



Worldwide Directory

(NAR = North America Region, LAR = Latin America Region, EMEA = Europe, Middle East, and Africa, APAC = Asia Pacific)



Intel® Learning Series Ecosystem Vendor Alliance

Premier Vendor Directory

Meet our top ecosystem vendors

Intel has developed this directory listing the Premier members of the Intel® Learning Series Ecosystem Vendor Alliance. Premier vendors are selected for their proven ability to deliver outstanding solutions that support education innovation. Browse the vendor directory according to hardware, software, content, and services to identify vendors that may provide solutions and services to complement product offerings.

Search for vendor(s) by region

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Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

HARDWARE				
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Vendors



HARDWARE



SOFTWARE



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SERVICES



links

HARDWARE / SOFTWARE

Critical Links:

Critical Links is a pioneer delivering innovative Information and Communications Technology (ICT) infrastructure solutions for Schools 2.0—the next generation of Schools.

Critical Links' edgeBOX education portfolio provides the communication, collaboration, and administration necessary for a highly interactive and content rich educational experience; apart from a host of networking and communication capabilities, it also offers comprehensive learning management, client management, asset management, and a student information system.

Contact:

Abdul Kasim | T: 973.276.9006 ext. 1004
akasim@critical-links.com
<http://education.critical-links.com>

695 Route 46 W
 Fairfield, NJ 07004, USA

Product Information:**The edgeBOX Education Portfolio**

- The **edgeBOX Classroom Server™** provides an e-learning platform for up to 100 students, and is focused on enabling a 1:1 learning experience. It augments the power of student laptops, as well as manages and administers these—and other devices in the classroom. It offers a shared platform for all aspects learning management including content development, collaboration, resource sharing, and record keeping.
- The **edgeBOX School Server™** provides a scalable platform that supports sophisticated communication and administration capabilities to schools. It is available in two appliance models—supporting up to 500 and 1000 students. It offers a wide variety of learning management and school/district wide administrative capabilities.
- The **edgeBOX School 2.0 Virtual Platform** is available as a software package that can run as a Xen or VMWare based virtual appliance on any suitable hardware.

The edgeBOX School 2.0 Communication Platform

This is a bundled offering of the edgeBOX School Server along with a standard edgeBOX Office Appliance, and is suitable for opportunities wherein there is a significant requirement for voice-related features (telephony, public address system, intercom, messaging etc).

Business Model/Pricing:

The edgeBOX appliances can be purchased directly from Critical Links or an OEM or VAR partner and include the hardware and software necessary for their respective functionality.

The edgeBOX School 2.0 virtual platform is available on a per-user (student) basis and is suitable for schools which already have existing hardware platforms.

Payments can be made as a one-time upfront amount or a pay-as-you-go model wherein a smaller amount is paid on a pre-defined periodic basis, thereby overcoming capital investment concerns and aligning the expenses with school budgets. Volume discounts may apply.

Languages/Countries Available:

Current languages:	Forthcoming:
English	Russian
German	Arabic
Portuguese	Hindi
Spanish	
Chinese	
Italian	



HARDWARE

EarthWalk Communications, Inc.:

EarthWalk is a pioneering leader in the development of wireless mobile computer laboratories and laptop battery recharging systems for education and training. Since 1996, EarthWalk has focused exclusively on designing, manufacturing and refining this technology and its services to meet the needs of business and government. EarthWalk's innovative, cost-effective and reliable solutions have been successfully delivered to over 5,000 school districts throughout North America and international markets with clients in the Middle East, Europe, Africa, Latin America, and the Caribbean.

Contact:

Facundo Alberdi, Vice President of International Markets | T: 703.393.1940 ext. 250
facundoa@earthwalk.com
www.earthwalk.com

10262 Battleview Parkway
 Manassas, VA 20109, USA

Product Information:

FlexCart™ Mobile storage cart that simultaneously charges 16 or 24 classmate PCs, 16 or 24 additional batteries and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

Mini+Max™ Mobile storage cart that simultaneously charges 24, 32, 36, or 48 classmate PCs and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

eXpressCase™ Mobile storage case that simultaneously charges 8 classmate PCs, 8 additional batteries and powers a wireless access point and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

BatteryBay™ Charging system that simultaneously recharges up to 32 classmate PC batteries from one electrical outlet for continuous operation of the classmate PCs.

Business Model/Pricing:

The base models of the FlexCart™, Mini+Max™, eXpressCase™ and SafeCase™ can be purchased to store and simultaneously charge classmate PCs. Optional features such as the BatteryBay or PowerStation Charging Systems and wireless access point can be integrated for an additional cost. Pricing is calculated on a per unit basis with final price being determined by several factors including commodity price shocks, economies of scale, and structure of distribution channel.

Languages/Countries Available:

Products can be supported in:

English
 Spanish
 French
 Dutch
 Macedonian
 Arabic

By headquarters and distributors in the:

U.S.
 Canada
 Mexico
 Puerto Rico
 Dominican Republic
 Honduras
 Colombia
 Brazil
 Jamaica
 Trinidad and Tobago
 U.K.
 Netherlands
 Macedonia
 Senegal
 Ghana
 Nigeria

Kenya
 South Africa
 Egypt
 Palestine
 Saudi Arabia
 Barbados



HARDWARE / SOFTWARE

EPOS:

EPOS is a leading provider of advanced digital positioning technology. The company partners with OEMs, ODMs, distributors and retailers to bring next-generation, positioning-based consumer electronics products to the PC peripheral, and notebook markets. EPOS-Enabled Wired Digital Pen&Mouse and Digital Pen&USB Flash Drive are marketed globally. EPOS positioning-based input devices bring value to a wide range of markets and industries including; e-learning and education, enterprise solutions, graphic design, and more. Additional future markets include gaming, cellular, robotics, and digital media.

Contact:

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 C: +972.54.665.6053
davidh@epos-ps.com | www.epos-ps.com

4 Haharash Street
 Hod Hasharon, Israel, 45240

HARDWARE PROFILE

Product Information:

Wired Digital Pen&Mouse A low-cost, multi-purpose Wired Digital Pen&Mouse, now being offered with the Second Generation Intel-powered classmate PC. This inexpensive, mobile personal learning device has been uniquely designed to enhance the educational experience of students and teachers, particularly in the K-12 segment.

Benefits and Feature Summary -

- Natural input device
- Captures and displays handwritten notes, sketches, formulas, and anything you write
- Intuitive, accurate, durable, educational
- Extremely high accuracy (up to 900 dpi)
- Low cost, high performance

Business Model/Pricing:

Price is for product per volume. Additional information can be supplied by contacting EPOS.

Languages/Countries Available:

English
 Chinese (Simplified)
 Spanish
 Portuguese
 Japanese
 Korean
 Russian
 Arabic

Additional language support can be added per project base.



education

HARDWARE / SOFTWARE

LEGO® Education North America:

LEGO Education North America is a joint venture between Pitsco, Inc. and the educational division of the LEGO Group.

The joint venture was cemented on a common philosophy: Well thought-out, hands-on activities motivate students and create a fertile environment for learning.

LEGO Education (LE) combines the motivational advantages of LEGO Education sets with award-winning software and standards-based activity packs that integrate science, technology, engineering, and mathematics into engaging hands-on classroom projects.

Contact:

Lars Nyengaard | T: +45 7950 6536
Lars.Nyengaard@lego.com
www.LEGOeducation.com

P.O. Box 1707
 Pittsburg, KS 66762-1707, USA

Product Information:

The LEGO® Education WeDo™ Robotics Construction Set is an easy-to-use set that introduces young students to robotics. Students build LEGO models featuring working motors and sensors and program their models using the LEGO Education WeDo Robotics Software. When the set is combined with the WeDo Robotics Activity Pack, students explore a series of cross-curricular, theme-based activities and develop their skills in science, technology, engineering, and mathematics, as well as language and literacy.

The LEGO® Education WeDo™ Robotics Software, powered by National Instruments LabVIEW™, is for use with the LEGO Education WeDo Robotics Construction Set and has an easy-to-use, drag-and-drop software interface. Students learn how to program and create a working model, use software media to acquire information, and use feedback to adjust a programming system output.

The LEGO® Education WeDo™ Robotics Activity Pack allows students to explore four different themes while learning a broad range of curriculum standards. The WeDo Robotics Activity Pack is delivered on a CD-ROM and, when installed, integrates seamlessly with the WeDo Robotics Software to enable easy, on-screen student interaction with the digital building instructions and other student-centered content.

Business Model/Pricing:

WeDo™ Robotics Construction Set: USD 129.95

WeDo™ Robotics Software (single): USD 39.95

WeDo™ Robotics Software and Site License: USD 239.95

WeDo™ Robotics Activity Pack: USD 129.95

WeDo™ Robotics Construction Sets can also be purchased in 4, 8, and 12 quantity packs.

Languages/Countries Available:

For LEGO Education product orders outside the U.S. please visit
http://www.lego.com/education/buy/default.asp?page=5&l2id=8_1



HARDWARE / SOFTWARE

PASCO Scientific:

PASCO scientific is a teacher-centered, technology-based, solutions-oriented science education company. In business for over 45 years, PASCO provides teachers and their students the technologies they need to make science education fun, interesting, and relevant. PASCO designs, develops, manufactures and delivers hardware, software, science content and teacher professional development programs. PASCO hardware includes a full line of physics apparatus. As well, PASCO offers an extensive collection of electronic sensors and sensor interfaces known as the PASPORT line that enable students to collect data, visualize it in real time, analyze it, and annotate their investigations.

Contact:

Dr. Wayne Grant | T: 916.786.3800
wgrant@pasco.com | www.pasco.com

10101 Foothills Blvd
 Roseville, CA 95747-7100, USA

Product Information:

PASCO Hardware The PASPORT line of sensors and interfaces connects to your computer via USB or Bluetooth and allows real-time measurement and analysis of a wide range of physical phenomena. With our exclusive MultiMeasure™ sensors, you get multiple simultaneous measurements in a more manageable, economical package.

PASPORT Sensors Over 70 PASPORT sensors are available for scientific disciplines including Biology, Chemistry, Earth Science, Environmental Science, Physics, and Engineering.

PASPORT Software SPARKvue software is an icon-based, easy-to-use science learning system that combines multimedia curriculum, real-time data collection, and powerful scientific analysis tools in an easy-to-use, icon-based user interface. Compatible with any of PASCO's PASPORT sensors and interfaces. Optimized for touch-screen environments.

DataStudio is an award-winning advanced data collection and analysis program that connects seamlessly and automatically to PASCO's full line of sensors for real-time measurements in a hands-on laboratory. WAVEPORT is a software add-on for DataStudio that uses your computer's built-in microphone and speakers to perform a full range of sound studies, with no additional hardware required.

Business Model/Pricing:

PASCO sells its solutions worldwide in over 100 countries and in 15 languages. In the U.S., PASCO sells directly through our team of Science Education Consultants, a number of carefully selected channel partners, catalogs, and the Web. Internationally, PASCO sells through in-country selling partners. Hardware products are available to purchase individually or in bundles. Customers can purchase PASCO software in single units, through pre-set site licensing schemes, or in custom programs designed for larger scale opportunities. In addition, PASCO participates in alliance relationships to respond more comprehensively to large tender opportunities.

Languages/Countries Available:

Arabic	Japanese
Chinese (simplified)	Norwegian
Chinese (traditional)	Portuguese
Danish	Russian
English	Spanish
French	Swedish
German	Turkish
Italian	

Products used in over 100 countries.



HARDWARE

Skinit, Inc.:

Skinit, Inc. is the industry leader in On-Demand Personalization Technology including the manufacture and distribution of customized products for electronic devices. Skinit's online ordering and customization tools allow consumers to create branded, designed, and personalized electronic device covers, or skins, using high quality 3M products. Located in San Diego, CA USA. Skinit currently powers more than 19 personalization programs for Fortune 1,000 companies in the medical, wireless, retail, consumer electronic, home appliance, and commercial graphic industries.

Contact:

Elizabeth Winterbourne
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Elizabeth.martin@skinit.com
www.skinit.com

8969 Kenamar Dr., Suite 108
San Diego, CA 92121

Product Information:

[Skinit, Inc.](#) is the industry leader in consumer personalization for electronic devices. Skinit has thousands of designs, famous brand names in sports, entertainment, and art, and the special customizer tool that lets customers use design elements, select text, and upload their own images to create entirely personalized skins. Skins allow anyone from kids in a classroom to corporate executives to show what matters to them. Whether its uploaded images of family and friends, an alma mater college, a favorite sports team, or a corporate logo and message, Skinit can offer the ultimate in personalization.

Additionally, Skinit is the only skins company that has had its products tested and approved by over 30 businesses, including manufacturers of cell phones, laptops, and even within the extremely strict medical device industry. Skinit's skins are the highest quality skins on the market, custom fit to each individual device, and leave no scuffing or paint chipping upon removal.

Business Model/Pricing:

Pricing is based on retail packaging, volume, if the skins are resold, if new designs/artwork is needed, and whether or not the content on the skins is licensed and therefore needs a royalty payment back to the licensor.

Languages/Countries Available:

Web site is in English, can ship internationally at a flat rate via USPS of USD 7.85/lb.



SOFTWARE / HARDWARE

SMART Technologies:

SMART Technologies is an industry pioneer and global education market segment leader in user-friendly ICT products and group collaboration tools. The award-winning line of SMART Board interactive whiteboards is the most widely installed in the world because of its unsurpassed product quality, versatility, and ease of use. The SMART Board interactive whiteboard is used to teach over 20 million students in more than 1,000,000 classrooms in more than 100 countries around the world.

Contact:

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pweinmayr@smarttech.com
www.smarttech.com

1207 - 11 Avenue SW, Suite 300
 Calgary, AB T3C 0M5, CANADA

HARDWARE PROFILE

Product Information:**SMART Classroom Suite**

SMART Classroom Suite is an integrated software suite designed specifically for teachers and students to use in a computer-enabled classroom. It combines four of SMART's easy-to-use software products:

SMART Notebook software

Teachers can create and deliver interactive lessons using a variety of drawing, annotation, and presentation tools.

SMART Sync software

Teachers can observe the screens of all the students in their class from their computer, and demonstrate concepts by projecting their desktop to the entire class. They can organize students into groups to work on assignments and share screens without leaving their computers.

SMART Notebook SE software

Students can personalize their home page with photos, images, and personal information, and can easily organize their schedules, assignments, and class work.

SMART Response CE software

Teachers can create instant or planned assessments, or insert questions into any lesson to gain insight into student understanding using six question types. Teachers can also access, view, and manage all assessment data in one location, and use the built-in gradebook to track performance and record test results.

Business Model/Pricing:

SMART software is available on a per-unit basis. See contract.

Languages/Countries Available:

See contract.

Vernier

SOFTWARE & TECHNOLOGY

HARDWARE / SOFTWARE

The Vernier Software & Technology Mission:

Vernier Software & Technology has been an innovator of data-collection technology (probeware) since 1981 and its products are used in more than 123 countries. Creating easy-to-use and affordable science interfaces, sensors, and software, their products can be found in education from elementary school to college. Vernier helps teachers enhance their science curriculum, increase learning, and build students' critical thinking skills.

Contact:

Creig Smith, Software Development & Project Manager | T: 503.277.2299
csmith@vernier.com | www.vernier.com

13979 SW Millikan Way
 Beaverton, OR 97005-2886, USA

Product Information:

Logger Lite Software Simple, easy to use, graphing and analysis software. Design for use in grades 2-8, Logger Lite's simple interface makes learning more intuitive by making science more visual.

Go! Sensors Affordable data-collection probeware to be used in conjunction with the Logger Lite Software:

Go! Motion - An affordable motion detector that connects directly to the classmate PC USB port.

Go! Temp - An affordable temperature probe that connects directly to the classmate PC USB port.

Go! Link - This interface link plugs directly into the classmate PC USB port and provides access to any one of 43 compatible sensors to measure real-life phenomena such as light, force, sound, pressure, etc.

Business Model/Pricing:

The Logger Lite software is provided to classmate PC users free of charge.

Go! Motion Sensor	Go! Temp Sensor	Go! Link
USD 99	USD 39	USD 61
Quantity 8 Pack USD 760	Quantity 8 Pack USD 299	Quantity 8 Pack USD 464

Languages/Countries Available:

All Vernier orders outside the U.S. and Canada (except DoDDs) addresses are handled by our international distributor, Vernier International.

