CLOUD OF KNOWLEDGE

THE SCHOOL AT FINGERTIPS

New *digital* generation requires new technologies in education

Cloud of Knowledge

Challenges

Teacher:

How to find high-quality and interesting for pupils educational content

How to avoid routine manual work

School Manager:

How to pay only for useful content

How to control effectively the use of content

IT assistant in the school:

How to rest when teachers work

Ideal Solution

An education platform that combines:

Digital Learning Resources

Learning Management System

Digital content that provides:

Personalized learning to empower every pupil

All features for getting knowledges, training, diagnostic and testing

No CDs, flashes, installations. Turn on and work

Desired Outcomes

Engaging the pupils in educational process

Getting the possibility of creating the user-generated content

Increasing of learning outcomes and marks on the exams

Easiest tool for teacher to save their time

Cloud of Knowledge by *Physicon*
interactive platform for K-12

Cloud of Knowledge

Get ready to learn the next generation!

Qualitative content

- High-density covered all subject programs by the school standards
- Created by subject expert tutors
- Rich multimedia and high-level interactive
- More practice: interactive simulations, virtual labs, practical interactive tasks
- Easy for teacher: turn on and show
- Anywhere anytime on any device

Personal trajectory

Teacher can:

- assign home tasks and diagnostic tests in different levels
- analyze the results: average and every student

Student can:

- autogenerate new tasks by algorithms to train
- obtain hints, comments (in the case of wrong answers) or solution for each task

Open for creative teachers

Teacher can:

- Launch virtual experiment with different parameters
- Arrange themes in a subject as he or she wishes
- Create new interactive tasks by different problem types
- Create new interactive images and simulations with the help of templates
- Generate sets of variants of tests

'Motivation has appeared even among lazy pupils'   *'I couldn't understand diffraction – thank you a lot for explanation'*

'Please create more practice tasks! They are very fine but I want more!'

Physicon: *Cloud of Knowledge* based on *Microsoft Azure*

Cloud of Knowledge

It is really a problem for non-IT people (teachers, school managers, local authorities) to deploy and support the IT infrastructure for content solutions. *Microsoft Azure* rids the customers of product (and *Physicon* with partners at the same time) from these problems.

Performance

- *Microsoft Azure* is used in *Cloud of Knowledge* to store and deliver digital resources
- *Physicon* has solved the problem of unexpectable picks in access to it's online services

Security

- Store the set of content and the learning with backups
- Stable for malicious software and attacks
- Keep personal data

Implementation and support

- Localization and translation for regional languages
- Deploying in the regional data center
- Technical support 365/24
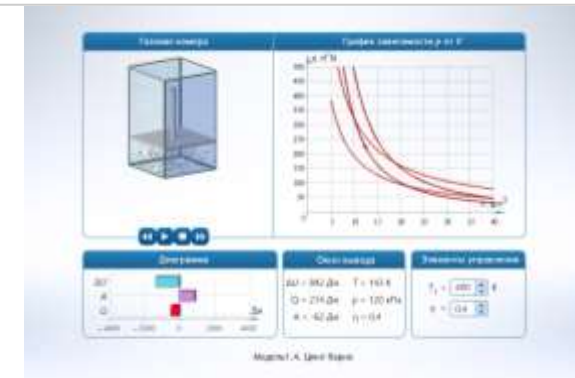
Customer Success Story:
## *Cloud of Knowledge* in Moscow Region schools

Cloud of Knowledge

The Ministry of Education of Moscow Region deployed for 1,400 regional schools digital content for K-12 provided by Russian leading e-publishers. Thousands of simulations, videos, animations, interactive problems became available for teachers and pupils from this region.

All the content was online. It was deployed on publishers' servers. The serious problem for the publishers is huge amount of users connecting to their servers unpredictable. If publisher's content was being downloaded slowly, teacher haven't chosen it. The earnings of each publisher in this project is in direct ratio to the number of downloads.

Physicon uses Microsoft Azure to store and deliver digital resources.

- Deal size of *Physicon* part is about $100 000 (of whole project more then $500 000)
- Closed Date is 30th June, 2018
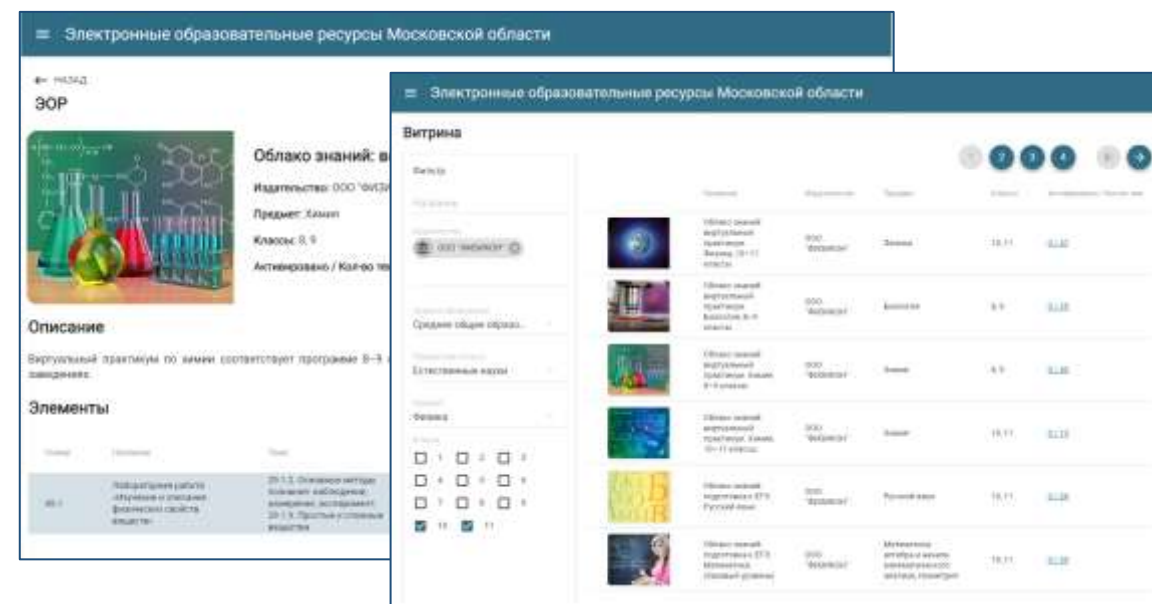
Physicon is the only publisher that use Azure for store content in project for Moscow Region.

Physicon is the leader in the number of content downloads by schools (50 % of all downloads among 5 publishers).