

NEO

by CYPHER LEARNING

Product overview

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Product overview

Introduction

NEO is a world-class, award-winning learning management system (LMS) for schools and universities. The platform is known for delivering a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning.

NEO helps schools manage all classroom activities, such as creating and delivering educational content, assessing students, tracking student achievement, and promoting communication and collaboration between students and faculty.

NEO is a product of **CYPHER LEARNING**, a company that specializes in providing learning platforms for organizations around the world. CYPHER LEARNING provides a similar LMS for use by businesses called **MATRIX** and an LMS for use by entrepreneurs called **INDIE**. CYPHER LEARNING products are used by over 20,000 organizations, have millions of users, and have won several awards.



Product overview

Awards



2021 Learning Excellence Awards Finalist

Recognizing the quality and diversity of learning products, resources, and services, the judges chose NEO among the finalists for the "Digital Learning" category at the Learning Excellence Awards 2021.



Most Engaging Student Learning Platform of 2020

NEO was selected as the Most Engaging Student Learning Platform in the 2020 Education and Training Awards. The program recognizes remarkable edtech companies that have improved education



Finalist EducationInvestor Awards 2020

NEO was selected as a finalist for the awards in the category "Edtech firm of the year". The awards celebrate the excellence and innovation in the business of education in the UK.



Best LMS Software Companies of 2020

NEO was selected as one of the Best LMS Companies of 2020 by Digital Software. LMS software reviews are the result of over 40 hours of research on 140 LMS software companies from across the web.



All Digital School Editor's Pick 2020

All Digital School is an online community that evaluates more than 4000 edtech resources and tools. Badges are awarded to tools that are adding value to education and are helpful to teachers and students.

Product overview

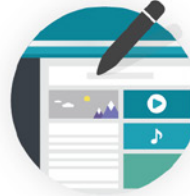
What makes **NEO** the best solution for schools and universities



POWERFUL
FEATURES



EASY
SETUP



EASY
TO USE



REDUCED
COSTS

Why do teachers think NEO is an essential tool for teaching?

Teachers enjoy using NEO because it makes their lives easier. Educators save time on daily teaching activities when using NEO, by creating engaging classes fast and organizing their materials in a centralized repository.

Why do students love NEO?

Students simply have an enjoyable learning experience with NEO. Points, badges, and leaderboards make learning more fun and engaging, while collaboration tools provide a safe environment for online participation in a class.

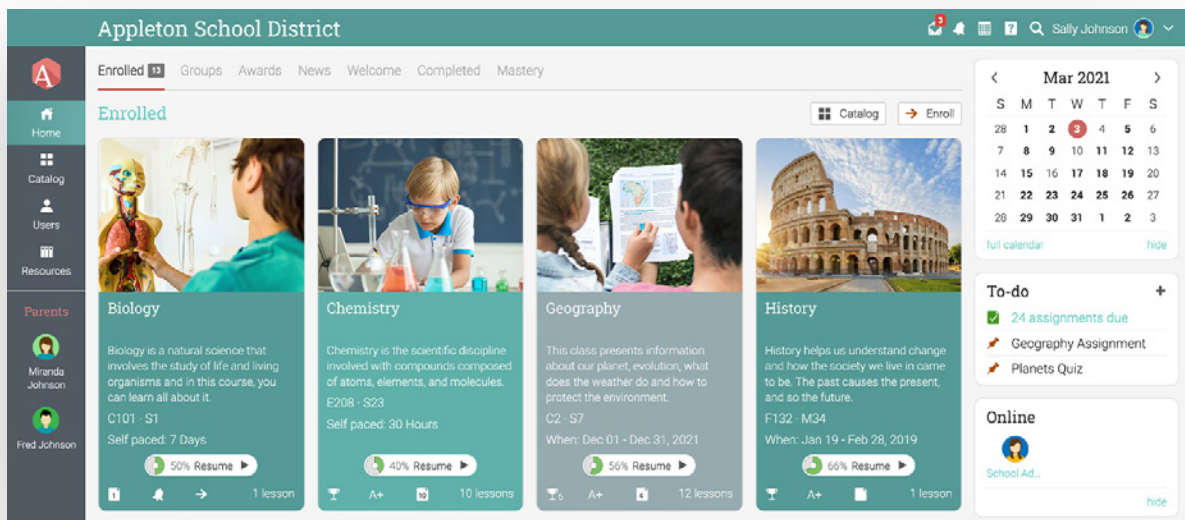
Also, being able to access NEO on any mobile device, makes students more self-directed learners and involved in academic activities even when they are not at school.