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SOFTWARE				
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Critical Links	3	Hardware / Software	edgeBOX Classroom Server, edgeBOX School Server, School 2.0	Abdul Kasim
DyKnow	14	Software	DyKnow Monitor®, DyKnow Vision®	Greg Lamb
ePals, Inc.	35	Services / Software	ePals Global Learning Community, SchoolMail, SchoolBlog, In2Books	Duncan Moss
EPOS	5	Hardware / Software	Wired Digital Pen&Mouse	David Haviv
GoKnow! Inc.	15	Software	Mobile Learning Environment	Elliot Soloway
Imagine Learning, Inc.	16	Software	Imagine Learning English	Derrin Hill
Inspiration Software®, Inc.	17	Software	Inspiration®, Kidspiration®, InspireData®	Mark Oronzio

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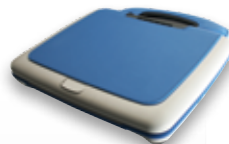
Primary Category = Highlighted in Blue

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Key Curriculum Press	18	Software	The Geometer's Sketchpad, Fathom, Tinkerplots	Bridget Foster
Kiddix Computing, Inc.	19	Software	Kiddix Platform, Kiddix operating system	Michael Gualtieri
Learning Enhancement Corporation	20	Software	BrainWare® Safari	Betsy Hill
LearningStation	21	Software	LS Education Desktop, LS Test Builder, LS Education Backpack, LS Teacher Pages	Jim Kirchner
LEGO Education	6	Hardware / Software	LEGO Education WeDo Robotics	Lars Nyengaard
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RealNetworks	24	Software	RealPlayer for Mobile Devices	Scott Nelson
SANAKO Corporation	25	Software	SANAKO Study 500, Study 700, Study 1200, Study Mobile, Study Science Lab	Kimmo Kärpiköki Juha Merinen Scott Hansen
School Town	26	Software	School Town 2.0	Michael Kritzman
SMART Technologies	9	Hardware / Software	SMART Board interactive whiteboard, SMART Classroom software suite	Patrick Weinmayr
Vernier Software & Technology	10	Hardware / Software	Logger Lite Software, Go! Sensors, Go! Motion, Go! Temp, Go! Link	Creig Smith

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DYKNOW™

SOFTWARE

DyKnow:

A leader in interactive education, DyKnow® combines sound teaching with intuitive software to create flexible and effective solutions for teaching and learning. DyKnow's unique culture of innovation and commitment to superior service brings classroom management and interactive teaching tools to K-12 and Higher Education institutions worldwide.

Contact:

Greg Lamb | T: 888.839.5669
sales@dyknow.com | www.dyknow.com

7820 Innovation Blvd., Suite 225
Indianapolis, IN 46278, USA

Product Information:

The [DyKnow Software Suite](#), made up of DyKnow Monitor® and DyKnow Vision®, combines classroom management with interactive education to create a scalable education solution that enhances teaching and learning. DyKnow Monitor, classroom management software, allows educators to maintain control of the digital classroom with features like, Real-time Screenshots, Application Blocker, URL Filter, File Transfer, Remote Control, and Computer Lockdown. DyKnow Vision®, interactive education software, combines student response tools, class capture, anytime/anywhere access, and collaborative note-taking to promote academic success.

Business Model/Pricing:

Pricing for DyKnow Vision and Monitor is calculated per machine. It is a perpetual license allowing customers the right to use the software year after year, with support and upgrade fees optional after the first year.

Languages/Countries Available:

English



SOFTWARE

GoKnow! Inc.:

GoKnow! provides mobile learning resources for K-12 and, most importantly, helps schools integrate mobile learning technologies into their existing curriculum. Our signature product, the Mobile Learning Environment (MLE), scaffolds teachers in creating cohesive lessons that are differentiated to meet varying learners needs, while also providing scaffolds for students to enact those lessons while manipulating multiple representations and multiple media. GoKnow! also provides professional development services that help teachers “mobilize” their curriculum—transform their existing pencil-and-paper lessons into mobile-learning lessons that exploit the affordances of the mobile technology.

Contact:

Elliot Soloway | T: 734.355.4098
Soloway@umich.edu | www.goknow.com/cpc

2084 S. State Street
 Ann Arbor, MI 48109, USA

Product Information:

GoKnow! provides K-12 with two major classmate PC-based products that support 1:1 implementations that result in improved student performance. (1) Our signature educational software product, the Mobile Learning Environment (MLE) provides a dual-purpose environment: MLE scaffolds teachers in creating cohesive lessons that are differentiated to meet varying learners needs, and MLE scaffolds students as they enact those lessons while manipulating multiple representations and multiple media. MLE works with a districts/schools’ existing curriculum. MLE enables teachers to create lessons that weave together a range of resources, easily and coherently; teachers tell us that MLE “saves me time.” GoManage, a component of MLE, enables teachers to manage the lessons they create in MLE: (a) distribute differentiated lessons to the appropriate students (e.g., struggling learners, talented and gifted), (b) collect, wirelessly, the artifacts students produced in MLE on their classmate PCs, and (c) evaluate and provide students feedback on those classmate PC-created artifacts. (2) GoKnow! provides professional development (PD) services that help teachers “mobilize” their curriculum—transform their existing pencil-and-paper lessons into mobile-learning lessons that exploit the affordances of the mobile technology. Our PD addresses the central instructional question: we provide a range of strategies that help teachers to integrate mobile technology into their existing curriculum. We provide face-to-face seminars as well as over the Internet webinars, tailored to meet the specific needs of individual school districts. Educators tell us that they find our PD services to be excellent.

Business Model/Pricing:

MLE is licensed on a yearly subscription/per computer basis. Multiple year subscriptions are available with appropriate discounts. Our professional development services are priced on a per day/per session basis, with discounts available when purchasing packages of services.

Languages/Countries Available:

We support English-language speaking countries.



SOFTWARE

Imagine Learning:

Imagine Learning is the premier provider of educational software designed to teach English to children. Experts in developing, distributing, and supporting world-class educational programs, Imagine Learning delivers quality programs that make learning fun for kids and easy for teachers. We deliver results for ministries and departments of education. Our team includes educational designers who are experts in the science of language acquisition and literacy, top video and audio specialists, writers, master artists, programmers, and quality assurance engineers. These talented people deliver the best English language acquisition software available anywhere.

Contact:

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derrin.hill@imaginelearning.com
www.imaginelearning.com

3210 North Canyon Rd., Suite 300
 Provo, UT 84604, USA

Product Information:

Imagine Learning English Imagine Learning English is the top program available to teach children English. This program is superior in many ways. For example, before starting the program, each student is assessed using advanced computer adaptive testing technologies to determine their individual proficiency level in a broad variety of concept areas. Placement within the program is automatically determined based on this pre-assessment. Then, an individualized course of instruction is developed for each student in order to meet his or her specific needs. The program differentiates instruction according to the student's ongoing performance. Post-tests can be administered at any time to provide proof of results.

Strategic use of a student's primary language is another unique part of the program. The primary language instruction is delivered only when needed, as determined by proprietary algorithms in the program. This allows the program to address each student's needs like a teacher or expert tutor. In addition, the management system, teacher reports, and parent printouts are dynamically translated into the student's primary language.

Imagine Learning English is fun for kids. With stunning illustrations and animations, exciting and engaging games, and challenging yet achievable activities, students beg to use Imagine Learning English.

Business Model/Pricing:

Imagine Learning English is available in both a school and consumer version. The school version is tailored to meet the specific needs of school environments. School pricing includes an implementation service fee to cover professional installation and teacher training services. Licensing is based on a per-user fee and is available on an annual or a perpetual basis.

The consumer version of Imagine Learning English is delivered via DVD or SD card and is purchased as an annual subscription or a perpetual license, depending on the preference of the customer.

Languages/Countries Available:

English	Japanese
Spanish	Korean
Portuguese	French
Mandarin (Simplified and Traditional)	Haitian Creole
	Arabic
	Marshallese
	Vietnamese



SOFTWARE

Inspiration Software®:

Inspiration Software®, Inc. is recognized as the leader in visual thinking and visual learning. We develop and publish innovative software tools that inspire thinkers and learners of all ages to brainstorm, organize, plan, and create. With more than 25 million users worldwide, our award-winning software is revolutionizing visual thinking and learning in education, personal and business use-inspiring students to develop strong thinking and organizational skills and improve their academic performance and tapping the power of visual thinking to help personal and business users enhance productivity and creativity.

Contact:

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www.inspiration.com

9400 SW Beaverton-Hillsdale Highway
 Beaverton, OR 97005, USA

Product Information:

Created for K-5 learners, Kidspiration develops thinking, literacy, and numeracy skills using the proven principles of visual learning. Kidspiration supports students as they think creatively and organize ideas to write, comprehend, and communicate successfully. As students make visual connections, they build fundamental skills in reading, writing, math, science, and social studies.

With Kidspiration, students use graphic organizers to show and explore ideas and relationships. They create graphic organizers including webs, concept maps, and Venn diagrams to clarify thoughts, organize information, apply new knowledge, and build critical thinking skills.

With Kidspiration, students create, organize, and explain ideas and information visually. They develop stories and descriptions using engaging visual tools and explore new ideas with thought webs and maps.

Using Kidspiration for math builds problem solving and reasoning skills by focusing on the core conceptual foundations of counting, place value, computation, and geometric thinking. Using Kidspiration helps students build spatial and geometric reasoning and master fraction basics.

Business Model/Pricing:

We have different price and license models for each market, based on what works best in each. In the UK we have Site Licensing available, In the U.S. and all other markets, all of our products are licensed by the computer.

Languages/Countries Available:

This product is available in US and International English.



Key Curriculum Press
INNOVATORS IN MATHEMATICS EDUCATION

SOFTWARE

Key Curriculum Press:

Key Curriculum Press develops effective, high-quality mathematics and science educational materials. The company is a leading publisher of inquiry-based textbooks, software, and supplemental materials. In addition, Key Curriculum Press offers professional development workshops and online courses to provide mathematics and science educators with the training, experience, and support they need to incorporate effective teaching strategies. As one of the leading mathematics and science publishers in the education industry, the company's mission is to engage students in learning and to help them connect mathematical and scientific concepts with concrete experiences.

Contact:

Bridget Foster | T: 209.606.1166
bfoster@keypress.com
www.keypress.com

1150 65th Street
Emeryville, CA 94608, USA

Product Information:

Geometer's Sketchpad is a dynamic construction, demonstration, and exploration tool that adds a powerful dimension to the study of mathematics. Students can use this software program to build and investigate mathematical models, objects, figures, diagrams, and graphs. Sketchpad has been the leading mathematics software program for over ten years, and can be used in grades 3-12, higher education, and professional research.

Fathom is designed for students in eighth grade through college. It gives students the power—and motivation—to gather, explore, and graphically analyze data in depth, and to understand concepts in mathematics and statistics as never before. It is used around the world by students and researchers.

TinkerPlots™ motivates students to investigate data and deepen their understanding of data analysis. Students gain graphing skills and can explore their graphs to identify common measures such as the mean, median, mode, and more. TinkerPlots is easy to use and helps students explore data through visual representations.

Business Model/Pricing:

The Geometer's Sketchpad, Fathom, and TinkerPlots are available as individual, 10 user, 50 user, and unlimited site licenses.

Languages/Countries Available:

English
Spanish
Russian
Chinese



SOFTWARE

Kiddix Computing, Inc.:

Kiddix Computing is a software company that specializes in developing safe, fun, and educational computing environments for children. The company's mission is embodied in its core product, Kiddix, a Linux operating system that is customized for children and includes simple point-and-click controls for parents, teachers, and administrators.

Contact:

Michael Gualtieri | T: 412.681.1579
mikeg@kiddix-computing.com
www.kiddix-computing.com

357 North Craig St., Ground Floor,
Pittsburgh, PA 15213

SOFTWARE PROFILE

Product Information:

Kiddix is a Linux-based operating system designed from the ground up for young users. The software features a desktop environment built with primary school children's computer skills and needs in mind, and includes applications (such as a word processor, web browser, calendar, e-mail, etc.), dozens of educational activities, and a suite of games. The entire environment is wrapped in a suite of comprehensive parental controls and security tools, all presented in a simple point-and-click interface.

Kiddix is the result of several years of research and engineering, which has been guided by parents, teachers, and developmental psychologists to ensure the value delivered to our users. Children can do everything they can do on a normal PC inside Kiddix with the difference that parents and administrators are in control.

Join our growing user base which includes families around the country, nationally recognized organizations, and schools!

Business Model/Pricing:

Kiddix is available to customers on a per seat license basis, and is available bundled on the classmate PC. For organizations purchasing in bulk, discounts are available.

Languages/Countries Available:

English/United States



SOFTWARE

SOFTWARE PROFILE

Learning Enhancement Corporation:

Learning Enhancement Corporation (LEC) has developed a software learning platform that delivers scientifically based cognitive skill training to enhance learning, through an interactive, multimedia, Internet-based program. LEC's products combine video-game technology (characters, graphics, and interactive components) with the most current scientific understanding of brain-behavior relationships. LEC received the 2006 EdNET Rookie of the Year Award and BrainWare Safari, the company's flagship product, has earned a Parents' Choice Award and has been a finalist for a Codie Award the last two years.

Contact:

Betsy Hill | T: 312.239.2677
bhill@learningenhancement.com
www.MyBrainWare.com
www.LearningEnhancement.com

200 S. Wacker Drive, Suite 3100
 Chicago, IL 60606, USA

Product Information:

BrainWare® Safari Award-winning BrainWare® Safari builds learning capacity. By strengthening children's cognitive skills comprehensively, it benefits them for a lifetime, not just for the next test, and it gives them a stronger foundation for academic and workplace success. BrainWare Safari looks like a video game—children love playing it—but unlike video games, it is founded in science and decades of clinical experience. It develops 41 cognitive skills in: attention, memory, visual and auditory processing, thinking and sensory integration skills—the skills most critical for learning across all areas of the curriculum.

In a peer-reviewed published study, students using the program experienced over four years improvement in cognitive skills on average vs. four months for the control group, and almost two years improvement in academic skills vs. one month for the control group, after 11 weeks of use. Cognitive growth of up to six years has been shown in a school setting.

Previously, this kind of cognitive development was only available one-on-one in clinics—BrainWare Safari makes it available to any child. Learning Enhancement Corporation, BrainWare Safari's creator, develops and markets tools that incorporate the latest brain science with entertaining and motivating video-game technology.

BrainWare Safari: new life for young minds™.

Business Model/Pricing:

BrainWare Safari is available as an individual student license or a building site license. Each student must have his or her own user name and password.

Languages/Countries Available:

English



SOFTWARE

LearningStation®:

LearningStation, a leading provider of customized e-learning tools for K-12 classrooms, connects administrators, teachers, parents, and students to maximize the digital classroom and improve student achievement. Schools use LearningStation's innovative solutions to evaluate and address individual student needs with LS Test Builder, a standards-aligned formative assessment and integrated instruction tool; communicate with students and families through LS Teacher Pages, an easy-to-use Web site creation tool; store and share files simply and securely online with the Education Backpack; and engage students with integrated online content that fits seamlessly into class assignments.

Contact:

Jim Kirchner | T: 704.926.5400
jim.kirchner@learningstation.com
www.learningstation.com

8008 Corporate Center Dr., Suite 210
 Charlotte, NC 28226, USA

SOFTWARE PROFILE

Product Information:

LS Test Builder LS Test Builder is a standards-aligned formative assessment and integrated instruction tool, designed to help educators evaluate and address individual student needs. It provides an intuitive online environment to create, deliver, and assess standards-based formative practice tests for language arts, math, social studies, and science in grades 3-12. Teachers deliver tests to students online and evaluate student and class performance through a variety of reports that include intelligent links to targeted instructional content.

LS Teacher Pages LearningStation supports communication and helps build strong learning communities with LS Teacher Pages, an easy-to-use Web site creation tool.

LS Education Backpack The LS Education Backpack is the perfect school solution for online file storage sharing, making it safe and easy for students, teachers, and administrators to store and share files securely online. With it, students can build rich e-portfolios of their work.

LS Education Desktop The LS Education Desktop brings all LearningStation solutions and integrates additional online content—all together in a safe, intuitive school-inspired portal, integrating all learning resources intuitively together.

Business Model/Pricing:

All LearningStation solutions are hosted by LearningStation in our state-of-the-art facility and therefore our pricing model is based on an annual subscription rate per user. There are one-time provisioning and professional development fees. We provide bulk purchase discounts, but our list pricing is as follows:

LS Test Builder

USD 2 per student¹ annually
 USD 795 minimum order

LS Education Backpack

USD 2 per student¹ annually
 USD 795 minimum order

LS Teacher Pages

Basic package of 25 MB is
 USD 3 per student¹ annually
 USD 800 minimum order

LS Education Desktop Portal

Full product suite includes LS Test Builder, LS Education Backpack, and LS Teacher Pages
 USD 6 per student¹ annually
 USD 1,900 minimum order

Languages/Countries Available:

All English-speaking countries.

1. All annual licenses are calculated based-on the total school site population.



SOFTWARE

Logo Computer Systems Inc. (LCSI):

Founded by famed visionary Dr. Seymour Papert of the MIT Media Lab, LCSI is a Canadian company with one focus: to design and publish educational software environments that will stimulate and engage students aged 3 to 15.

