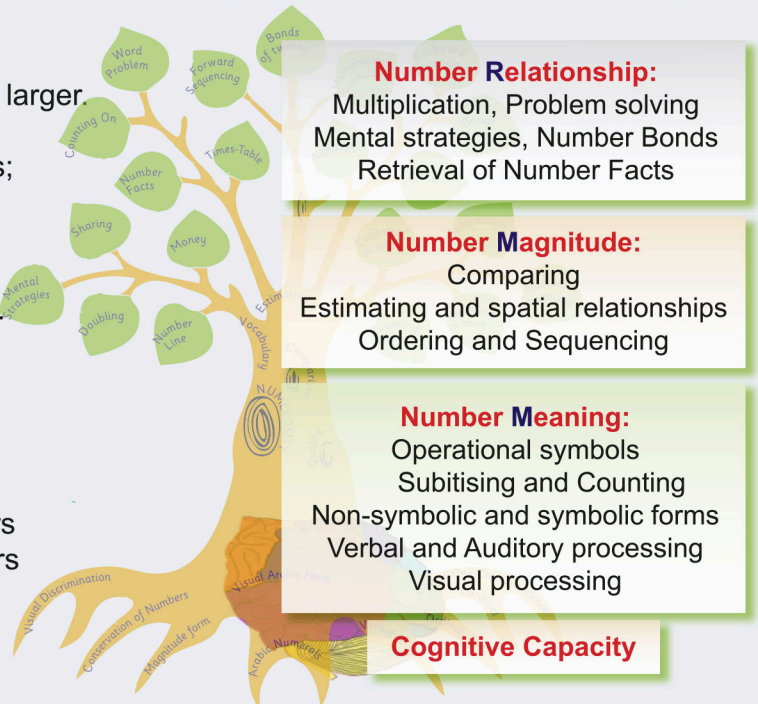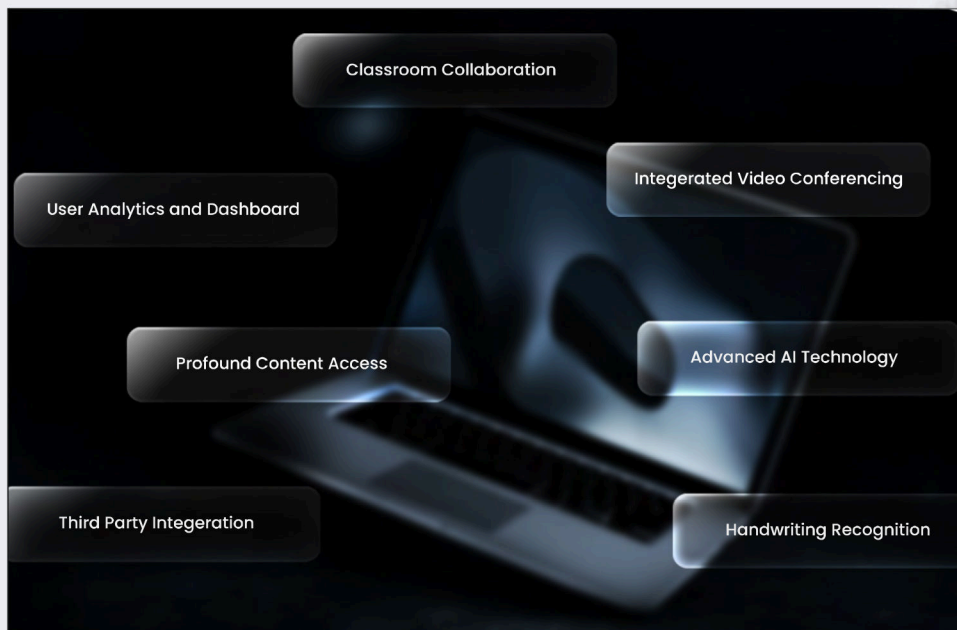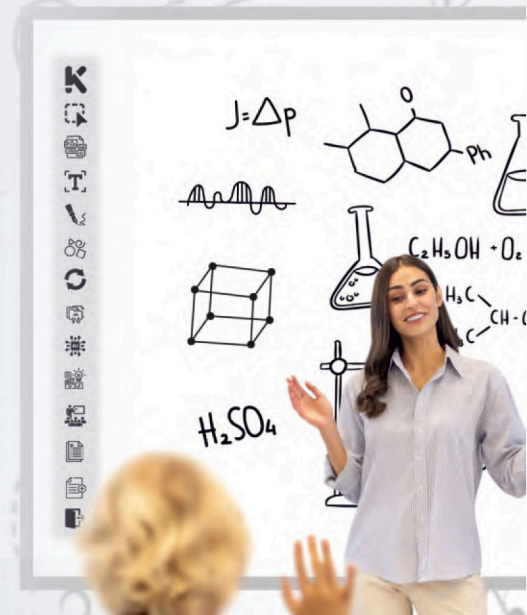Verbal and Auditory processing
Visual processing