Product overview

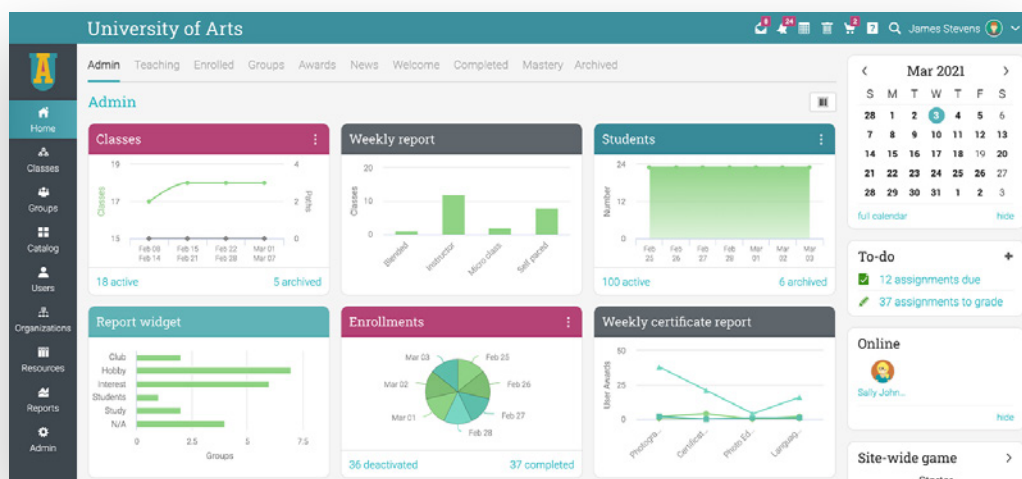
Easy to use

Our platform has an intuitive design that makes class creation easy and learning an enjoyable experience.



Easy to implement

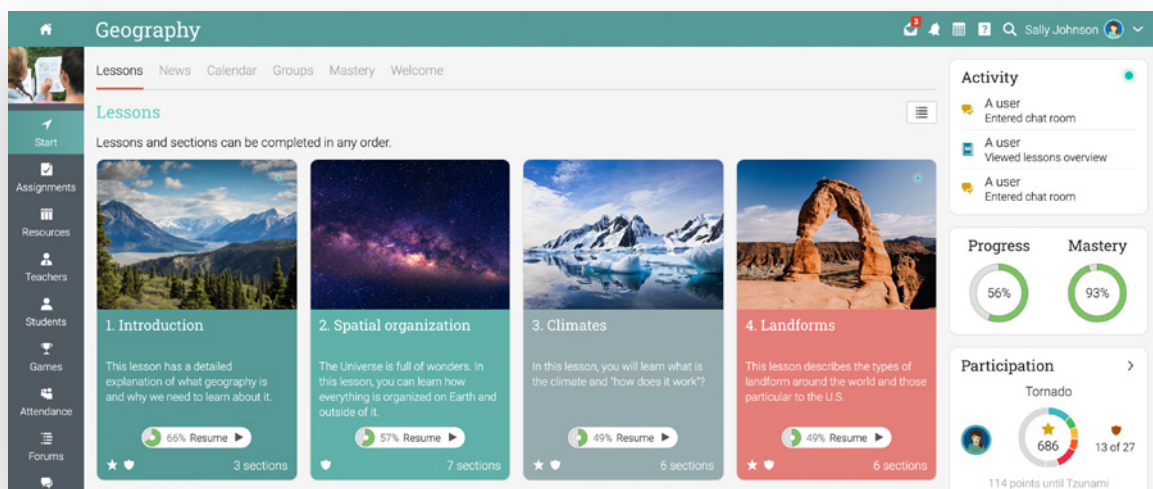
Our platform is built to ensure a smooth implementation. Most clients configure and customize their site within a few hours, not months. NEO is very easily adopted by students, faculty, and parents. Here are the typical steps in an implementation www.neolms.com/info/implementation.