LCSI's constructivist software primarily relates to the curriculum areas of math, science and ICT and helps develop problem-solving skills, critical-thinking skills and creativity. Our mission is to help students build these skills to ensure they are well prepared for work in the knowledge-based global economy of today.

Contact:

Michael A. Quinn | T: 514.973.2700
maq@lcsi.ca | info@lcsi.ca
www.lcsi.ca/classmate

1 Westmount Square, Suite 1410
 Montreal, Quebec, H3Z 2P9 CANADA

SOFTWARE PROFILE

Product Information:

Our goal with TRANSFORM is to build a community of educators, in the developed and developing world, creating and sharing interactive educational content. Our vision of educators is not limited to teachers but includes parents, grandparents, siblings, and other students. This content can meet the specific needs and learning styles of each learner.

The content-creation tool for the community is Transform and it can be used to develop activities similar to those made with Flash but it is much easier to use. Educators can easily upload finished activities to the Transform community Web site where they are sorted by our moderators. Other educators can download activities and modify them to suit their needs and re-post them to the community site.

MicroWorlds JR uses icons to allow young students, ages 3 to 9, to explore ideas in geometry, numeracy, measurement, and patterns. This software supports many different learning styles including those for special needs students.

It operates by simple point and click. No reading or typing required. Audio help explains the icons to the students. MicroWorlds JR is a must-have exploration environment for young students to use on their classmate PCs. It provides great value-for-money as it can be used in many curriculum areas and many grade levels.

Both Transform and MicroWorlds JR fit perfectly with the screen resolution of the classmate PCs. Both run under Windows XP and Transform also runs under Linux. Transform activities and interactive whiteboards are a natural fit.

Business Model/Pricing:

For home education and small schools: Individual license per computer and 6 CD lab packs.

For schools: Perpetual, unlimited use site license for the school covering all current and future computers.

For Governments: State and national licenses covering all computers in schools, homes of teachers, libraries, community centers, etc. Professional Development is an important part of licensing to governments.

Languages/Countries Available:

Transform and MicroWorlds JR are available in English, Spanish, French, Portuguese, and Russian with plans for Arabic and Simplified Chinese versions.

LCSI is directly active, or has local partners, in the USA, Canada, Mexico, Central & South America, Western Europe, Russia, the Gulf Region, Australia, and Turkey.



SOFTWARE / SERVICES

Netsweeper:

Netsweeper Inc. is a leading developer of Internet content filtering, access management, and eLearning verifications systems for education networks around the globe. Offices in Canada (HQ), England, India, and USA. Supporting systems in English, French, Arabic, Spanish, Portuguese, German (in Q3 2009, Mandarin and Russian).

Contact:

Mick Sharpe | T: 519.826.5222 ext. 243
Mick.sharpe@netsweeper.com
www.netsweeper.com

104 Dawson Road
 Guelph, ON., N1H 1A7 CANADA

Product Information:

Netsweeper "nsClassmate" management system specializes in the unique demands of the education network. Specialties include:

1. The system is used effectively in all cultures, with refined filtering capabilities able to suit most all cultural, political, and religious sensitivities;
2. Filtering categories and capabilities are BECTA-approved and CIPA-compliant; filters 48 URL categories, all protocols and streaming media; anti-virus, anti-malware, and anti-phishing all integrated within one interface;
3. System is centrally maintained by local ESP/LOEM, but administered by education authority;
4. Management of in-school/out-of-school Internet access for student mobile netbooks;
5. Auto-logging and reporting of eLearning use of netbooks;
6. Central management of policies and categories, requiring limited local technical support;
7. SaaS model for service delivery; economic and applicable for both mature and emerging markets;
8. Proven, installed, and scalable at systems from 50 student devices to 1.6 million terminals.

Business Model/Pricing:

The Netsweeper system is intended to be sold and implemented through local VAR/LOEM partners. The revenues generated are shared between Netsweeper and the local VAR/LOEM based on the VAR's level of activity.

Classmate PC Units	Install Filter SW	Annual Charged Subscription Fee
50-500	USD 3	USD 12
501-2,500	USD 2.75	USD 9
2,501-10,000	USD 2.25	USD 5.50
10,000-25,000	USD 2	USD 3.50
100,000+	USD 1.25	USD 2
1,000,000+	USD 1	USD 1.50

Languages/Countries Available:

Argentina	Egypt	Libya	Saudi Arabia
Australia	England	Mexico	Singapore
Austria	France	Portugal	South Africa
Bahrain	Germany	Russia	Ukrainian
Brazil	Holland	Spain	Venezuela
Central America (Spanish)	India	Sweden	UAE
Chile	Ireland	Qatar	USA
China	Italy		
Canada	Kuwait		



SOFTWARE

SOFTWARE PROFILE

RealNetworks:

RealNetworks makes products and services for the delivery and playback of A/V content whenever and wherever people want.

Contact:

Scott Nelson | T: 925.890.5306
snelson@real.com
www.helixcommunity.org

2601 Elliott Ave, Seattle, WA 98121

Product Information:

[RealPlayer](#) for Mobile Devices is the universal media player solution for Windows, Linux, and ANDROID based netbooks, smartbooks, smartphones, mobile internet devices (MIDs), notebooks, and PCs. It is a player solution that provides end users access to the highest quality digital media services and audio/video content in all popular formats. Built on the Helix DNA Client™, RealPlayer for Mobile Devices is available today for OEM's to bundle on their products using a simple one-stop shop license, thus significantly reducing development, legal and administration costs and speeding up time to market of their multimedia products. Features include content protection for enablement of high value content and simplified integration with multi-media content services provided by Internet service providers or mobile operators and much more. In addition, RealPlayer for Mobile Device is available pre-integrated from select Linux operating system vendors now.

Business Model/Pricing:

RealPlayer for Mobile Devices is licensed on a per unit basis.

Languages/Countries Available:

English



SOFTWARE

SANAKO Corporation:

SANAKO, based in Finland, is a world leader in live language learning technology, developing pedagogically-sensitive language teaching solutions, science teaching, classroom management software, and provides customer services.

Acting as a catalyst for improving teaching outcomes, our wireless and mobile systems software, motivate learning.

We offer development on NetGen Natives driven Distance and Mobile Learning combined with Web 2.0 Virtual Communities. Our reseller network in 70 countries and sales teams in Australia, China, France, Indonesia, Russia, UAE, UK, and US, reach satisfied customers around the world.

Contact:

SANAKO Corporation | T: +358 2 2166 500
kimmo.karpijoki@sanako.com
juha.merinen@sanako.com
scott.hansen@sanako.com
www.sanako.com

Kaurakatu 46, 20740 TURKU, Finland
 307D Geiser Road, Wynantskill, NY 12198

Product Information:

SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science Lab* provides true-to-life lab experiences in a safe environment—without the cost of investing in separate sets of equipment and materials. The solution includes stimulating and interactive multimedia content for simulating science experiments and essential classroom management tools to help teachers support students in tests.

SANAKO Study 1200*: a lightweight, dynamic, and scalable language teaching software that meets the demand for teaching technology. Students enjoy intensive listening and voice-based activities. Teachers can install modules introducing additional teaching or learning activities, or administrative functions. Fully compatible with modern computer operating systems including current and future versions of Microsoft® platforms.

SANAKO Study Mobile*: allows teachers and students to use digital technology to enhance learning whether at home, in school or on the move. Students and teachers can use the module to enhance their personal learning activities and to take more responsibility for learning outcomes.

Business Model/Pricing:

Licenses can be purchased based on site licenses, individual seat licenses, and dynamic licenses (floating licenses).

Languages/Countries Available:

SANAKO Study 500, Study 700, and Study 1200 solutions are localized to the following languages: Arabic, Chinese, Danish, Dutch, English, Finnish, French, German, Hungarian, Italian, Korean, Portuguese, Russian, and Spanish.

Our solutions provide support for UNICODE, which allows customers to use a wide range of character sets and languages.



SOFTWARE

School Town:

School Town, founded in 2007, delivers 21st century learning environment that improves student achievement and gives parents access to their child's performance. Students get organized, learn time management, and build technology literacy skills by using private and secure web2.0 tools as part of the extended classroom. It includes places for sports, clubs, friends, and family activities. Teachers can deliver curriculum, integrate resources, collaboration, organizational skills, personalized instruction, RTI audit trails, internet-safety, and online media storage.

Contact:

Michael Kritzman | T: 847.948.9495
mkritzman@schooltown.net
www.Schooltown.net

4240 Commercial Way
 Glenview, IL 60025, USA

SOFTWARE PROFILE

Product Information:

[School Town 2.0](#) platform empowers students to organize tasks and events for school, sports, clubs, friends, and family in a single portal. Organization and time management has never been so fun.

Designed by teachers to support collaborative authentic learning, differentiated instruction, and RTI. Connect to blogs, wikis, and other resources. Sport groups includes game and practice dates, locations and team standing. Clubs groups share tasks and events with collaborative features such as chat and discussion forum. Family features allow parents to set chores, tasks, and schedule events. Allowance points are assigned and managed.

[School Town Media Library](#) is a private site to upload videos or podcasts. Teachers review and approve before publishing for the group. Students learn to assign categories, ratings, and keyword tags. Once approved, others can view, comment, and rate the media. Students can search the videos by popularity, date, category or keyword tag.

[School Town's Internet Safety Expert Program](#) provides training modules for these areas: Safe Social networks, Recognizing predators, Sharing Personal information, Deceptive communications, Cyber-bullying, Illegal activities, Copyright law, Sexting.

Business Model/Pricing:

School Town is valuable for a single teacher and class up through large district-wide adoption. Pricing is a low annual fee per user. Site licenses are available.

Languages/Countries Available:

English

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

CONTENT				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Edu2000 America, Inc.	28	Content	Math Builder, Science Builder	Mike Liu
Encyclopædia Britannica	29	Content	EB Elementary Library, EB Middle School Library, Britannica Learning Zone (Pre-K), Concise Encyclopædia, Merriam-Webster's Dictionary & Thesaurus, and much more	Steve Gilberg
Learning.com	30	Content	EasyTech, Aha!Math	Jim Kuhr
MathMastery	31	Content	My Mastery Network	Beverley Norris
SAS	32	Content	SAS® Curriculum Pathways®	Bruce Friend
StoryGirl Productions LLC	33	Content	Multi-Sensory Learning System, MovieBooks, Music Videos, Digital Books, Teaching Curriculum, Activity Guides	Jaime Abromovitz

Vendors



HARDWARE



SOFTWARE



CONTENT



SERVICES



CONTENT

Edu2000:

Edu2000, founded in 1995, is a leading K-12 Education Technology company with offices in California, Nevada, and China. Edu2000 has expertise in math and science content development and alignment, assessment solution, item creation, and data management solutions development. The company has four state contracts using Math Builder and Science Builder, including Hawaii, Nevada, Michigan, and New Hampshire. Other large scale implementations in progress include the New England Consortium of four states and Alabama; and International operations in China, Puerto Rico, and Mexico.

Contact:

Mike Liu | T: 775.887.1744
info@education2000.com
www.education2000.com

PO Box 2636
 Carson City, NV 89702, USA

Product Information:

Math Builder is a unique K-12 educational software product that provides 21st century learning skills for students with a focus on key math vocabulary that is presented visually with Definitions, Videos, Assessments, and Guided Practice. The product is aligned with State and District standards. The inclusion of Edu2000's Math Builder on the desktop differentiates the classmate PC as a true one-to-one learning tool for Math.

Science Builder provides 21st century learning skills for students with a focus on key science vocabulary that is presented visually with Definitions, Animations, Assessments, and Experiments. The product is aligned with State and District standards. The inclusion of Edu2000's Science Builder on the desktop differentiates the classmate PC as a true one-to-one learning tool for Science.

Edu2000's products will help mature markets, emerging markets, and third world countries accelerate academic achievement, and help further define classmate PC's niche as the education PC, helping to sell more laptops while providing an additional recurring revenue stream for the vendors.

Business Model/Pricing:

Edu2000 pricing is based on a per student price plus training. Prices vary based on the size of the country, state, or district.

Languages/Countries Available:

English
 Spanish
 Chinese
 Other languages can be provided



CONTENT

Encyclopædia Britannica:

Encyclopædia Britannica is the world's leading provider of authoritative learning and knowledge products for school systems, libraries, government agencies, and consumers worldwide. Britannica offers an extensive line of market-leading, curriculum-based and correlated software, online, and print products for learners of all ages—from grade school to grad school.

Contact:

Steve Gilberg, Executive Director,
International Licensing | T: 312.347.7237
sgilberg@eb.com | www.britannica.com

331 N. LaSalle Drive
Chicago, IL 60654, USA

Product Information:

Britannica offers a variety of databases/software perfect for the classmate PC. Here are but a few, with links to more information:

[Britannica Student Library](#) perfect for elementary and middle school kids.

[Britannica Concise Encyclopædia](#) featuring more than 25,000 abridged articles from the legendary *Encyclopædia Britannica*.

[Enciclopedia Compacta Britannica](#) an abridged Spanish-language encyclopedia.

[Guide to Shakespeare](#)

[Guide to Hispanic Heritage](#)

[Guide to Black History](#)

[Britannica Biographies](#) (multiple titles)

You can find a full list of our software products here: <http://sales.britannica.com/>

Business Model/Pricing:

Our software/databases are priced per database per classmate PC sold.

Languages/Countries Available:

English
Spanish
Simplified Chinese
French

Britannica software/content is available for licensing worldwide.



CONTENT

Learning.com:

Learning.com focuses on innovative, results-oriented curriculum, and assessment with a singular, over-riding purpose: to improve student learning. We structure our curriculum design on the most forward-thinking research into how children learn with technology. Our Digital Learning Environment provides teachers an easy-to-use and effective course management system to individualize instruction. It delivers all of Learning.com's content with intuitive-to-use tools to manage classes, review curriculum, make assignments, and get reports. Teachers create and assign their own activities to make unique lesson plans for students.

Contact:

Jim Kuhr | T: 503.517.4469
jkuhr@learning.com | www.learning.com

1620 SW Taylor St., Suite 100
 Portland, OR 97205, USA

Product Information:

EasyTech is a proven, Web-delivered K-8 technology literacy curriculum, which easily and effectively integrates technology into Math, Science, Language Arts, and Social Studies. Teacher and students find using EasyTech improves student-learning outcomes in core curriculum subjects while providing students with the skills they need for success in the 21st Century. EasyTech's self-paced, interactive curriculum engages students in technology-based activities they find relevant. They grasp how and why technology can apply to real-world challenges.

Aha!Math is a Web-delivered supplemental math curriculum for grades K-5. With research-based instructional models and content, Aha!Math helps improve students' foundational math skills while developing their higher-level problem-solving and reasoning skills. Aha!Math focuses on key foundational math concepts, provides opportunities to build conceptual and procedural knowledge, discovery and analytical skills, and cultivates student's creative problem-solving and 21st century skills.

Business Model/Pricing:

Pricing is per student, per year, with volume discounts available

Languages/Countries Available:

English
 Spanish



CONTENT

MathMastery:

MathMastery supports math instruction for students learning on the second through eighth grade levels. Online courseware teaches the core concepts in math to mastery. Easy-to-use management tools report learning progress to parents, teachers, and students. The MathMastery curriculum (The Core Concepts in Math and Science) is tested and proven effective with a wide range of learners. The curriculum is listed on the U.S. Department of Education's Programs that Work Guide.

Contact:

Beverley Norris | T: 202.872.7794
bev@mathmastery.com
www.mathmastery.com

3333 K St NW, Suite 107
 Washington DC 20007, USA

Product Information:

MathMastery provides the Intel eco-system partners free access to nine MathMastery math courses from its award-winning Core Concepts in Math and Science series.

Offering includes 383 instructional videos, each with five practice problems and five quiz items. Teaching texts and learning activities are included. Courseware is targeted to children learning on the second through eighth grade levels. Addition, Subtraction, Multiplication, Division, Tables, Graphs & Statistics, Fractions, Decimals & Percents, Equations, Roots & Exponents, and Elementary Geometry are included.

Links are provided from the "free" content to MathMastery's online subscription program that extends the free offering with additional features that enhance both the student and teacher experience with MathMastery. Teacher and student management functions track and report student progress, re-teaching guides are provided when needed, quizzes and tests track student mastery of core content. Teacher and Parent links insure interaction between parents and teachers.

Business Model/Pricing:

Pricing is built on a per class (35 or less students) or per school basis (unlimited enrollment) One year subscriptions are sold at USD 199 per class and USD 1,000 per building. Quantity pricing is available.

Languages/Countries Available:

MathMastery's browser - based courseware is available in English and Spanish.