Cognitive Capacity

Klass Education is an all-encompassing educational platform that aims to transform the way education is delivered and experienced.

Experience every lessons
Interactive Whiteboard Canvas

Klass provides a digital canvas that simulates a traditional whiteboard experience. Users can freely draw, write, and annotate using a wide range of tools, including pens, shapes, text boxes, and colors. The interactive canvas offers a limitless space to capture ideas, concepts, and designs, making it ideal for brainstorming, visual presentations, and problem-solving sessions.

- Classroom Collaboration
- Integerated Video Conferencing
- User Analytics and Dashboard
- Profound Content Access
- Advanced AI Technology
- Third Party Integeration
- Handwriting Recognition

Interactive classrooms Lecture Halls for K12 and Higher Education

Revolutionizing education, one interaction at a time. Avientek Education brings the future of learning with interactive classroom solutions, where engagement and exploration converge to create a vibrant tapestry of knowledge and discovery.

SMART Technologies Is The Leader In Educational Technology Solutions * Inventor Of The SMART Board Interactive Display * Collaboration & Classroom Software.

SMART Board MX (V4) Series : The game changer

- 2 × 20W speakers , for 55″ : 2 × 15W speakers
- USB-C - 1 port 15W
- USB-C - 2 port 65W
- Wi-Fi 6
- Up to 20 touch points
- iQ embedded computing on Android 11

55″ | 65″ | 75″ | 86″

SMART Board GX (V2): Basically Brilliant

- 4K Ultra HD LED
- 15W x 1 USB-C
- 50,000 hrs
- Ambient light sensors
- Up to 20 touch points
- Easy to deploy and support

65″ | 75″ | 86″

SMART®

Deliver engaging lessons
no matter where your learners are

Discover Lumio! The digital learning tool for transforming lessons into active, collaborative learning experiences that engage students on their own devices.

Lumio™ by SMART

Hold their attention and help keep children motivated and actively learning through interactive content on their own devices

A cloud-based environment where pupils can interact with lessons, work independently and in groups.
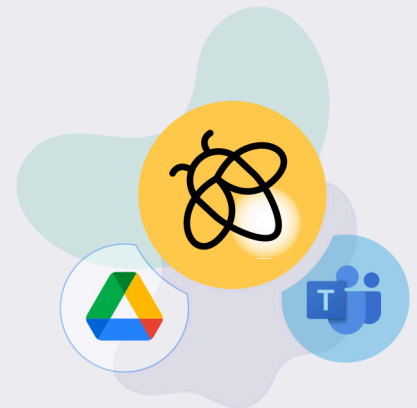
Easy integrations with Google and Microsoft® so learning can happen in familiar platforms and workflows.

EPSON

Epson is a global technology leader dedicated to connecting people, things, and information with its original e cient, compact, and precision technologies.

Think beyond the chalkboard and leverage an Epson Interactive Projector - designed to help you collaborate with your students, and engage them endlessly. All, to build their creativity, open their imagination and kindle their love for learning.

Learning made immersive and collaborative

EB-L720U
WUXGA laser display

EB-1485Fi
Laser Ultra Short Throw
Wireless Interactive Projector

EB-725Wi
WXGA 3LCD
Interactive Laser Projector

ELPDC30
4K UHD wireless visualiser

EB-L260F
Wireless laser projector

EPSON

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Support collaboration and remote learning with interactive display solutions in any size of learning environment.