Product overview

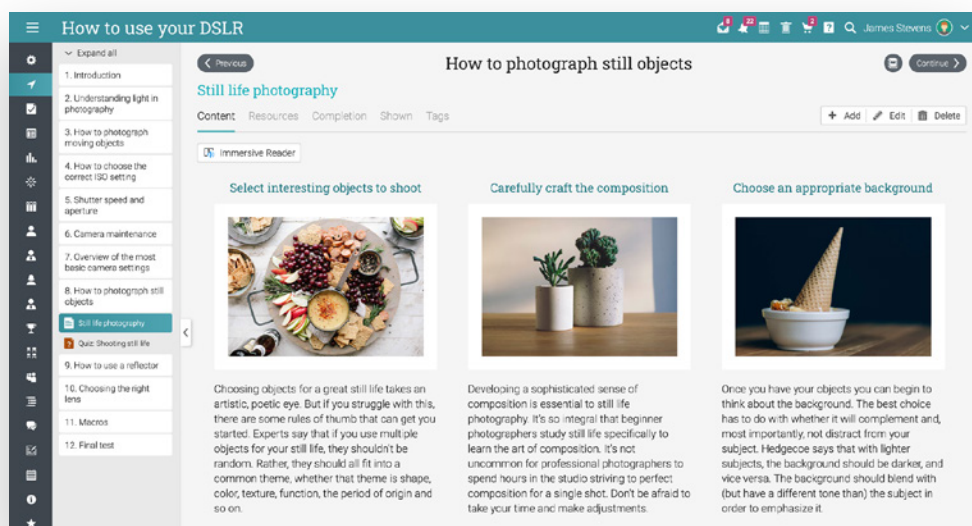
Choose your class style

Select the type of class that best suits your teaching style, whether it's instructor-led, blended, self-paced, or micro learning. It's easy to create and deliver educational content and each class has useful features based on its style.



Built-in content authoring

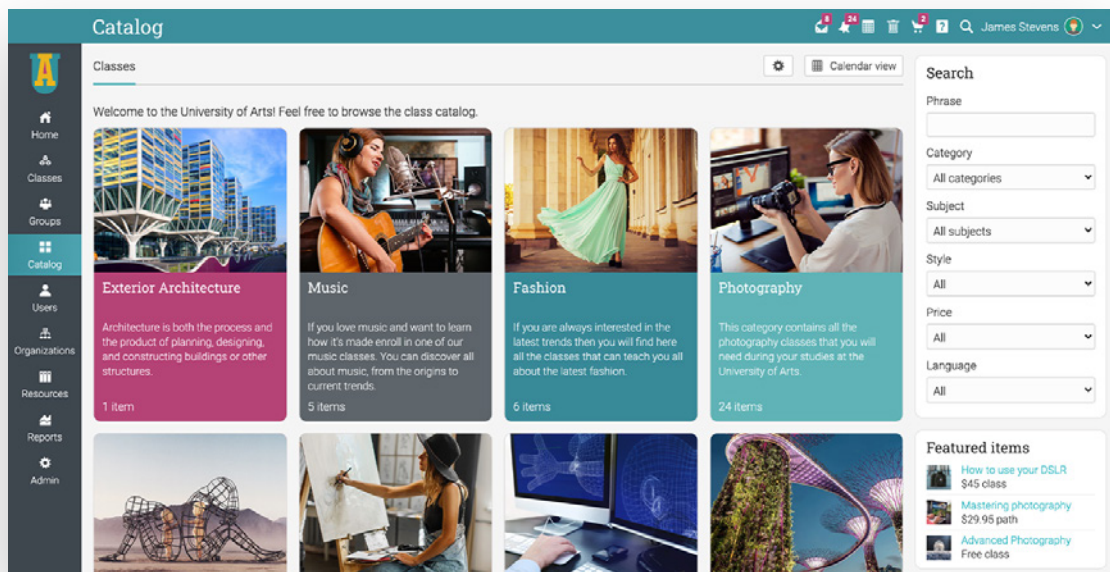
Create engaging classes fast and without any technical knowledge using our built-in content authoring tool. Embed any kind of content and media including audio, video, Office documents, Google Docs, and OneDrive files.