CONTENT

CONTENT PROFILE

SAS:

SAS is the leader in business analytics software and services, and the largest independent vendor in the business intelligence market. Through innovative solutions delivered within an integrated framework, SAS helps customers at more than 45,000 sites improve performance and deliver value by making better decisions faster. SAS is committed to integrating technology into all levels of education and to helping prepare students for the 21st-century workforce. Since 1976 SAS has been giving customers around the world THE POWER TO KNOW.®

Contact:

Bruce Friend | T: 919.531.2247
bruce.friend@sas.com
www.sas.com/k12

SAS Curriculum Pathways
 SAS Campus Drive
 Cary, NC 27513

Product Information:

Available to educators at no cost, SAS® Curriculum Pathways® provides interactive, standards-based resources in the core disciplines (grades 8-12) for traditional, virtual, and home schools. SAS focuses on topics where doing, seeing, and listening provide information and encourage insights in ways conventional methods cannot. SAS is your online partner, engaging students with quality content that can be differentiated to meet their varied needs. The product provides learner-centered activities with measurable outcomes and targets higher-order thinking skills. All materials linked to state standards. Schools adapt content to their technological capabilities.

- Science - Virtual labs clarify concepts in novel ways. Dangerous, difficult, expensive, time-consuming experiments are no longer off-limits.
- Math - Students visualize concepts while practicing fundamental skills. Includes interactive features, animations, immediate feedback.
- History - Case-study approach encourages critical thinking. Audio and video stimulate interest; an interactive tool helps students analyze documents.
- English - Audio and visuals enhance reading comprehension. Our award-winning Writing Reviser helps students improve their own work.
- Spanish - Students enhance reading, listening, writing skills. Assessment materials let students monitor progress.

Visit www.sas.com/k12.

Business Model/Pricing:

Provided at no cost to U.S. educators, SAS® Curriculum Pathways® offers online content and resources for grades eight and above. Educators can order a free subscription by completing one form to request access for a school. That form is available at <http://www.sas.com/govedu/edu/curriculum/register.html>. The site provides a product demo and information on system requirements.

Languages/Countries Available:

English/United States



CONTENT

StoryGirl Productions LLC.:

StoryGirl Productions is a global children's educational media company integrating education and technology, and produces "The Dreamalings" curriculum-based learning/teaching tools and mainstream multi-sensory learning system for school or home use. The audience is preschool-2nd grade (1-7 yrs old) and English as a second language learners (ESL). Core product lines designed and endorsed by experts from Harvard, Stanford, Cornell, and ASU, are music, videos, movie-books, teaching curriculum, lesson plans, and activity guides. Dreamalings environmentally-conscious family and friends characters focus on Family Values, Reading/Literacy, Imagination, and Self-Development for success.

Contact:

Jaime Abromovitz | T: 602.321.3976
jaime@dreamalings.com
www.dreamalings.com

400 W. Camelback, suite 100,
 Phoenix, AZ 85013

Product Information:

Product sku's include product-based or character-based sets and subsets of:

Technology-friendly interactive curriculum-based product series including: Storybooks with Interaction Guides, Music Videos, Movie-Books, Music CD's, Sing-A-Long Songs (mp3s) with Music/Lyrics Sheets, Daily/Weekly Lesson Plans, Activity/Action Guides, Coloring Books, Kids Interactive Playdate and Classroom Activities, Art Sheets, Inner Wisdom Certificates of Completion, Screensavers/Wallpapers, and Traveling Show Information. In Multiple Formats.

Learning products are infused with creativity, colors, and Mainstream Curriculum Standards, including Grade-Level Vocabulary and Sight Words, The Five Pillars of Literacy, Blooms Taxonomy, The Six Traits, Family Values, Life Skills, Physical Movement and Motor Skills, Play/Drama, and Health/Nutrition wisdom for Healthy Living and Learning. Dreamalings is designed to give children self-confidence and a self-development boost with worldly skills for success.

Current Top OEM product package is...

CP-D-BP: Dreamer's "Banana Phone" Laugh and Learn Bundle. Sample SW menu items below:

1. Welcome
2. Kids (Dreamer movie-book, music video, sing-a-long, storybook, activities...),
3. Parents/Teachers (storybook interaction guide, curriculum, lesson plan, activity/action guide, wallpaper, screensavers...),
4. Dreamalings Community Online- link to the Web site for more fun learning activities.

Business Model/Pricing:

Current Dreamalings OEM sku pricing is based on scaled pricing model for quantity-driven individual seat licenses for OEM Product Packages. Purchases can be product series sku driven or character series sku driven.

Languages/Countries Available:

English is primary support. Support materials can be created in additional languages for all regions given a realistic lead time for development.

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

SERVICES				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
ePals, Inc.	35	Services / Software	ePals Global Learning Community, SchoolMail, SchoolBlog, In2Books	Duncan Moss
Netsweeper Inc.	23	Software / Services	nsClassmate protect	Mick Sharpe



Vendors



[HARDWARE](#)



[SOFTWARE](#)



[CONTENT](#)



[SERVICES](#)



SERVICES / SOFTWARE

ePals:

ePals offers K-12 students and educators around the world a safe environment for building and exchanging knowledge based on protected connectivity tools, evidence-based curricula and authentic, collaborative learning experiences. The ePals Global Learning Community is the largest online community of K-12 learners, enabling half a million educators and millions of students globally to safely connect, exchange ideas and work together. ePals is committed to providing educational opportunities in economically disadvantaged environments worldwide through the ePals Foundation—provider of In2Books, the company’s flagship literacy eMentoring program.

Contact:

Duncan Moss | T: 703.885.3400
dmoss@corp.epals.com | www.epals.com

13625-A Dulles Technology Drive
 Herndon, VA 20171, USA

Product Information:

ePals Global Learning Community (www.epals.com)

The ePals Global Learning Community is the largest K-12 social network for meaningful learning that enables teachers to connect with classrooms around the world. Students become engaged in project-based learning, cross-cultural exchange, and foreign language practice.

SchoolMail & SchoolBlog (www.epals.com/about/tour/schoolmail.tpl, www.epals.com/about/tour/schoolblog.tpl)

School-safe connectivity tools with embedded instant language translation that allows teachers, students, and parents to communicate globally within a protected environment. Secure, easy, and policy-managed, teachers can feel confident that students are using e-mail and blog for educational, collaborative purposes.

In2Books (www.in2books.com)

In2Books is a research-based, curriculum-aligned eMentoring literacy program that builds children’s reading writing and critical thinking skills. Students are matched with screened adult pen pals. Students select books from five genres and students and pen pals exchange online letters about important issues in the books. Teachers reinforce learning with in-class book discussions and related activities.

Business Model/Pricing:

All products within ePals are offered at no cost. SchoolMail and SchoolBlog require school and district licenses, requested online or over the phone. All products provide secure usernames and passwords to individual users. Audience-appropriate advertising, e-commerce, and sponsorships are posted on epals.com.

Languages/Countries Available:

English	Mandarin
Spanish	Korean
French	Japanese
German	Portuguese
Italian	

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

HARDWARE				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
EarthWalk Communications, Inc.	37	Hardware	FlexCart™ BatteryBay Charging System™	Facundo Alberdi
EPOS	38	Hardware / Software	Wired Digital Pen&Mouse	David Haviv
I.T.P. Software Ltd.	63	Content / Hardware / Software	MathPro, MathPro Plus, FisiLab, QuimiLab, USB-Log	David Soloducho
PASCO scientific	39	Hardware / Software	PASPORT, SPARKvue, DataStudio, WAVEPORT	Humberto Medina-Lopez
Positivo Informática	66	Content / Hardware / Software	Aprimora, Educational Portal	Bianca Vieira



Vendors



HARDWARE



SOFTWARE



CONTENT



HARDWARE

EarthWalk Communications, Inc.:

EarthWalk is a pioneering leader in the development of wireless mobile computer laboratories and laptop battery recharging systems for education and training. Since 1996, EarthWalk has focused exclusively on designing, manufacturing and refining this technology and its services to meet the needs of business and government. EarthWalk's innovative, cost-effective and reliable solutions have been successfully delivered to over 5,000 school districts throughout North America and international markets with clients in the Middle East, Europe, Africa, Latin America, and the Caribbean.

Contact:

Facundo Alberdi, Vice President of International Markets | T: 703.393.1940 ext. 250
facundoa@earthwalk.com
www.earthwalk.com

10262 Battleview Parkway
 Manassas, VA 20109, USA

Product Information:

FlexCart™ Mobile storage cart that simultaneously charges 16 or 24 classmate PCs, 16 or 24 additional batteries and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

Mini+Max™ Mobile storage cart that simultaneously charges 24, 32, 36, or 48 classmate PCs and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

eXpressCase™ Mobile storage case that simultaneously charges 8 classmate PCs, 8 additional batteries and powers a wireless access point and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

BatteryBay™ Charging system that simultaneously recharges up to 32 classmate PC batteries from one electrical outlet for continuous operation of the classmate PCs.

Business Model/Pricing:

The base models of the FlexCart™, Mini+Max™, eXpressCase™ and SafeCase™ can be purchased to store and simultaneously charge classmate PCs. Optional features such as the BatteryBay or PowerStation Charging Systems and wireless access point can be integrated for an additional cost. Pricing is calculated on a per unit basis with final price being determined by several factors including commodity price shocks, economies of scale, and structure of distribution channel.

Languages/Countries Available:

Products can be supported in:

English
 Spanish
 French
 Dutch
 Macedonian
 Arabic

By headquarters and distributors in the:

U.S.
 Canada
 Mexico
 Puerto Rico
 Dominican Republic
 Honduras
 Colombia
 Brazil
 Jamaica
 Trinidad and Tobago
 U.K.
 Netherlands
 Macedonia
 Senegal
 Ghana
 Nigeria

Kenya
 South Africa
 Egypt
 Palestine
 Saudi Arabia
 Barbados



HARDWARE / SOFTWARE

EPOS:

EPOS is a leading provider of advanced digital positioning technology. The company partners with OEMs, ODMs, distributors and retailers to bring next-generation, positioning-based consumer electronics products to the PC peripheral, and notebook markets. EPOS-Enabled Wired Digital & Mouse, Digital Pen&Mouse and Digital Pen&USB Flash Drive are marketed globally. EPOS positioning-based input devices bring value to a wide range of markets and industries including; e-learning and education, enterprise solutions, graphic design, and more. Additional future markets include gaming, cellular, robotics, and digital media.

Contact:

David Haviv, Director of Product Management
 T: +972.9.762.5700 | D: +972.9.762.5748
 C: +972.54.665.6053
davidh@epos-ps.com | www.epos-ps.com

4 Haharash Street
 Hod Hasharon, Israel, 45240

HARDWARE PROFILE

Product Information:

Wired Digital Pen&Mouse A low-cost, multi-purpose Wired Digital Pen&Mouse, now being offered with the Second Generation Intel-powered classmate PC. This inexpensive, mobile personal learning device has been uniquely designed to enhance the educational experience of students and teachers, particularly in the K-12 segment.

Benefits and Feature Summary -

- Natural input device
- Captures and displays handwritten notes, sketches, formulas, and anything you write
- Intuitive, accurate, durable, educational
- Extremely high accuracy (up to 900 dpi)
- Low cost, high performance

Business Model/Pricing:

Price is for product per volume. Additional information can be supplied by contacting EPOS.

Languages/Countries Available:

English
 Chinese (Simplified)
 Spanish
 Portuguese
 Japanese
 Korean
 Russian
 Arabic

Additional language support can be added per project base.



HARDWARE / SOFTWARE

PASCO Scientific:

PASCO scientific is a teacher-centered, technology-based, solutions-oriented science education company. In business for over 45 years, PASCO provides teachers and their students the technologies they need to make science education fun, interesting, and relevant. PASCO designs, develops, manufactures and delivers hardware, software, science content and teacher professional development programs. PASCO hardware includes a full line of physics apparatus. As well, PASCO offers an extensive collection of electronic sensors and sensor interfaces known as the PASPORT line that enable students to collect data, visualize it in real time, analyze it, and annotate their investigations.

Contact:

Humberto Medina-Lopez
 T: 800.772.8700 ext. 223 or 916.786.3800
hmedinal@pasco.com | www.pasco.com

10101 Foothills Blvd
 Roseville, CA 95747-7100, USA

Product Information:

PASCO Hardware The PASPORT line of sensors and interfaces connects to your computer via USB or Bluetooth and allows real-time measurement and analysis of a wide range of physical phenomena. With our exclusive MultiMeasure™ sensors, you get multiple simultaneous measurements in a more manageable, economical package.

PASPORT Sensors Over 70 PASPORT sensors are available for scientific disciplines including Biology, Chemistry, Earth Science, Environmental Science, Physics, and Engineering.

PASPORT Software SPARKvue software is an icon-based, easy-to-use science learning system that combines multimedia curriculum, real-time data collection, and powerful scientific analysis tools in an easy-to-use, icon-based user interface. Compatible with any of PASCO's PASPORT sensors and interfaces. Optimized for touch-screen environments.

DataStudio is an award-winning advanced data collection and analysis program that connects seamlessly and automatically to PASCO's full line of sensors for real-time measurements in a hands-on laboratory. WAVEPORT is a software add-on for DataStudio that uses your computer's built-in microphone and speakers to perform a full range of sound studies, with no additional hardware required.

Business Model/Pricing:

PASCO sells its solutions worldwide in over 100 countries and in 15 languages. In the U.S., PASCO sells directly through our team of Science Education Consultants, a number of carefully selected channel partners, catalogs, and the Web. Internationally, PASCO sells through in-country selling partners. Hardware products are available to purchase individually or in bundles. Customers can purchase PASCO software in single units, through pre-set site licensing schemes, or in custom programs designed for larger scale opportunities. In addition, PASCO participates in alliance relationships to respond more comprehensively to large tender opportunities.

Languages/Countries Available:

Arabic	Japanese
Chinese (simplified)	Norwegian
Chinese (traditional)	Portuguese
Danish	Russian
English	Spanish
French	Swedish
German	Turkish
Italian	

Products used in over 100 countries.

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

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SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Algoryx Simulation AB	44	Software	Algodoo - Physics Sandbox	Kenneth Bodin
Amazis.net Sp. z o.o.	45	Software	Magic Learning	Marcin Zalicki
AURALOG S.A.	46	Software	Tell me more Kids and Tell me more Education	Ivan Fernández Olivera
Childtopia	60	Content / Software	Listening and writing comprehension, games, fairy tales, worksheets, draw, detective, letters, numbers, crafts	Daniel Garcia Sirera
EasyBits Software AS	47	Software	Inspirus	Lars Jolstad
Editora Saraiva	61	Content / Software	Destino: Matemática, Destination Reading	Paulo Fernando Silvestre Júnior
EducationWare	48	Software / Content	Cabri Geometre II Plus and Cabri 3D	Victor M De la Fuente L

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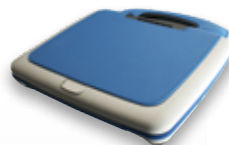
Primary Category = Highlighted in Blue

SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Eduinnova	62	Content / Software	EDU-Create, EDU-Agree, EDU-Choose	Ximena Sibils
EPOS	38	Hardware / Software	Wired Digital Pen&Mouse	David Haviv
Figaro Consulting	49	Software	Figaronline.com	Klaus Schmetkamp
Fundación Hablando con Julis	50	Software	Hablando con Julis, Julis, Speaking with Julis	German Galindo
Inspiration Software, Inc.	51	Software	Inspiration®, Kidspiration®, InspireData®	Annie Taylor
Institute for Human and Machine Cognition	52	Software	CmapTools, CmapLite	Alberto J. Cañas
I.T.P. Software Ltd.	63	Content / Hardware / Software	MathPro, MathPro Plus, FisiLab, QuimiLab, USB-Log	David Soloduchko

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SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Kids PC	64	Content / Software	Kids PC	Luis E. de la Mora
Motorola	53	Software	SoftStylus, Connection Manager, Bluetooth, DLNA	Jorge M. Alayo Espino
P3D Ltda	54	Software	Biology 1, Biology 2, Biology 3, Geography 1	Mervyn Lowe
PASCO scientific	39	Hardware / Software	PASPORT, SPARKvue, DataStudio, WAVEPORT	Dr. Wayne Grant
Positivo Informática	66	Content / Hardware / Software	Aprimora, Educational Portal	Bianca Vieira
SANAKO Corporation	55	Software	SANAKO Study 500, Study 700, Study 1200, Study Mobile, Study Science Lab	Kimmo Kärpijoki Juha Merinen Scott Hansen

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SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Tritone Music Education Systems	67	Content / Software	Tritone Music Series	Garnett MacMullin
Vernet, Inc. (Virtual Educational Resources Network)	56	Software		Michelle Guzman

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SOFTWARE

Algoryx Simulation AB:

Algoryx develops software for visual and interactive physics-based simulation, for educational, professional, and entertaining applications.