Create a dynamic learning environment by projecting content from up to four devices simultaneously, and share content between devices
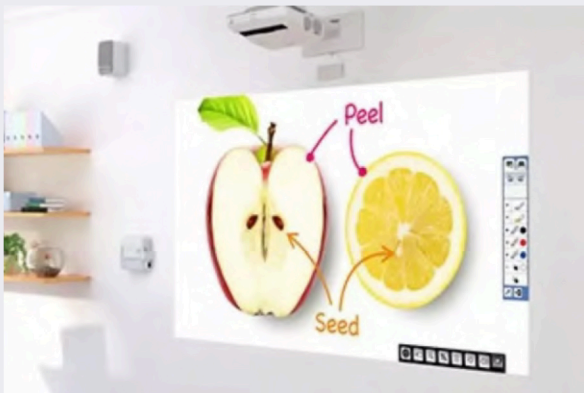
Create, inspire and collaborate in modern learning environments and engage every student with our display solutions
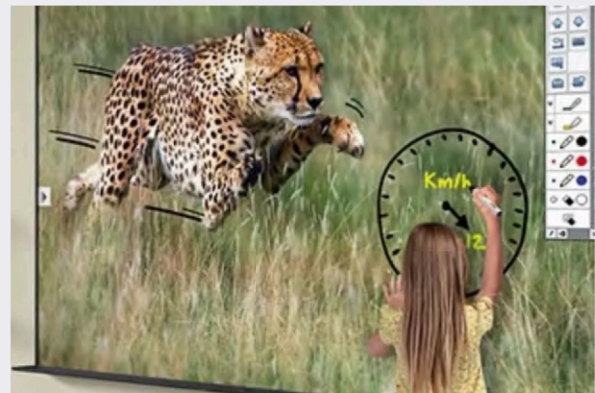
Encourage self-discovery with direct drawing and annotation over displayed content with finger-touch and dual pen interactivity on our interactive display solutions

School Technology Facilities

Avientek Education believes in elevating campuses through technology-infused spaces that inspire, engage, and transform. Here Innovation meets learning, and the possibilities are as limitless as the potential they nurture.

ARTOME

Artome converts any space into a learning or a collaborative working environment without installations or cabling. Artome can change a living room into a movie theatre or a concert hall. Instead of difficult installation processes our all-in-one solutions only require you to plug them into an electrical outlet.

"

Igniting Joy in Learning

CREATING FLEXIBLE LEARNING SPACES

ARTOME S1

TO DO LIST!

✔ **Supporting Equitable Learning**

✔ **Overcoming the tech challenges**

✔ **Elevating student collaboration**

✔ **Providing Immersive & Gamified Experiences**

✔ **Increasing technological reliability**

✔ **Enabling multiple classroom layouts**

Maximizing Learning with the 4/6/8 Rule

In audio visual (AV) installations, the common standard used for determining screen size known as the 4/6/8 rule. This rule establishes that ideal viewing distance, in correlation with room size, should be four, six or eight times the height of the screen for analytical viewing, basic viewing and passive viewing.

Unlocking the potential of spaces

ENABLING MULTIPLE CLASSROOM LAYOUTS

INDOTA
Smart Education

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Designed and developed with extreme consideration for the end user. Keep your school's smart devices like laptops, Chromebooks, iPads and tablets safety stored and charged for every lesson.

"

Global customized Charging cart manufacturer
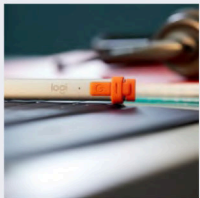
Digital Podium
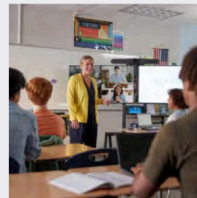
HJ-CM03

HJ-CM01

HJ-CM65

HJ-CM13

logitech®

Logitech work hand-in-hand with educators and students, from concept to final prototype, testing for the needs and rigor of a real-world classroom. This holistic approach ensures that we create well-rounded, durable, flexible solutions.