Product overview

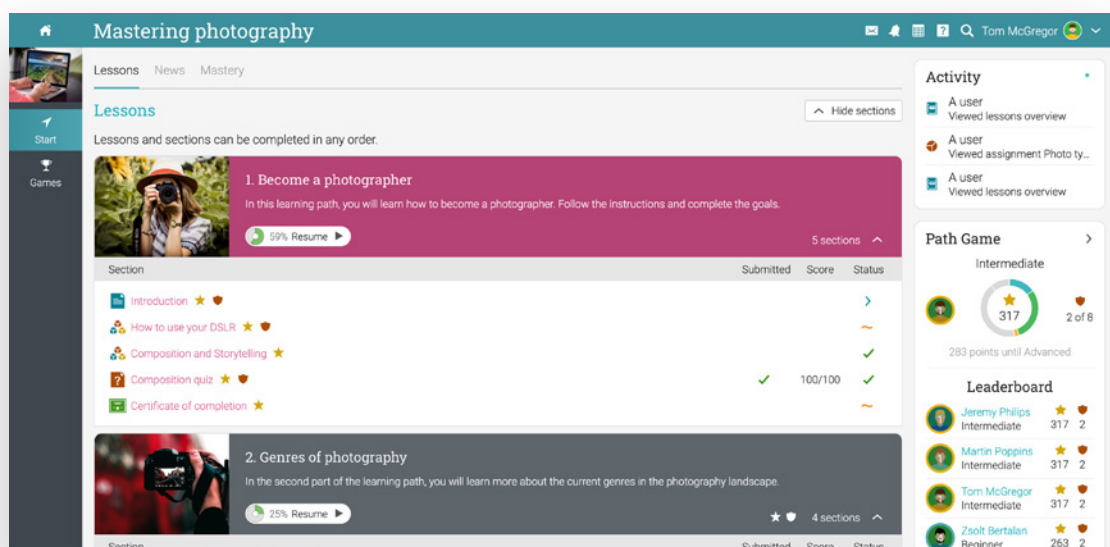
Graphical class catalog

Showcase your classes to students using the class catalog. Each class has its own overview page with important details such as the class description, ratings and reviews, and lessons outline.



Learning paths

Inspire students to achieve goals using learning paths. Each goal in a path can represent a class, a certificate, or another path, and students can be rewarded with points and badges as they complete goals. When the path is finished, students can receive a certificate of completion.



Product overview

Innovative automation

Set up rules that should be performed when students enroll in groups, complete classes and learning paths, or fall behind on their mastery levels. This powerful feature helps educators save time on teaching activities and makes learning more personalized.

The screenshot shows a lesson titled "How to use your DSLR" with a sub-section "How to choose the correct ISO setting". The interface includes a sidebar with a list of 12 sections, with the current section highlighted. The main content area shows "Lesson overview" with tabs for Sections, Competencies, Completion, Shown, Unlocked, Tags, and Notes. Under "Completion requirements", it states: "The lesson is considered completed when all its required sections are completed." and provides an "Add requirement" button. Under "Class completion", it says: "Require this lesson to be completed for class completion." Under "Completion actions", it says: "Add actions here that should be performed when the lesson is completed." and lists several actions in a table.