Contact:

Kenneth Bodin | T: +4690717090

algodoo@algoryx.se

www.algoryx.se

Algoryx Simulation, Uminova Science Park,
Box 7973, SE-907 19 UMEÅ, SWEDEN

Product Information:

[Algodoo Physics Sandbox](#) is a novel physics simulation software application that enables joyful learning of basic physical and scientific concepts such as conservation of energy and momentum, friction, bouncing and buoyancy, as well as physics of fluids, mechanisms, and complex machines. Algodoo is based on a constructionists learning principle, where learning is accomplished by constructing and building things. Algodoo is also a very creative tool that stimulates artistic expression, often in collaborative projects, resulting in animations, videos, and even computer games.

Algodoo makes novel use of the touch screen and the accelerometer of the classmate PC which literally makes it possible to draw and shake the physics.

Algodoo comes with instructional material with clear learning objectives for educators and learners, pedagogic background information, and can be connected to a large and lively web community.

Business Model/Pricing:

Algodoo is offered as a retail product with individual licenses and also as a volume product with site licenses and volume discounts. Pre-negotiated licensing scheme with Intel available.

Languages/Countries Available:

Algodoo is currently available in English, but it can be translated and localized to any language and/or countries on request and in collaboration with local resellers (including all educational material). The Web/Internet resources for Algodoo can also be localized and translated upon request.



SOFTWARE

Amazis.net Sp. z o.o.:

Amazis.net is an open source software distributor and developer. We provide world-class messaging solutions, customized Linux systems, and Magic Learning—an e-learning software.

Contact:

Marcin Zalicki | T: +48 61 670 50 60
marcin.zalicki@amazis.com
www.amazis.com

ul. Truskawkowa 32, 60-185 Poznań, Poland

Product Information:

Magic Learning is an e-learning class software that provides an easy-to-use and powerful set of functions which enables teachers to instruct, monitor, and interact with students in class. Built-in features include: direct chat with the entire class or selected student, lock keyboard and mouse, screen broadcast, create repositories of class files, calendar management, test management, and many more. Special, advanced management console allows the teacher to prepare lesson templates and plan schedules.

Business Model/Pricing:

Magic Learning license is site licensed and individual seat licensed. Software is available for OEM license.

Languages/Countries Available:

Polish, English - more languages on demand



SOFTWARE

AURALOG S.A.:

TELL ME MORE® is the first dynamic language learning solution in the world to incorporate speech recognition technology.

TELL ME MORE® delivers value by offering more hours of interactive content, a wider variety of activities and more skill levels than any other program. Equally effective for the beginning learner or the advanced speaker, TELL ME MORE® is dedicated to promoting advancement at all stages of language learning.

Contact:

Ivan Fernandez Olivera
 T: 00 (52) 55 58157532
 C: 00 (52) 55 29630808
ivan.fernandez@auralog.com
www.tellmemore.com

Operations in México Distrito Federal

Product Information:

- Easy-to-comprehend content created by expert instructional designers
- 2,000+ hours of dynamic content per language
- Specialized oral communication content
- Supplemental Business and Culture specific content
- Reading, Writing, Speaking, and Listening Workshops
- 37 different types of learning activities/interactions
- Speech Recognition with playback and achievement scale
- Spoken Error Tracking System (SETS®) technology automatically detects and corrects your pronunciation errors
- Professional voice-overs, videos, 3-D animations, and real-world graphics
- 10,000 vocabulary words classified by lexical group
- Anytime, anywhere accessibility

Business Model/Pricing:

License individual (one license-one student-one language) Price USD 5.00 and Price USD 15.00.
 Licenses on demand.

Languages/Countries Available:

Europe:
 France
 Germany
 Italy
 Spain

America:
 E.U.A.
 México
 Brasil
 China
 India

Languages:
 American English
 Britanic English
 French
 German
 Italian
 Spanish



SOFTWARE

EasyBits Software AS:

EasyBits makes technology safe and manageable for families and schools. We wrap Windows in a simple but powerful UI that protects kids from inappropriate content and their PCs from viruses and malware.

In education, we enable schools to simply customize their students' PCs, applications, and learning environment. At home, we give parents control over their child's PC, applications, e-mail, and Web browsing.

We've won several "best product" awards from the EU and have been protecting kids and families for almost a decade.

Contact:

Lars Jolstad | T: +47 9013390
lars.jolstad@easybits.com
www.easybits.com

Karenslyst Allé 10
 0278 Oslo, NORWAY

Product Information:**Inspirus Desktop**

A user interface for PCs designed specifically for education. It maximizes learning while protecting students from inappropriate content—and PCs from viruses and accidental damage. Comes with a safe web browser and a managed e-mail application. Designed for both home and school use.

Inspirus Classroom Control

Simple software for teachers to manage and deliver lessons to a computerized classroom.

Inspirus School Server

Helps administrators set up, manage, and run student PCs in a school environment.

Inspirus School Office

A simple and easy tool for nontechnical school office staff to update and maintain the school server.

Business Model/Pricing:

Inspirus Desktop and additional software is built into the default classmate PC software stack and therefore comes at no additional cost.

Languages/Countries Available:

Arabic (Saudi Arabia)	Greek	Russian
Czech	Polish	Slovakian
Chinese (simplified and traditional)	Portuguese (Portugal and Brazil)	Spanish (Spain and Latin America)
Danish	Hungarian	Swedish
Dutch	Indonesian	Thai
English	Italian	Turkish
Finnish	Japanese	
French	Korean	
German	Norwegian	

educationware

SOFTWARE / CONTENT

EducationWare:

We deliver technological solutions that facilitate the educational process to teachers, the learning process to students, and integrate well in the school community.

We add value to the education process by incorporating content and training into hardware and software elements.

Contact:

Víctor M. De la Fuente L.

T: 55 5534 6751

victor@educationware.com.mx

www.educationware.com.mx

Gabriel Mancera No. 1537, Col. Del Valle,
Mexico DF 03100, Mexico.

Product Information:

Cabri Geometre II Plus is software recognized by experts in pedagogy, specifically for its simplicity of use and solid educational foundation.

Cabri 3D is the only program that enables you to construct three-dimensional geometry that also contains the benefits of interactive geometry.

Both Cabri software:

Let students go from exploration to understanding

- Construct 2-D (II Plus) and 3-D (Cabri 3D) figures.
- Create expressions using fundamental algebraic concepts.
- Connect geometry and algebra.
- Explore a figure's properties.
- Observe the effects of dynamic transformations.
- Make conjectures about algebraic and geometric properties.

Let teachers go from lesson plans to assessment

- Create activities.
- Generate classroom resources.
- Present activities to students.
- Expand online by integrating figures that can be manipulated on web pages or by incorporating Microsoft Office documents.

Business Model/Pricing:

Both Cabri software programs are sold in individual licenses, limited user's licenses, and unlimited site licenses. We also have bundle versions that incorporate both programs. For large educational entities we can create specific licenses, such as state or national educational levels.

Languages/Countries Available:

Spanish	Polish
English	Other
French	
German	
Italian	
Portuguese	
Dutch	
Chinese	
Japanese	



SOFTWARE

Figaro Consulting:

Figaro is a company that creates innovative solutions with the latest technology. Based on Web 2.0 and cloud computing, our software allows young and creative people to add value and to make the products grow constantly.

Contact:

Klaus Schmetkamp
T: 54 9 11 3183 9997
Klaus@figaronline.com
www.figaronline.com

Callao 420 5to A - CP:1022 -
Buenos Aires - Argentina.

Product Information:

Figaro is a Web-based tool that allows centralizing and streamlining key tasks related to management and communication in educational institutions. Students, teachers, managers, and members of the organization can work online and access the same information in real time. Our comprehensive tool adds value to the educational channel, speeds up daily tasks, and incorporates using Web 2.0 to support 21st century learning skills.

Business Model/Pricing:

Figaro works the same way with every organization. There is a license and the organization pays a monthly fee. There are two different options with sponsors (USD 700/month) or without sponsors (USD 900/month).

Languages/Countries Available:

The product can be used anywhere in the world. So far it is present in Argentina. The product is now available in Spanish, French, and English and it's been translated into Italian and Chinese for October 2009.



SOFTWARE

Fundación Hablando con Julis:

We are dedicated to developing, maintaining, and promoting our “Speaking with Julis” software as a personal interpreter for people who are deaf or who are experiencing oral and/or auditory difficulties.

Contact:

German Galindo | T: 310 814 6053
info@hablandoconjulis.com
www.hablandoconjulis.com

Carrera 13 # 153 - 81, 5-402,
 Bogotá - Colombia

Product Information:

Speaking with Julis is a communication software or a personal interpreter specifically designed for children, young people, and adults who are deaf or who are experiencing oral and/or auditory difficulties. It enables them to communicate with others and thus increase, strengthen, and improve their academic performance and their personal development.

Our software operates from a single screen, with no menus or submenus, which makes it very easy and fast to use. It can access an extensive database of images, videos, male and female voices, and written words that help those who are deaf and/or have other difficulties with communication to improve their ability to think, to learn, to read and write, and to interact with the “hearing” world. Currently it is available for English and Spanish but can be adapted for any language. There are no limits because the database can be extended indefinitely. The person with these difficulties communicates by choosing images with a simple touch of the screen or click of the mouse.

Business Model/Pricing:

Pricing of each license:

America: USD 50

Europe: EUR 50

Can be acquired through “Hablando con Julis” foundation and the Web site www.hablandoconjulis.com

Languages/Countries Available:

Languages:
 Spanish
 English

Countries:
 All around the world



SOFTWARE

Inspiration® Software:

Inspiration Software®, Inc. is recognized as the leader in visual thinking and visual learning. We develop and publish innovative software tools that inspire thinkers and learners of all ages to brainstorm, organize, plan, and create. With more than 25 million users worldwide, our award-winning software is revolutionizing visual thinking and learning in education, personal and business use-inspiring students to develop strong thinking and organizational skills and improve their academic performance and tapping the power of visual thinking to help personal and business users enhance productivity and creativity.

Contact:

Annie Taylor | T: 800.877.4292, ext. 128 (toll Free), 503.546.2128 (local) | F: 503.297.4676
ataylor@inspiration.com
www.inspiration.com

9400 SW Beaverton-Hillsdale Highway,
 Suite 300, Beaverton, OR 97005-3300, USA

Product Information:

Created for K-5 learners, Kidspiration develops thinking, literacy, and numeracy skills using the proven principles of visual learning. Kidspiration supports students as they think creatively and organize ideas to write, comprehend, and communicate successfully. As students make visual connections, they build fundamental skills in reading, writing, math, science, and social studies.

With Kidspiration, students use graphic organizers to show and explore ideas and relationships. They create graphic organizers including webs, concept maps, and Venn diagrams to clarify thoughts, organize information, apply new knowledge, and build critical thinking skills.

With Kidspiration, students create, organize, and explain ideas and information visually. They develop stories and descriptions using engaging visual tools and explore new ideas with thought webs and maps.

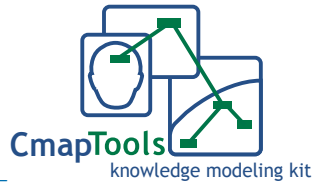
Using Kidspiration for math builds problem solving and reasoning skills by focusing on the core conceptual foundations of counting, place value, computation, and geometric thinking. Using Kidspiration helps students build spatial and geometric reasoning and master fraction basics.

Business Model/Pricing:

We have different price and license models for each market, based on what works best in each. In the UK we have Site Licensing available, In the U.S. and all other markets, all of our products are licensed by the computer.

Languages/Countries Available:

This product is available in US and International English.



SOFTWARE

Institute for Human and Machine Cognition:

IHMC is a not-for-profit research institute of the Florida University System and is affiliated with several Florida universities. Researchers at IHMC pioneer technologies aimed at leveraging and extending human capabilities. Our human-centered approach often results in systems that can be regarded as cognitive or perceptual prosthesis. IHMC is a world leader in the development of software tools allowing users from pre-school to professionals, such as NASA scientists, to express and share their knowledge in the form of concept maps.

Contact:

Alberto J. Cañas | T: 850.202.4400
cmalsupport@ihmc.us
<http://cmap.ihmc.us> or <http://www.ihmc.us>

40 South Alcaniz St.,
 Pensacola, FL 32502, USA

Product Information:

The IHMC CmapTools software suite empowers users to construct, navigate, share, and criticize knowledge models represented as Concept Maps. Through powerful collaboration tools and publishing to CmapServers, students from schools in different regions or countries can collaboratively solve problems using concept maps, jointly expressing their knowledge and collaboratively constructing their knowledge and negotiating meanings. CmapTools is used by students of all ages in over 150 countries, from pres-school to university students, and by researchers and professionals in organizations such as NASA.

CmapTools: Client program to construct and share knowledge models, runs in Windows (all versions), Mac OS X, Linux.

CmapLite: Client program to construct and share concept map-based knowledge models, for smaller machines, runs on Windows (all versions), Mac OS X, Linux.

Business Model/Pricing:

CmapTools and CmapServers are free for use by everybody and can be downloaded at <http://cmap.ihmc.us>. No licensing needed. The CmapLite version is recommended for smaller computers (computers with less memory or slow processors).

Languages/Countries Available:

English	French
Spanish	Japanese
Portuguese	Gallego
Finnish	Chinese
Swedish	Korean
Catalan	German
Italian	Euskera
Dutch	Kuna
Turkish	

The program will launch in the language of the host operating system, but language can be changed in the preferences.



SOFTWARE

Motorola:

Motorola is a global communications leader powered by a passion to invent, and an unceasing commitment to advancing the way the world connects.

Leveraging a long history of innovation and proven results, our software and hardware enables your customers to be more productive, save money, and expand the capabilities of their PCs and embedded devices.

Contact:

Jorge M. Alayo Espino
 T: +1 508 287 6270
lja019@motorola.com
www.motorola.com/pcsolutions

1303 East Algonquin Road, 9th Floor,
 Schaumburg, IL 60196, USA

SOFTWARE PROFILE

Product Information:

SoftStylus: Through the use of your finger and the computer built-in touchpad or touch screen, thousands of characters can be quickly and easily entered into all standard Windows and Linux applications.

Connection Manager: A unified solution to control, customize, and automate the many connections in your PC through an intuitive and easy-to-use software application.

Bluetooth: A complete PC Bluetooth software suite to transform your PC into a Bluetooth-enabled powerhouse with the most certified number of profiles in the PC market.

DLNA: An easy-to-use solution that turns your PC into the hub of your digital world by enabling digital media sharing in your home network with any DLNA compliant device.

Business Model/Pricing:

To reduce vendor management for the OEMs, our Software can be licensed through the ODM manufacturer in Asia.

Languages/Countries Available:

Languages:	German	Polish
Simplified Chinese	Hindi	Portuguese
Traditional Chinese	Hungarian	Russian
Czech	Icelandic	Spanish
Danish	Italian	Swedish
Dutch	Japanese	Thai
English	Korean	Turkish
Finnish	Norwegian	and more
French		



SOFTWARE

P3D Ltda:

P3D's award winning Biology, Geography, and Chemistry programs are extremely easy to use.

They provide for high quality, realistic virtual reality 3D models which feature precise scientific details and ingenious pedagogical concept solutions. Drawing tools allow writing directly on any image, which can then be saved in digital form and edited in order to develop personalized educational content.

P3D's software makes it easy to explain quite difficult subjects' visual support to oral and written explanation, thus enhancing understanding and memorization.

Contact:

Mervyn Lowe

T: +5511 8339 8567 | +5511 5505 0556

lowe@p3d.com.br | www.p3d.com.br

Rua Sansão Alves dos Santos 433, 4º.

Andar, São Paulo- SP, Brazil Cep 04571 090

Product Information:

P3D software is based in Virtual Reality (VR). Provides the possibility to navigate inside 3D image content.

P3D software is a "non linear tool" for Teachers. It means that there is no content guide, the basic idea is to provide to Teachers liberty to explore the content the way they want. Today around 90% of educational software is linear. They provide information on everything about class content and sometimes this is an inconvenience to Teachers, because they already have their own content and don't need more information. Because of this, P3D content can be used together with any books/material adopted by any School.

CONTENT based on Primary and High School Curriculum standards. Due to non-linear characteristic, teachers from different grades can use the software, and when this happens they simply don't explore images total information.

Available titles: Biology -1 (Human Body), Biology -2 (Cell, Mitosis and Meiosis), Biology -3 (Animal Classification), Geography -1 (3D maps, Solar System, Solstice and Equinox).