Education-first Solutions

Built for schools

We make it simple

66

The new logic of learning

Rally Camera

Rally Bar

SCRIBE

RALLY PLUS
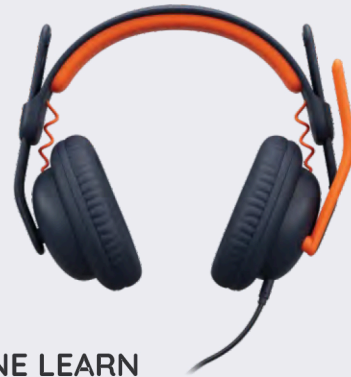
TAP

SWYTCH

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logitech®

DESIGNED FOR LEARNING,
BUILT FOR SCHOOLS

Logitech solutions for learning environments everywhere.

**MK120 Corded Keyboard
And Mouse Combo**

ZONE LEARN
Wired Headsets for Learners

M325S Wireless Mouse

RUGGED COMBO 3 TOUCH

**LOGITECH CRAYON FOR
EDUCATION**

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Unified Campus Information
&
Device Management System

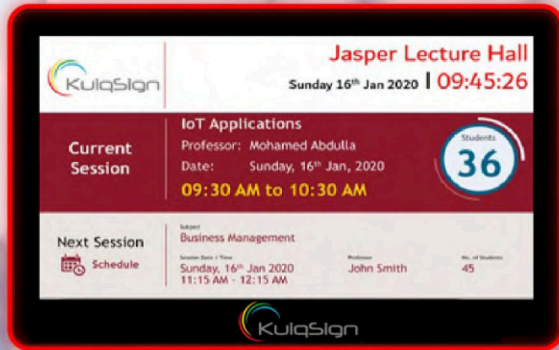| Space Booking & Management	Campus Wide Signage *Optional*	Remote Device Monitoring *Optional*
Auto syncing of Staff Room / Classroom time table in real time. Meeting Room Booking *Optional*	Publish images, videos, saftey messages and emergency alerts across the campus	Monitor and manage all devices like Screens, Projectors, Cameras, Lecture Capture System from a single dashboard

Uniview
See everything here

KuiqSign

Sands Seminar Hall
Sunday 16th Jan 2020 | 08:35:20

FREE UNTIL - 10:30 AM

Next Session
Subject
Business Management
Sunday, 16th Jan 2020
11:15 AM - 12:15 AM   Students 45
Professor
John Smith   Schedule

Events
Scheduling
Safety Messages
Campus Podcast
RSS Feeds

Student of the month
John Smith

Messages
Students to collect ID cards from library
Sports day is scheduled for 14th October

SUMMER TERM 2020 TIMETABLE   10.00 AM
Year 8 Timetable   10th July 2020

Upcoming Events
BREAK THE ICE
First Game of the Season

Students, faculty & staff are to assemble at the quadrangle immediately

KuiqSign
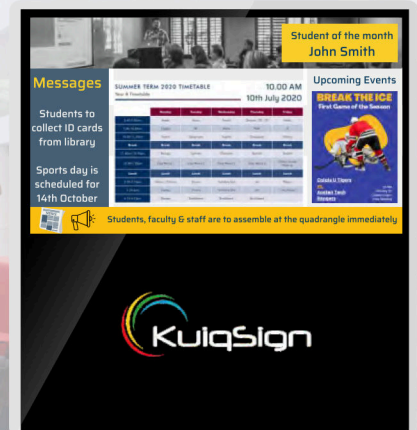
Campus Wide - Unified Signage

www.automaktab.com

Go Paperless

Campus wide signage

UniView -Key Features

- ✓ Single Platform
- ✓ On-Premise or on cloud
- ✓ Web application - device friendly
- ✓ Remote Device Management

- ✓ Auto Sync Time Table
- ✓ Campus-wide digital signage
- ✓ Event & Room Scheduling
- ✓ Health & Safety Messaging

VADDIO
A brand of legrand

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The premier global manufacturer of PTZ cameras, professional AV solutions and a full suite of UCC products for the audiovisual, video conference and broadcast marketplaces. The most popular solutions for classrooms, conference rooms, courtrooms and more.

RoboSHOT Series

RoboSHOT Series cameras are professional A/V presentation cameras. Recommended for large meeting rooms, lecture halls, and houses of worship.

RoboTRAK Presenter Tracking System

RoboTRAK is an IR lanyard-based camera tracking system. It provides a smooth, accurate panning and tilting motion that follows the instructor as they walk around the presentation area of a classroom, eliminating the need for a camera operator.

AutoMaktab
Digital Technology W.L.L.

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