Action	Added	Edit	Remove
★ Award 100 points for game Participation	Jan 25, 2016		—
📄 Hide assignment Essay on shutter speed	Mar 26, 2018		—
📄 Show lesson Shutter speed and aperture	Apr 18, 2018		—
🏆 Award badge <i>Best Student</i> for game Participation	Apr 23, 2018		—
👤 Add to group <i>The use of light</i>	Apr 23, 2018		—
🔒 Unlock lesson How to choose the correct ISO setting after 2 days	Nov 26, 2018		—

Game based learning

Make learning fun and competitive with gamification by creating games where students can earn points and badges for completing tasks during class activities. You can create games for classes, paths, and site-wide games.

The screenshot shows a game interface for "Geography". The left sidebar has icons for Start, Assignments, Resources, Teachers, Students, Games (highlighted), Attendance, Forums, and Chat. The main content area is titled "Participation" and shows a "Description" section. Below it, there are "Levels" and "Badges" sections. The "Levels" section is a table with columns "Name" and "Awarded". The "Badges" section is a table with columns "Description" and "Awarded". On the right, there is a "Tornado" section with a progress bar and a "Leaderboard" section with a list of students and their scores. Below the leaderboard is a "Teams" section with a list of teams and their scores.

Name	Awarded
Drizzle 200 points	Jan 25, 2021
Rain 300 points	Jan 25, 2021
Storm 400 points	Jan 25, 2021
Tornado 500 points	Jan 25, 2021
Tsunami 800 points	-

Description	Awarded
Positive attitude For completing assignment Where would you like to live?	Jan 25, 2021
Best team member For having your submission for assignment Survey on what you expect to learn in this course scored > 10%.	Jan 25, 2021

Student	Score
Livia Mendes Tzunami	1130 11
Ann Jones Tzunami	1130 20
Bex Besto Tzunami	810 6
Katie Johnson Tzunami	790 2
Travis Diss Tzunami	765 4

Team	Score
Junior Go Green	5806 68
Hiking group	3756 59

Product overview

Adaptive learning

Deliver better learning experiences to students by personalizing the content made available to them based on their progress and skills. Adaptive learning allows teachers to hide/show content and assessments in classes, based on automation.

How to use your DSLR

Overview of the most basic camera settings

Lesson overview

Completion Sections Competencies Shown Unlocked Tags Notes

Completion requirements

The lesson is considered completed when all its required sections are completed.

+ Add requirement

Class completion

✓ Require this lesson to be completed for class completion.

Completion actions

Add actions here that should be performed when the lesson is completed.

Action	Added	Edit	Remove
★ Award 50 points for game Participation	Oct 26, 2016		
🏆 Award badge Great job for game Participation	Oct 26, 2016		
🔒 Hide lesson Understanding light in photography	Apr 4, 2018		
📝 Show assignment Which lens do you prefer?	Mar 1, 2021		

Competency-based learning

Make sure class content is compliant with standards by adding competencies to it. Create your own or use the preloaded US Common Core and Next Generation Science standards. Track student progress on a competency-basis and get a detailed view of how students are understanding the concepts.

How to use your DSLR

Mastery Students Competencies Coverage Rules Options

Jump to...