Business Model/Pricing:

Licenses available for: Single User, Users Group, or Site License

Languages/Countries Available:

Content Available in:

Portuguese

Spanish

French

German

Italian

Turkish

Czech

Slovak

Countries:

Chile

Brazil

USA

South Africa

India

Turkey

and all of Europe



SOFTWARE

SANAKO Corporation:

SANAKO, based in Finland, is a world leader in live language learning technology, developing pedagogically-sensitive language teaching solutions, science teaching, classroom management software, and provides customer services.

Acting as a catalyst for improving teaching outcomes, our wireless and mobile systems software, motivate learning.

We offer development on NetGen Natives driven Distance and Mobile Learning combined with Web 2.0 Virtual Communities. Our reseller network in 70 countries and sales teams in Australia, China, France, Indonesia, Russia, UAE, UK, and US, reach satisfied customers around the world.

Contact:

SANAKO Corporation | T: +358 2 2166 500
kimmo.karpijoki@sanako.com
juha.merinen@sanako.com
scott.hansen@sanako.com
www.sanako.com

Kaurakatu 46, 20740 TURKU, Finland
 307D Geiser Road, Wynantskill, NY 12198

Product Information:

SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science Lab* provides true-to-life lab experiences in a safe environment—without the cost of investing in separate sets of equipment and materials. The solution includes stimulating and interactive multimedia content for simulating science experiments and essential classroom management tools to help teachers support students in tests.

SANAKO Study 1200* a lightweight, dynamic, and scalable language teaching software that meets the demand for teaching technology. Students enjoy intensive listening and voice-based activities. Teachers can install modules introducing additional teaching or learning activities, or administrative functions. Fully compatible with modern computer operating systems including current and future versions of Microsoft® platforms.

SANAKO Study Mobile* allows teachers and students to use digital technology to enhance learning whether at home, in school or on the move. Students and teachers can use the module to enhance their personal learning activities and to take more responsibility for learning outcomes.

Business Model/Pricing:

Licenses can be purchased based on site licenses, individual seat licenses, and dynamic licenses (floating licenses).

Languages/Countries Available:

SANAKO Study 500, Study 700, and Study 1200 solutions are localized to the following languages: Arabic, Chinese, Danish, Dutch, English, Finnish, French, German, Hungarian, Italian, Korean, Portuguese, Russian, and Spanish.

Our solutions provide support for UNICODE, which allows customers to use a wide range of character sets and languages.



SOFTWARE

Vernet, Inc. (Virtual Educational Resources Network):

Vernet, Inc. began in 1999 in Puerto Rico. Our challenge was to develop educational computer programs for elementary, middle, and high school, following the Department of Education's strict requirements. We now have over 20 programs created by professionals in Puerto Rico. Vernet, Inc. has expanded to the Dominican Republic and continues to strengthen its presence in the rest of Latin America. Our vision is to become the research leader in the Hispanic world, develop and market interactive educational products, and deliver the most innovative products and services for the information era.

Contact:

Michelle Guzman
 T: 787.747.1980 or 787.599.4290
mguzman@vernetwork.com
www.vernetwork.com

Edificio Multifabril, Parque Industrial del Oeste, Local 14 A-#4, Caguas, PR 00725

Product Information:**Gaby y el juguete nuevo™**

Provides for the development of the following skills: description of situations, precision, problem solving, color identification, imagination, creativity, memory, and details.

El Planeta de los Verbos™

Designed for middle and high school students. Through the various modules explains all the concepts of conjugation of verbs.

Viaje al Fondo del Mar™

Develop reading and writing skills, imagination and creativity, vocabulary, visual-motor coordination, prediction, proper spelling, visual, and auditory discrimination.

Nora tu amiga la computadora™

Helps the child to know the different parts of a computer. The stories, interactive games, music, animation, and variety of graphics help in learning while having fun.

Gotita cuentos ecológicos™

Reading series ideal for developing critical thinking. Interactive games and exercises, lead students to develop interest in the environment and to learn about various ecosystems.

Gaby y la pecera mágica™

Develops creative writing skills, vocabulary, visual-motor coordination, and others.

Business Model/Pricing:

You can purchase our products as follows:

- Individual license
- Lab pack of 5 licenses
- Lab pack of 10 licenses

Languages/Countries Available:

Dominican Republic
 Panamá
 Chile
 Colombia
 Ecuador

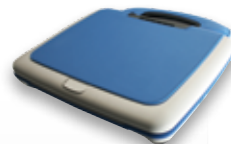
Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

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BrainPOP Latinoamérica	59	Content	Animated Educational Content, Movies, Science, Math, Social Studies, Technology, Health, Internet	Gabriel Kahan
Childtopia	60	Content / Software	Listening and writing comprehension, games, fairy tales, worksheets, draw, detective, letters, numbers, crafts	Daniel Garcia Sirera
Editora Saraiva	61	Content / Software	Destino: Matemática, Destination Reading	Paulo Fernando Silvestre Júnior
EducationWare	48	Software / Content	Cabri Geometre II Plus and Cabri 3D	Victor M De la Fuente L
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Vendors



[HARDWARE](#)



[SOFTWARE](#)



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Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

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Vendors



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CONTENT

BrainPOP Latinoamérica:

Founded in 1999, BrainPOP creates animated, curriculum-based content that supports educators and engages students. Our award-winning online resources include BrainPOP, for grades 3 and up; BrainPOP Jr., for grades K-3; and BrainPOP Español/Latinoamérica. Our newest resource, BrainPOP Educators, features free tips, tools, and best practices by and for our teacher community.

Contact:

Gabriel Kahan | T: +52 (55) 52501283
gabrielk@brainpop.com
www.brainpop.com.mx

Horacio 124 Dpcho 1302 Col. Polanco,
 México DF, México CP 11560

Product Information:

All our Web sites are supported by the classmate PC. Our award-winning online resources include BrainPOP, for grades 3 and up; BrainPOP Jr., for grades K-3; and BrainPOP Español/Latinoamérica. Our newest resource, BrainPOP Educators, features free tips, tools, and best practices by and for our teacher community.

Business Model/Pricing:

Online Subscription based. Yearly subscriptions for schools and home users. Subscription gives access to full site.

Languages/Countries Available:

English
 Spanish
 French
 Hebrew
 Mandarin
 UK English



CONTENT / SOFTWARE

Childtopia:

Childtopia is a educational content developer. We are specialized in Internet but we can provide our content in several formats. Our product can be addressed to a wide audience interested in children and education. Content is published on our Web site, however we can do special content for other companies.

We are working with public educational departments to offer Childtopia in their schools and private companies who want to address children, 4 to 10, with an educational, funny, and responsible message.

Contact:

Daniel Garcia Sirera | T: +34937541881
daniel.garcia@childtopia.com
www.childtopia.com

Passatge Burriac, 17 Cabrera de Mar
 Barcelona Spain

Product Information:

Online: [Games and Activities Make It Fun and Easy to Learn](#)

Listening and writing comprehension. Move children to read, giving them good comprehension.

Games. A fun way to practice and learn. Categories: math, language, or memory capacity.

Fairy tales. Listen to classical fairy tales.

Worksheets. Print and work offline.

Learn to draw. Fun and targeted method. More than 30 pictures.

The detective. Visual game to increase your attention.

Learn to draw letters. Learn to draw capital, calligraphic, or printed letters.

Learn to draw numbers. Learn to draw numbers.

Crafts. Create your own toy following our video instructions. 100 different projects.

Offline: [The Users Can Play and Learn Without an Internet Connection](#)

CD 1. Creativity and observation games and worksheets.

CD 2. Math games and worksheets.

CD 3. Language games and worksheets.

CD 4. Memory games.

CD 5. Musicgames.

CD 6. Learn to draw.

CD 7. Crafts.

CD 8. Listening and writing comprehension.

CD 9. The detective.

Nothing is more important than childrens' education. We offer a lot of activities.

Business Model/Pricing:

Online:

Individual annual subscription: EUR 12 + Tax

School annual subscription: EUR 120 + Tax

CDs: EUR 23/each + tax

Languages/Countries Available:

Our product is now available in English, Spanish, French, Catalan, Euskara, and Galego; and we are translating it in Georgian, Russian, Italian, and German too.

Editora Saraiva

CONTENT / SOFTWARE

Editora Saraiva:

Editora Saraiva ranks among the leaders in the segments of Didactic Books and Para-Didactic. One important strategic operation placed during 2007 was the initiative of Saraiva to create products that meet and advance educational market demands for digital content. Through an association with Houghton Mifflin Harcourt International Publishers, one of the worldwide leading companies in educational software, two first products being launched are multimedia didactic materials for Math and English.

Contact:

Paulo Fernando Silvestre Júnior
 T: 11 3613 3088
pfsilvestre@editorasaraiva.com.br
www.destinosaraiva.com.br

Av Henrique Schaumann, 270 13º andar -
 CEP 05413-010 São Paulo - SP - Brasil

Product Information:

Destination Math - A comprehensive K-12 math program, Destination Math transforms math instruction and bolsters student understanding through a highly engaging learning environment. Students develop fluency in math reasoning, conceptual understanding, and problem-solving skills.

Destination Reading brings highly differentiated instruction to an entirely new level by automatically delivering targeted and personalized instruction based on a student's performance in a given skill. The program incorporates a "teach, practice, apply" methodology to promote efficient learning. Student motivation is at the forefront of Destination Reading. THE DESTINATION ADVANTAGE.

- Built on sound pedagogical research
- Individualization and performance monitoring using assessment and prescription to deliver the right content at the right time
- A powerful, easy-to-use teacher tool for conveying complex topics in fresh, new ways
- Integrates with in-classroom devices for effective whole group instruction
- 24x7 access with tutorial instruction for extended learning outside the classroom
- Aligns to state and national standards
- Proven success in accelerating math achievement at all levels
- Emphasizes explicit instruction with a focus on discrete skills
- Extensive progress monitoring meets accountability requirements
- Inspires educators and students with new, fresh approaches toward reaching reading proficiency

Business Model/Pricing:

Destination Series is a product to schools, priced on the number of users. Destination Reading and Destination Math are purchased individually. Contracts are for one year minimum. We offer standalone, network, and portal versions.

Languages/Countries Available:

Country:	Destination Math	Destination Reading
Brazil	Languages: Portuguese English	Languages: English

eduinnova

Transformando la sala de clases

CONTENT / SOFTWARE

Eduinnova:

For more than 10 years, Eduinnova has developed real improvements in education quality making profound changes in teaching dynamics within the classroom. The result is a platform that builds students' social and academic skills through collaboration. Our research into technology and pedagogical techniques combined with experience in schools has culminated in a model that offers a pedagogical framework that adapts to existing curricula, a face-to-face collaborative environment mediated by technology and a training process for transferring the experience to teachers.

Contact:

Ximena Sibils
 T: +56 (2) 354 5775
xsibils@eduinnova.com
www.eduinnova.com

Vicuña Mackenna 4860, Edificio San Agustín Piso 1, Macul, Santiago, Chile

Product Information:

EDU-Choose: Get it simple! Allows the teacher to send multiple choice questions to the students for individual work. Very powerful for instant evaluation and for students to get involved with ICTs in an easy and pedagogical way.

EDU-Agree: Our great and most popular product! This product allows teachers to moderate the class work leaving the students the role of teachers of their peers. Based on collaborative learning, students work in groups of three solving multiple choice questions, where they have to negotiate and agree to advance. This product increases social skills in students and develops 21st century skills.

EDU-Create: Our new and most revolutionary product! A constructivist model for open questions. Students interact individually, as a group, and with all the class. Great for developing creativity and social skills.

Eduinnova Platform: All of our products allow the teacher to create a closed wireless network, which doesn't require Internet. Also, the questions can be created by the teacher or downloaded from an online database with 15,000+ contents, ordered by language, level and subject, for an easy search.

Business Model/Pricing:

As Eduinnova methodology requires the direct participation of teachers, training must be done and followed very closely. Eduinnova transfers the pedagogical and technical know-how to a local agent, which is then integrated into the schools.

Pricing model is absolutely flexible to user needs, but the standards are a closed sum per school or a fee per seat, composed of three items: teacher training, support, and access to contents.

Languages/Countries Available:

Eduinnova Methodology:
 English
 Spanish
 Portuguese

International Experiences:
 USA
 UK
 Argentina
 Brazil
 Chile
 Guatemala



CONTENT / HARDWARE / SOFTWARE

I.T.P. Software Ltd.:

Developers of educational software and technology for Latin America.

Contact:

David Soloducho

T: +972 3 578-0901

itpsoft@itpsoft.com | www.itpsoft.com

25 HaLechi St., Bnei Brak, 51200, Israel

Product Information:

MathPro, math software containing an infinite number of exercises, intelligent qualification system, and teacher tools.

MathPro Plus, mathematics laboratory software displaying in graph format, functions and experiments made by students, through simple writing and analysis tools.

FisiLab, laboratory software to experiment with physics.

QuimiLab, chemistry laboratory software using real-time simulation and an editing tool for the teacher.

USB-Log, portable laboratory hardware to analyze and allow the making of experiments in sciences like physics, chemistry, or biology by measuring the environment through interchangeable sensors.

Business Model/Pricing:

Licensing is according to the number of units where the software will be implemented, independently of the amount of students.

Languages/Countries Available:

Spanish

Argentina

Honduras

Bolivia

México

Chile

Nicaragua

Colombia

Panamá

Costa Rica

Perú

Ecuador

Venezuela

El Salvador

Uruguay

España

Guatemala



Tecnología para la Educación

CONTENT / SOFTWARE

Kids PC:

Kids PC System is manufactured by IDETE, S.A. de C.V., a company dedicated to educational software development to support our clients with diverse services.

Our purpose is to contribute and support new didactic strategies that enrich the learning and teaching processes with innovative technology.

Contact:

Luis E. de la Mora | T: 52-33-37930030
luisdelamora@kidspc.com.mx
www.kidspc.com.mx

Av. De las Rosas 2891 Colonia Chapalita
 Guadalajara Jalisco México 44510

CONTENT PROFILE

Product Information:

Kids PC System is dedicated to developing educational content, software tools, and support services for elementary schools. We offer more than 100 configurable programs with more than 1,400 topics in Mathematics, History, Geography, Science, Spanish, and Basic Skills.

More than 100 educative tools to create your own projects.

Kids PC System is fully compatible with classmate PC and promotes the 1:1 computing model.

Business Model/Pricing:

Products we offer:

Kids PC Software (school edition)—licensing can be acquired on a perpetual or temporary basis.

Kids PC en Casa software (home edition) installed on a classmate PC runs in a stand-alone mode (homework) and it is connected in the classroom network when needed (classroom work). Prices start USD 30.

Languages/Countries Available:

Kids PC System can be used in Hispanic language countries or regions.



Educación

Aprende más, logra más.

CONTENT

McGraw-Hill Interamericana, SA de CV:

McGraw-Hill is a global company that develops educational contents from K-12 to professional levels in practically all knowledge areas.

Contact:

Javier Neyra | T: (5255) 15 00 50 12
javier_neyra@mcgraw-hill.com
www.mcgraw-hill-educacion.com/ebooks

Prol. Paseo de la Reforma 1015 Torre A
 piso 17. Col Desarrollo Santa Fe. CP 01376
 México DF.

CONTENT PROFILE

Product Information:

Through our modern and secure platform, we offer digitized textbooks and reference materials for elementary and high schools as well as for universities, the medical, and other professional fields. Our technology affords you, with the broad capabilities, to customize content, highlight, tag, or share notes with your classmates and teachers. In addition, our robust search features enable you to explore throughout a book or through the entire integrated digital library. You're not required to be online. Our content cannot be copied protecting the intellectual property. Upon request, books can be listed by: author/title/pages/specific characteristics.

Business Model/Pricing:

Our pricing model is flexible; we sell temporary or permanent licenses. Content price is based on printed versions and it is adjusted based on the volume and frequency of purchase.

Languages/Countries Available:

We publish globally in most languages. For Latin America, we have e-books in Spanish, Portuguese, and English.



POSITIVO
INFORMÁTICA

CONTENT / HARDWARE / SOFTWARE

CONTENT PROFILE

Positivo Informática:

Created in 1989, Positivo Informática is one of the largest educational technology companies in Latin America and the largest computer manufacturer in Brazil. It supplies both the national and international markets with advanced solutions in computer manufacturing, software development, learning panels, Internet portals, interactive whiteboards, document cameras, training services, and pedagogical and technical support.

In the educational sector, we provide the Positivo Informática learning tools for 11,700 public and 2,700 private institutions.

Contact:

Bianca Vieira | T: 55 41 3312 3600
bvieira@positivo.com.br
www.positivoinformatica.com.br

Major Heitor Guimarães, 174
 Curitiba / Parana / Brazil
 80440-000

Product Information:

Aprimora

Multimedia activities developed to improve Portuguese and Math learning and skills. The activities are contextualized and have a growing degree of difficulty. The product comes with evaluation and monitoring programs that show the improvement of one student or the entire class, school, or school chain. Recommended for students 6 to 10 years of age.

Educational Portal

One of the most complete K12 educational portal solutions on the market. The portal includes more than 100 different sections ranging from simple communication tools like e-mail and blogging to very powerful simulators. The portal also has reference tools such as a dictionary, encyclopedia, and an interactive atlas.

Business Model/Pricing:

The standard pricing model is per student, per month but this model can be customized to adapt to the customer's needs.

Languages/Countries Available:

Aprimora - Portuguese (full) English and Spanish (math module).
 Educational Portal - Portuguese.



CONTENT / SOFTWARE

Tritone Music Education Systems:

Tritone: Virtual Learning Systems (VLS) is focused on developing interactive integrated music education solutions and educational courseware to schools and distant learning environments. Using the Internet as the Music Lab, Tritone patented technologies allow for scalability and flexibility with custom content design. Course management systems provide a consistent level of content presentation and musical instruction to a large number of students offering 24/7 access to evaluations and feedback.

Contact:

Garnett MacMullin
 T: 604.451.5547 X 2111
garnett@tritone.net
www.tritonemusic.com

4170 Ranger Crescent,
 North Vancouver, BC, Canada V7R 3K9

Product Information:

Tritone Music Series consists of three learning modules plus an exam. Each learning module is divided into a series of units and a quiz. Musical concepts are introduced through a rich multimedia environment. Lessons are reinforced with interactive and motivating activities that provide instant feedback and address all types of learning.

- **Javatrax** is a specialized music sequencer that utilizes state-of-the-art technology connected to an electronic keyboard to evaluate a student's performance over the Internet. Javatrax assesses the student's performance and provides a graphical display of pitch, timing, and expression errors.
- **Javakeys** virtual keyboard interface option allows interaction directly on interactive white boards or touch screen technology as well as the computer keyboard to play songs in real time without an electronic keyboard.
- **CourseWatch 2.0** classroom and course management system monitors and organizes learning activities, records performance for playback, and tracks student progress.

These tools offer an online solution for the music specialist teacher and the classroom teacher who want to provide a consistent level of music education, assessment, and record maintenance.

Business Model/Pricing:

Tritone is a subscription product that is based on the number of participants enrolled annually.

Tritone offers four options to purchase and implement our courseware. These are all individually priced with three levels of access, director and teacher management and students from school and remote. General classroom, Virtual School at home, Teacher Single Classroom presentation and resource, and finally Capital Cost Purchase exception (3- and 5-year term contracts with unlimited district student access during the license period).

Languages/Countries Available:

English
 French



CONTENT

Zutri:

Zutri is a Mexican company dedicated to technological solutions development and integration. Specializing in more than 100 multimedia educational software development using Flash, some of our products have been awarded first place for best interactive CD (Quorum 2007) and second place for best video game for PC or Console (Creanimax 2008).

Contact:

Javier Zúñiga Utrilla
 T: +52 (222) 2494849
javier@zutri.com | www.zutri.com

Macehuales 138 Fracc. Quetzalcóatl.
 San Pedro Cholula. Puebla. 72760

Product Information:

INTERACURSOS. This K-6 library of 24 courses in topics like Mathematics, Spanish, Social Studies, and Natural Sciences, contain exercises for students to understand concepts seen in class via activities and multimedia games. Contents are aligned to the SEP plan (México).

AH-KUK. A collection of six historical Hispanic stories sharing the past and highlighting the heroes who helped lay the foundations of our culture.

ENSEÑAS. A program focused on teaching hearing impaired children in a fun and effective way, using Mexican Sign language to enable them to communicate with others.

TIKA LA SALAMANDRA MAGICA. A collection of seven interactive stories teaching children moral values by asking them to make the right decisions to determine the story endings.

TEMAS DIVERSOS. Over 100 different general interest educational software programs such as the Solar System, Land and Field, Transportation, Sports, Mexican Culture, Space Travels, Drugs and Addictions, etc.

Business Model/Pricing:

Our products are commercialized by individual licensing (seat). Each one is priced at USD \$50.

Languages/Countries Available:

Spanish-speaking countries only.

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

HARDWARE

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Vendors



HARDWARE



SOFTWARE



CONTENT



SERVICES

CompuCharge®

...laptop charging solutions

HARDWARE

CompuCharge Ltd.:

CompuCharge provides solutions for the mobile recharging and storage of laptops and tablet PCs in education. We are UK manufacturers of laptop storage and charging trolleys producing the ChargeBox, ChargeBay, and also our TabCharge range, which has been designed specifically for the classmate PC.

Contact:

Paul Catling | T: +44 1245 329599
paul@compucharge.co.uk
www.compucharge.co.uk

13-17 Haltwhistle Road, South Woodham
 Ferrers, Essex, UK. CM3 5ZA

Product Information:

TabCharge® 30

Manufactured in the UK from the highest quality materials, and as with all CompuCharge laptop charging solutions, made to comply with EN60950:2000. The TabCharge® 30 has been designed as a compact, lightweight method of storing and charging up to 30 classmate PC laptops.

Ergonomically designed to include large rounded corners, a more aesthetically pleasing look for the classroom that also prevents damage to walls or doors caused by collision.

All shelves are designed with the end user in mind, with large spaces between each one for ease of access. The shelving is fully ventilated, which completely removes any potential for the overheating problems that can be found in some of the lower quality products in today's marketplace. Our simple "in shelf" cable management system allows for cables and AC adaptors to be stored safely, which means no more messy, untidy wires!

Business Model/Pricing:

The TabCharge® 30 has a rrp of EUR 699 and a trade price of EUR 499. We are happy to produce bespoke units for distributors, by changing colors/logos etc. but this will require a commitment to a minimum order quantity which can be discussed at the time.

Languages/Countries Available:

We can distribute the product globally.



HARDWARE

EarthWalk Communications, Inc.:

EarthWalk is a pioneering leader in the development of wireless mobile computer laboratories and laptop battery recharging systems for education and training. Since 1996, EarthWalk has focused exclusively on designing, manufacturing and refining this technology and its services to meet the needs of business and government. EarthWalk's innovative, cost-effective and reliable solutions have been successfully delivered to over 5,000 school districts throughout North America and international markets with clients in the Middle East, Europe, Africa, Latin America, and the Caribbean.

Contact:

Facundo Alberdi, Vice President of International Markets | T: 703.393.1940 ext. 250
facundoa@earthwalk.com
www.earthwalk.com

10262 Battleview Parkway
 Manassas, VA 20109, USA

Product Information:

FlexCart™ Mobile storage cart that simultaneously charges 16 or 24 classmate PCs, 16 or 24 additional batteries and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

Mini+Max™ Mobile storage cart that simultaneously charges 24, 32, 36, or 48 classmate PCs and powers wireless access points and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

eXpressCase™ Mobile storage case that simultaneously charges 8 classmate PCs, 8 additional batteries and powers a wireless access point and peripherals all from one electrical outlet for continuous operation of the classmate PCs.

BatteryBay™ Charging system that simultaneously recharges up to 32 classmate PC batteries from one electrical outlet for continuous operation of the classmate PCs.

Business Model/Pricing:

The base models of the FlexCart™, Mini+Max™, eXpressCase™ and SafeCase™ can be purchased to store and simultaneously charge classmate PCs. Optional features such as the BatteryBay or PowerStation Charging Systems and wireless access point can be integrated for an additional cost. Pricing is calculated on a per unit basis with final price being determined by several factors including commodity price shocks, economies of scale, and structure of distribution channel.

Languages/Countries Available:

Products can be supported in:

English
 Spanish
 French
 Dutch
 Macedonian
 Arabic

By headquarters and distributors in the:

U.S.
 Canada
 Mexico
 Puerto Rico
 Dominican Republic
 Honduras
 Colombia
 Brazil
 Jamaica
 Trinidad and Tobago
 U.K.
 Netherlands
 Macedonia
 Senegal
 Ghana
 Nigeria

Kenya
 South Africa
 Egypt
 Palestine
 Saudi Arabia
 Barbados



HARDWARE / SOFTWARE

EPOS:

EPOS is a leading provider of advanced digital positioning technology. The company partners with OEMs, ODMs, distributors and retailers to bring next-generation, positioning-based consumer electronics products to the PC peripheral, and notebook markets. EPOS-Enabled Wired Digital & Mouse, Digital Pen&Mouse and Digital Pen&USB Flash Drive are marketed globally. EPOS positioning-based input devices bring value to a wide range of markets and industries including; e-learning and education, enterprise solutions, graphic design, and more. Additional future markets include gaming, cellular, robotics, and digital media.

Contact:

David Haviv, Director of Product Management
 T: +972.9.762.5700 | D: +972.9.762.5748
 C: +972.54.665.6053
davidh@epos-ps.com | www.epos-ps.com

4 Haharash Street
 Hod Hasharon, Israel, 45240

Product Information:

Wired Digital Pen&Mouse A low-cost, multi-purpose Wired Digital Pen&Mouse, now being offered with the Second Generation Intel-powered classmate PC. This inexpensive, mobile personal learning device has been uniquely designed to enhance the educational experience of students and teachers, particularly in the K-12 segment.

Benefits and Feature Summary:

- Natural input device
- Captures and displays handwritten notes, sketches, formulas, and anything you write
- Intuitive, accurate, durable, educational
- Extremely high accuracy (up to 900 dpi)
- Low cost, high performance

Business Model/Pricing:

Price is for product per volume. Additional information can be supplied by contacting EPOS.

Languages/Countries Available:

English
 Chinese (Simplified)
 Spanish
 Portuguese
 Japanese
 Korean
 Russian
 Arabic

Additional language support can be added per project base.



education

HARDWARE / SOFTWARE

LEGO® Education North America:

LEGO Education North America is a joint venture between Pitsco, Inc. and the educational division of the LEGO Group.

The joint venture was cemented on a common philosophy: Well thought-out, hands-on activities motivate students and create a fertile environment for learning.

LEGO Education (LE) combines the motivational advantages of LEGO Education sets with award-winning software and standards-based activity packs that integrate science, technology, engineering, and mathematics into engaging hands-on classroom projects.

Contact:

Lars Nyengaard | T: +45 7950 6536
Lars.Nyengaard@lego.com
www.LEGOeducation.com

P.O. Box 1707
 Pittsburg, KS 66762-1707, USA

Product Information:

The LEGO® Education WeDo™ Robotics Construction Set is an easy-to-use set that introduces young students to robotics. Students build LEGO models featuring working motors and sensors and program their models using the LEGO Education WeDo Robotics Software. When the set is combined with the WeDo Robotics Activity Pack, students explore a series of cross-curricular, theme-based activities and develop their skills in science, technology, engineering, and mathematics, as well as language and literacy.

The LEGO® Education WeDo™ Robotics Software, powered by National Instruments LabVIEW™, is for use with the LEGO Education WeDo Robotics Construction Set and has an easy-to-use, drag-and-drop software interface. Students learn how to program and create a working model, use software media to acquire information, and use feedback to adjust a programming system output.

The LEGO® Education WeDo™ Robotics Activity Pack allows students to explore four different themes while learning a broad range of curriculum standards. The WeDo Robotics Activity Pack is delivered on a CD-ROM and, when installed, integrates seamlessly with the WeDo Robotics Software to enable easy, on-screen student interaction with the digital building instructions and other student-centered content.

Business Model/Pricing:

WeDo™ Robotics Construction Set: USD 129.95

WeDo™ Robotics Software (single): USD 39.95

WeDo™ Robotics Software and Site License: USD 239.95

WeDo™ Robotics Activity Pack: USD 129.95

WeDo™ Robotics Construction Sets can also be purchased in 4, 8, and 12 quantity packs.

Languages/Countries Available:

For LEGO Education product orders outside the U.S. please visit
http://www.lego.com/education/buy/default.asp?page=5&l2id=8_1



HARDWARE

NEO Innovative Technologies:

NEO is a company based in Monaco, dedicated to the promotion and development of innovative technologies. NEO specializes in the area of education and has recently designed a new modular concept for mobile classroom: the iC-BOX line, which provides unrivaled storage capacity, flexibility, and mobility. Those solutions anticipate the needs of professionals from education and training arenas but can also respond to local governments and industry needs.

Contact:

Franck Ferreyrolles
 T: +33 6 50 57 96 95
f.ferreyrolles@neo.mc
www.neo.mc

Le Patio Palace - 41 avenue
 Hector Otto - 98000 MONACO

HARDWARE PROFILE

Product Information:**MINIBOX**

- The smallest solution of the iC-BOX line
- Designed for primary school
- Can place 12 classmate PCs+ 1 teacher laptop, WiFi access point, and switch
- Big drawer included (for video projector, mouse, etc.)
- The total height is 70 cm

S-BOX

- The intermediate solution
- Could be delivered with metal trays (two classmate PCs per tray)
- Or with special drawers for classmate PC
- Can place up to 24 classmate PCs, or variation with printer, video projector, charging system, sound system, and a lot more...
- Dimension: (WxLxH) in mm: 532 x 694 x 1189

M-BOX

- The fully-equipped mobile classroom
- Same options as the S-BOX
- Can to place up to 48 classmate PCs, or variation with printer, video projector, charging system, sound system, and a lot more
- Dimension: (WxLxH) in mm: 1049 x 694 x 1189

Business Model/Pricing:

Available on request.

Languages/Countries Available:

Current languages:

English
 French
 German
 Italian
 Dutch



HARDWARE

PASCO Scientific:

PASCO scientific is a teacher-centered, technology-based, solutions-oriented science education company. In business for over 45 years, PASCO provides teachers and their students the technologies they need to make science education fun, interesting, and relevant. PASCO designs, develops, manufactures and delivers hardware, software, science content and teacher professional development programs. PASCO hardware includes a full line of physics apparatus. As well, PASCO offers an extensive collection of electronic sensors and sensor interfaces known as the PASPORT line that enable students to collect data, visualize it in real time, analyze it, and annotate their investigations.

Contact:

Dr. Wayne Grant | T: 916.786.3800
wgrant@pasco.com | www.pasco.com

10101 Foothills Blvd
 Roseville, CA 95747-7100, USA

Product Information:

PASCO Hardware The PASPORT line of sensors and interfaces connects to your computer via USB or Bluetooth and allows real-time measurement and analysis of a wide range of physical phenomena. With our exclusive MultiMeasure™ sensors, you get multiple simultaneous measurements in a more manageable, economical package.

PASPORT Sensors Over 70 PASPORT sensors are available for scientific disciplines including Biology, Chemistry, Earth Science, Environmental Science, Physics, and Engineering.

PASPORT Software SPARKvue software is an icon-based, easy-to-use science learning system that combines multimedia curriculum, real-time data collection, and powerful scientific analysis tools in an easy-to-use, icon-based user interface. Compatible with any of PASCO's PASPORT sensors and interfaces. Optimized for touch-screen environments.

DataStudio is an award-winning advanced data collection and analysis program that connects seamlessly and automatically to PASCO's full line of sensors for real-time measurements in a hands-on laboratory. WAVEPORT is a software add-on for DataStudio that uses your computer's built-in microphone and speakers to perform a full range of sound studies, with no additional hardware required.

Business Model/Pricing:

PASCO sells its solutions worldwide in over 100 countries and in 15 languages. In the U.S., PASCO sells directly through our team of Science Education Consultants, a number of carefully selected channel partners, catalogs, and the Web. Internationally, PASCO sells through in-country selling partners. Hardware products are available to purchase individually or in bundles. Customers can purchase PASCO software in single units, through pre-set site licensing schemes, or in custom programs designed for larger scale opportunities. In addition, PASCO participates in alliance relationships to respond more comprehensively to large tender opportunities.

Languages/Countries Available:

Arabic	Japanese
Chinese (simplified)	Norwegian
Chinese (traditional)	Portuguese
Danish	Russian
English	Spanish
French	Swedish
German	Turkish
Italian	

Products used in over 100 countries.



HARDWARE

Skinit, Inc.:

Skinit, Inc. is the industry leader in On-Demand Personalization Technology including the manufacture and distribution of customized products for electronic devices. Skinit's online ordering and customization tools allow consumers to create branded, designed, and personalized electronic device covers, or skins, using high quality 3M products. Located in San Diego, CA USA. Skinit currently powers more than 19 personalization programs for Fortune 1,000 companies in the medical, wireless, retail, consumer electronic, home appliance, and commercial graphic industries.

Contact:

Elizabeth Winterbourne
T: 858.433.2580, ext. 7018
Elizabeth.martin@skinit.com
www.skinit.com

8969 Kenamar Dr., Suite 108
San Diego, CA 92121

Product Information:

[Skinit, Inc.](#) is the industry leader in consumer personalization for electronic devices. Skinit has thousands of designs, famous brand names in sports, entertainment, and art, and the special customizer tool that lets customers use design elements, select text, and upload their own images to create entirely personalized skins. Skins allow anyone from kids in a classroom to corporate executives to show what matters to them. Whether its uploaded images of family and friends, an alma mater college, a favorite sports team, or a corporate logo and message, Skinit can offer the ultimate in personalization.