Students by first name

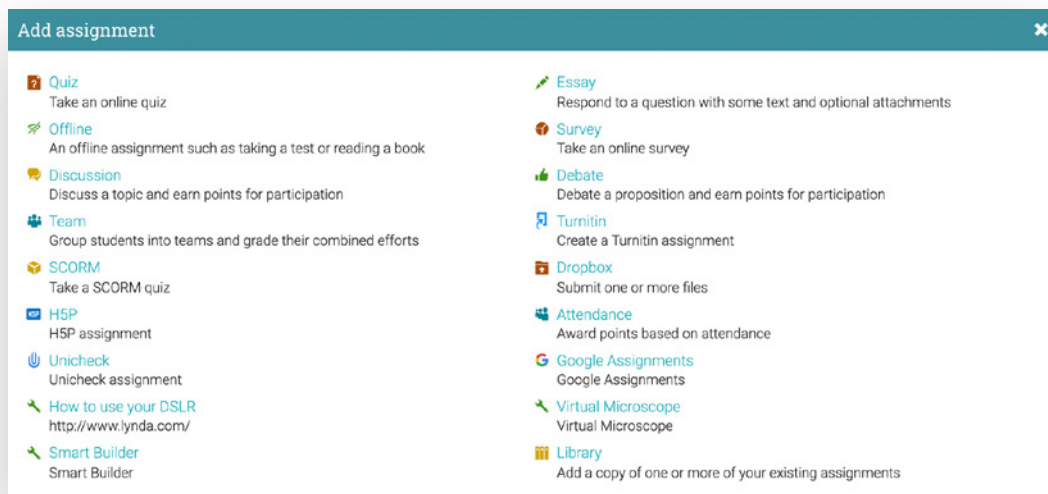
Mastery threshold: 3 measurements of at least 60% Calculation: Decaying average

Competencies	Code	1	1.1	1.2	1.3	2	2.2	3	3.1	3.2	3.3	4
Student	Average	67%	66%	71%	63%	70%	70%	66%	71%	69%	67%	76%
Balia, Arnold	62%	13%	23%	2%	13%	82%	82%	36%	84%	23%	0%	83%
Blyne, Damian	52%	58%	37%	72%	66%	60%	60%	47%	30%	28%	82%	51%
Murray, Danielle	64%	9%	1%	12%	10%	9%	9%	82%	9%	74%	80%	83%
Glass, Graham	81%	94%	94%	94%	93%	93%	93%	76%	50%	82%	97%	69%
Hopper, James	80%	84%	92%	88%	72%	92%	92%	61%	65%	77%	40%	93%
Powell, Jamie	71%	57%	82%	21%	67%	76%	76%	73%	80%	90%	60%	81%
Roberts, Jen	54%	12%	8%	22%	0%	30%	30%	53%	53%	93%	93%	97%
Sanders, Ken	70%	81%	68%	96%	78%	74%	74%	76%	70%	66%	87%	68%
Poppins, Martin	75%	71%	94%	9%	30%	32%	32%	85%	88%	84%	84%	70%
Staton, Natalie	82%	67%	32%	100%	79%	29%	29%	93%	90%	94%	95%	97%
Deboeca, Olivia	61%	87%	87%	89%	86%	79%	76%	46%	67%	2%	70%	70%

Product overview

Complete assessment solution

Choose from 15 types of assignments such as quizzes, essays, debates, team, Dropbox, discussion, survey, and more. Grading is simplified using our reliable gradebook. You can see a centralized view of all grades and quickly add results and make changes.



Rich analytics and reporting tools

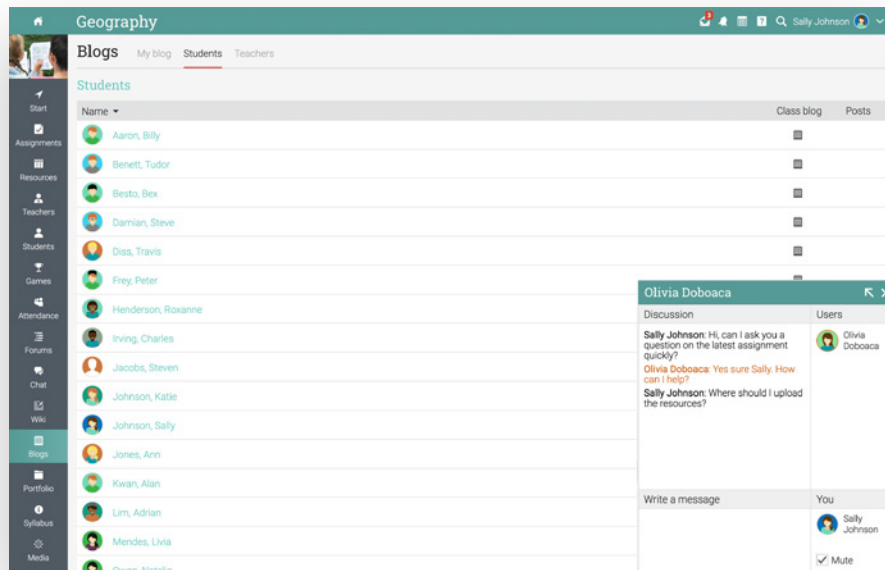
Get instant analytics on student progress and identify where students might need some extra help. See graphics with insights for different areas such as lessons, assignments, mastery, and completion. Stay informed using our built-in reports or create custom reports.



Product overview

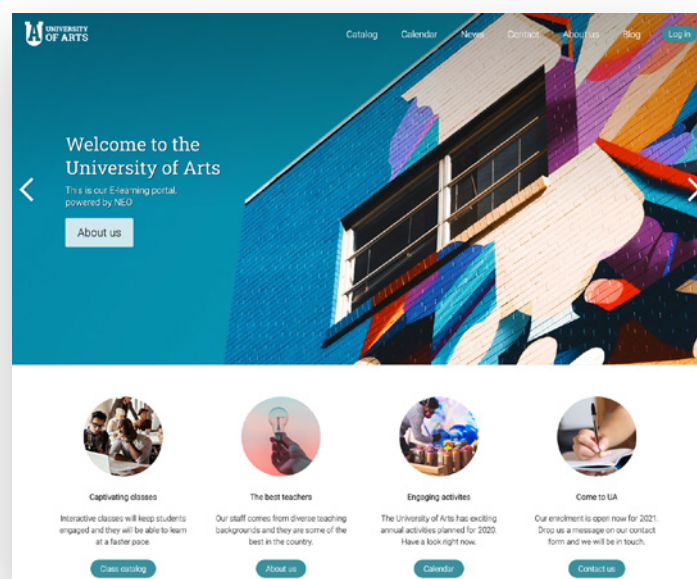
Collaboration tools

Boost classroom collaboration using interactive tools such as chats, wikis, forums, groups, and teams.



Customizable

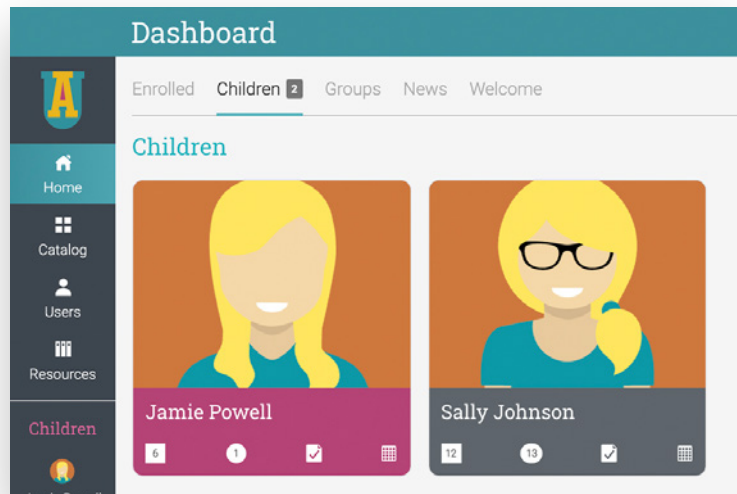
Our platform can be matched to your school's identity by adding a personalized logo, URL, color scheme, terminology, and more.



Product overview

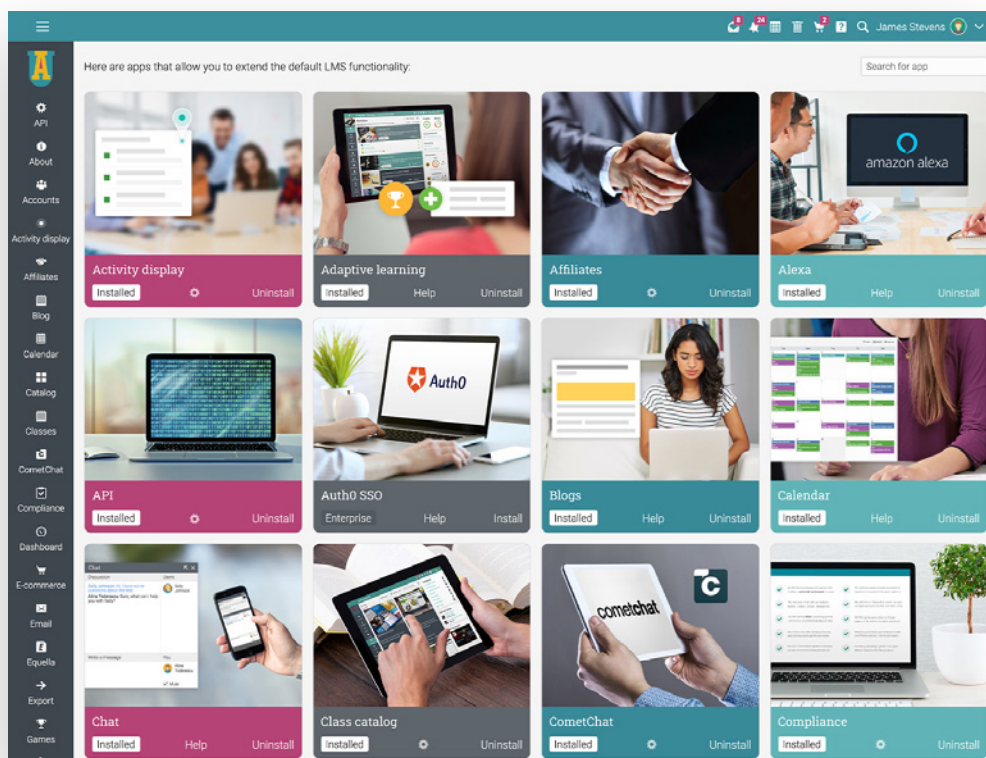
Access for parents

Parents can use NEO to communicate with school staff and access their children's' grades and track their progress.



Integrate your favorite tools

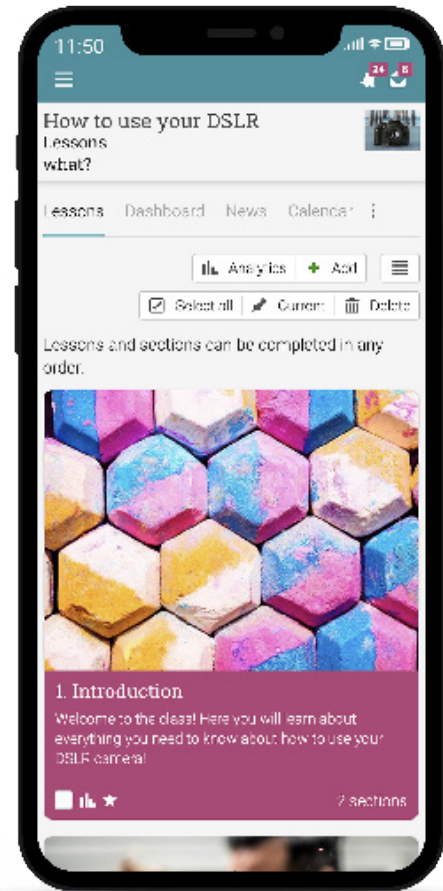
We offer seamless integration with the most popular third-party tools for education.



Product overview

Mobile access

Use our mobile apps for iOS and Android to enjoy the full functionality of NEO on the go. Students can easily keep track of their schedule and become more involved in academic activities even when they are not at school.



Product overview

Summary

NEO is a powerful learning platform that deliver a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning. For more details about NEO and CYPHER LEARNING products, please visit our websites or contact us at info@cypherlearning.com.

www.neolms.com

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