Additionally, Skinit is the only skins company that has had its products tested and approved by over 30 businesses, including manufacturers of cell phones, laptops, and even within the extremely strict medical device industry. Skinit's skins are the highest quality skins on the market, custom fit to each individual device, and leave no scuffing or paint chipping upon removal.

Business Model/Pricing:

Pricing is based on retail packaging, volume, if the skins are resold, if new designs/artwork is needed, and whether or not the content on the skins is licensed and therefore needs a royalty payment back to the licensor.

Languages/Countries Available:

Web site is in English, can ship internationally @ a flat rate via USPS of USD 7.85/lb.



HARDWARE / SOFTWARE

SMART Technologies:

SMART Technologies is an industry pioneer and global education market segment leader in user-friendly ICT products and group collaboration tools. The award-winning line of SMART Board interactive whiteboards is the most widely installed in the world because of its unsurpassed product quality, versatility, and ease of use. The SMART Board interactive whiteboard is used to teach over 20 million students in more than 1,000,000 classrooms in more than 100 countries around the world.

Contact:

Patrick Weinmayr | T: 403.451.3540
pweinmayr@smarttech.com
www.smarttech.com

1207 - 11 Avenue SW, Suite 300
 Calgary, AB T3C 0M5, CANADA

HARDWARE PROFILE

Product Information:

[SMART Classroom Suite](#)

SMART Classroom Suite is an integrated software suite designed specifically for teachers and students to use in a computer-enabled classroom. It combines four of SMART's easy-to-use software products:

[SMART Notebook Software](#)

Teachers can create and deliver interactive lessons using a variety of drawing, annotation, and presentation tools.

[SMART Sync Software](#)

Teachers can observe the screens of all the students in their class from their computer, and demonstrate concepts by projecting their desktop to the entire class. They can organize students into groups to work on assignments and share screens without leaving their computers.

[SMART Notebook SE Software](#)

Students can personalize their home page with photos, images, and personal information, and can easily organize their schedules, assignments, and class work.

[SMART Response CE Software](#)

Teachers can create instant or planned assessments, or insert questions into any lesson to gain insight into student understanding using six question types. Teachers can also access, view, and manage all assessment data in one location, and use the built-in gradebook to track performance and record test results.

Business Model/Pricing:

SMART software is available on a per-unit basis. See contract.

SMART Sync and SMART Notebook SE are part of the Windows* core software stack for Intel-powered convertible classmate PC.

Languages/Countries Available:

See contract.

Please refer to the SMART website at www.smarttech.com.

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Adobe Systems Europe Limited	82	Software	Photoshop Elements, Premiere Elements, others with restrictions or subject to further evaluation	Martin Brand
Algorix Simulation AB	83	Software	Algodoo – Physics Sandbox	Kenneth Bodin
Binary Works	84	Software	Madrasty.net, Ostazy LMS, Raqeeb	Mohamed Maamoon
CABRILOG	99	Content / Software	Cabri II Plus; Cabri 3D v2; C@bri 3D; Cabri Elem	Bernard Baratin
Canonical Ltd.	85	Software	Ubuntu	Vladimir Kryukov
Childtopia	100	Content / Software	Listening and writing comprehension, games, fairy tales, worksheets, draw, detective, letters, numbers, crafts	Daniel Garcia Sirera

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NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
EasyBits Software AS	86	Software	Inspirus	Lars Jolstad
EDUTAIN DISTRIBUTION	87	Software	Big Boet, Schooligans, My Digital School	Voula Philippides
EPOS	72	Hardware / Software	Wired Digital Pen&Mouse	David Haviv
Imagine Learning, Inc.	88	Software / Content	Imagine Learning English	David Malpas
ITWorx	109	Services / Software	ITWorx Connected Learning Gateway,™ ITWorx AuthorExpert,™ ITWorx ExamExpert,™ ITWorx Education Catalyst™	Shahira Habib
LEGO Education	73	Hardware / Software	LEGO Education WeDo Robotics	Lars Nyengaard
Mandriva S.A.	89	Software / Content	Mandriva Mini Educational operating system with Education ClassControl software	Gaurav Parakh

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NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Metasys	90	Software	v-Class, PolicyControl, Metasys Classmate Linux, Metasys Desktop Linux, Metasys SchoolServer	Paulo Neuenschwander Maciel
Microsoft Corporation	91	Software	Windows XP Home Edition/ Vista Home Basic plus Office Home and Student 2007 and Windows Live	Jaciguara Santos Shibao
Motorola	92	Software	SoftStylus, Connection Manager, Bluetooth, DLNA	Jorge M. Alayo Espino
Netop Solutions A/S	93	Software	Netop School, Netop Remote Control	Philip Graves
RES Software	94	Software	RES PowerFuse	Ronnie Kahn
Sakhr Software Company	95	Software	IBSAR 7.0	Amr Abd Al Salam

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SOFTWARE continued

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
SANAKO Corporation	96	Software	SANAKO Study 500, Study 700, Study 1 200, Study Mobile, Study Science Lab	Kimmo Kärpijoki Juha Merinen Scott Hansen
SMART Technologies	77	Hardware / Software	SMART Board interactive whiteboard, SMART Classroom software suite	Patrick Weinmayr
Young Digital Planet SA	106	Content / Software	Universal Curriculum, yTeach.com, 24/7 Teen Talk English	Maciej Dziobek

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Vendors



HARDWARE



SOFTWARE



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SERVICES



SOFTWARE

SOFTWARE PROFILE

Adobe Systems Europe Limited:

Adobe Systems Incorporated offers business, creative, and mobile software solutions that revolutionize how the world engages with ideas and information. Adobe customers include education (schools: vocational and higher education), enterprises, knowledge workers, creatives and designers, OEM partners, and developers worldwide. With approximately 7,173 employees worldwide, more than half of the company revenue is generated outside the United States. Adobe has an established Education market presence throughout Europe, the Middle East, and Africa.

Contact:

Martin Brand | T: +33.1.5654.9961
mbrand@adobe.com
www.adobe.com/education

3 Roundwood Avenue, Stockley Park,
 Uxbridge, Middlesex, UK. UB11 1AY

Product Information:**Adobe Photoshop Elements**

Adobe® Photoshop® Elements software puts powerful but easy-to-use tools in the hands of educators and students. With step-by-step editing assistance and amazing compositing tools, it's easy to make photos look their best.

Adobe Premier Elements

Adobe® Premiere® Elements software helps educators engage students in learning through digital video and audio projects.

Business Model/Pricing:

OEM pricing available to recognized OEM partners on a volume-dependent, per-unit basis.

Languages/Countries Available:

International English	Russian
French	Spanish
German	Swedish
Czech	
Dutch	
Italian	
Polish	



SOFTWARE

Algoryx Simulation AB:

Algoryx develops software for visual and interactive physics-based simulation, for educational, professional, and entertaining applications.

Contact:

Kenneth Bodin | T: +4690717090

algodoo@algoryx.se

www.algoryx.se

Algoryx Simulation, Uminova Science Park,
Box 7973, SE-907 19 UMEÅ, SWEDEN

Product Information:

[Algodoo Physics Sandbox](#) is a novel physics simulation software application that enables joyful learning of basic physical and scientific concepts such as conservation of energy and momentum, friction, bouncing and buoyancy, as well as physics of fluids, mechanisms, and complex machines. Algodoo is based on a constructionists learning principle, where learning is accomplished by constructing and building things. Algodoo is also a very creative tool that stimulates artistic expression, often in collaborative projects, resulting in animations, videos, and even computer games.

Algodoo makes novel use of the touch screen and the accelerometer of the classmate PC which literally makes it possible to draw and shake the physics.

Algodoo comes with instructional material with clear learning objectives for educators and learners, pedagogic background information, and can be connected to a large and lively web community.

Business Model/Pricing:

Algodoo is offered as a retail product with individual licenses and also as a volume product with site licenses and volume discounts. Pre-negotiated licensing scheme with Intel available.

Languages/Countries Available:

Algodoo is currently available in English, but it can be translated and localized to any language and/or countries on request and in collaboration with local resellers (including all educational material). The Web/Internet resources for Algodoo can also be localized and translated upon request.



SOFTWARE

Binary Works:

Binary Works is a Cairo-located private stock corporate with two selling subsidiaries in Riyadh and Abu-Dhabi in addition to many agents and commercial representation offices in Jeddah, Manama, Doha, and Sana'a. Since it was established in 2002, Binary Works developed a very well defined strategy to achieve a clear vision in serving organizations and firms working in the field of providing training and education services with niche specialization in e-learning tools and solutions.

Contact:

Mohamed Maamoon | T: +20(10) 0-496758
mmaamoon@binary-works.com
www.binary-works.com

24 Al-Tayaran St., 7th Floor
 Nasr City, Cairo -Egypt

Product Information:**Madrasty.net**

Full-fledged school management system for automating all the school operational, managerial, and communication activities. Madrasty.net is a powerful tool for data analysis and decision making, as well as a communication tool that groups all the school stakeholders in one pool. Madrasty.net is a highly customizable product that is developed in accordance to mixed accumulated requirements gathered from many national, international, public, and independent schools in Egypt, KSA, UAE, Jordan, and Oman sultanate.

Ostazy LMS

A complete environment to run online learning services whether in the form of a pure e-learning experience or a blended model delivery. The tailored learning delivery experience which was always dreamed by e-learning specialists came true using this platform which can scale from simple sequential learning designs to the most complex branched designs.

Raqeeb

A Student Information management system (SIS) dedicated to serve the military institutes and colleges. It was build from scratch to serve its purpose taking into consideration the unique requirements for such organizations.

Business Model/Pricing:

Full License Model: the full license model will give the school/organization endless privilege to use the system.

Annual contract Model: the annual subscription model gives the school a one year privilege to use the system with the ability to renew the contract.

Revenue share model: the revenue share model is a win to win contract where Binary Works receives a share from student service subscription fees. The revenue share model enables schools to secure its investments by not bearing any prepaid cost.

Languages/Countries Available:

A Binary Works product supports Arabic and English languages with the flexibility to add further languages.



SOFTWARE

Canonical Ltd.:

Canonical Ltd, the commercial sponsor of Ubuntu, is a global organization headquartered in Europe committed to the development, distribution and support of open source software products and communities. World-class 24x7 commercial support for Ubuntu is available through Canonical's global support team and partners. Since its launch in October 2004 Ubuntu has become one of the most highly regarded Linux distributions with millions of users around the world.

Contact:

Vladimir Kryukov | T: +380 50 3344333
 SKYPE: vladimir.kryukov
vladimir.kryukov@canonical.com
www.canonical.com

Product Information:

Ubuntu (<http://www.ubuntu.com/education>) is used in homes, schools, and businesses by over eight million people globally. It is one of the world's most popular versions of Linux* Ubuntu Education Edition is custom-designed to help students get the very best educational experience. And, because it is free, there are no licensing costs or restrictions placed on the learner, the school, or administrators.

A broad range of free software applications is immediately available on install—with the usual everyday productivity tools, education applications, learning based games which teach basic skills, as well as creativity applications to stimulate and entertain.

Many educational computer environments make use of more than one operating system, and it is sometimes difficult to share documents between users. Ubuntu plays well with others.

Above all, Ubuntu is set apart from other operating systems by its unwavering focus on simplicity and ease of use. Ubuntu's motto is "Linux for Human Beings" and every development decision and application has that goal in mind.

Business Model/Pricing:

Pricing model and collaboration terms are subject to customization required for particular project.

Languages/Countries Available:

English (US)	Greek
Portuguese (Brazil, Portugal)	Thai
Spanish (Latin America)	Hungarian
French	Korean
Turkish	Russian
German	
Arabic (Saudi Arabia)	
Bahasa (Indonesian)	
Simplified Chinese (PRC)	

In general Ubuntu supports 40+ major languages very well and partly translated for some others.



SOFTWARE

EasyBits Software AS:

EasyBits makes technology safe and manageable for families and schools. We wrap Windows in a simple but powerful UI that protects kids from inappropriate content and their PCs from viruses and malware.

In education, we enable schools to simply customize their students' PCs, applications, and learning environment. At home, we give parents control over their child's PC, applications, e-mail, and Web browsing.

We've won several "best product" awards from the EU and have been protecting kids and families for almost a decade.

Contact:

Lars Jolstad | T: +47 9013390
lars.jolstad@easybits.com
www.easybits.com

Karenslyst Allé 10
 0278 Oslo, NORWAY

Product Information:**Inspirus Desktop**

A user interface for PCs designed specifically for education. It maximizes learning while protecting students from inappropriate content—and PCs from viruses and accidental damage. Comes with a safe web browser and a managed e-mail application. Designed for both home and school use.

Inspirus Classroom Control

Simple software for teachers to manage and deliver lessons to a computerized classroom.

Inspirus School Server

Helps administrators set up, manage, and run student PCs in a school environment.

Inspirus School Office

A simple and easy tool for nontechnical school office staff to update and maintain the school server.

Business Model/Pricing:

Inspirus Desktop and additional software is built into the default classmate PC software stack and therefore comes at no additional cost.

Languages/Countries Available:

Arabic (Saudi Arabia)	Greek	Russian
Czech	Polish	Slovakian
Chinese (simplified and traditional)	Portuguese (Portugal and Brazil)	Spanish (Spain and Latin America)
Danish	Hungarian	Swedish
Dutch	Indonesian	Thai
English	Italian	Turkish
Finnish	Japanese	
French	Korean	
German	Norwegian	



SOFTWARE

EDUTAIN DISTRIBUTION:

Software publishing and distribution company specializing in local educational software. Source and develop software which is then sold through retail and school channels through a network of resellers.

Contact:

Voula Philippides | T: +27 11 450 4168
Voula@edutain.co.za
www.edutain.co.za
www.edusphere.co.za

AMR Office Park; Building 2; Concorde Rd.
 East, Bedfordview, SOUTH AFRICA

Product Information:

Most of our products work well with the classmate PC. BIG BOET (age 2-13) - Consisting of five modules - Teaching; three levels, exercising and testing these essential skills: math, english, thinking, etc. in English and Afrikaans languages. SCHOOLIGANS (age 5-13) - English as 1st or 2nd language, math. MR MATH (age 13-18) Math video lessons with online tutor for 1-on-1 interaction. MY DIGITAL SCHOOL (age 6-18) RSA School curriculum software for all subjects. Teaches, reinforces, and tests students. EUROTALK LANGUAGES - All African languages and 100 more. All these packages form an important contribution to the mix of multimedia tools a student needs for learning. The student would have all his learning materials available to him at any time on the move, during class, or after school.

Business Model/Pricing:

Most of our products are available in site licensing as well as stand alone copies. Pricing stand alone approximately USD 275 - USD 350. Licensing approx USD 100/learner. Call for pricing 011 450 4168 or go to www.edusphere.co.za.

Languages/Countries Available:

Our software is mostly in English and Afrikaans. However it is appropriate for English 1st language and English 2nd language learners. We would be able to localize most of our ranges for other countries.



SOFTWARE

Imagine Learning, Inc:

State-of-the-art software specifically designed to teach English as a second language to children aged 4 to 12 years. This scientifically designed software has proven to be highly effective in teaching children to speak English fluently and quickly while also enhancing their reading and comprehension skills. Based on artificial intelligence technology, the curriculum is automatically designed for each child delivering individualized instruction based on their current knowledge of English. Primary language support and educational vocabulary are unique features.

Contact:

David Malpas | T: 1.801.369.4944
david@imaginelearning.com
www.imaginelearning.com
www.imaginelearning.com/demo

3210 North, Canyon Road, Suite 300
 Provo, UT 84004 USA

Product Information:**Imagine Learning English**

Software and content product specifically designed to effectively teach fluent English language to children aged 4 to 12. Using leading-edge technology and scientific research into how children learn a new language, it focuses on getting them speaking English quickly.

English-language teaching is a massively expanding market worldwide. Governments recognize that English is the dominant language of education and business and is required to be internationally competitive. They also recognize that they must start teaching children at a young age using technology. Leaving learning to high school using old-fashioned methods is simply not effective.

Imagine Learning English is unique: incorporating over 1,800 interactive activities, highest quality animation and illustration, over 120 online books, and thousands of videos. Designed to be both fun and pedagogically correct, it is the most advanced and sophisticated children's English-language learning product in existence. It has been proven through multiple independent studies to be highly effective and to gain rapid results. It is highly engaging and children love to use it.

Business Model/Pricing:

Pricing is by annual subscription or perpetual site license. Annual subscription is the most popular and means recurring revenue for distributors. Standard pricing is USD \$150 per student per year, although highly flexible discounts are available for volume and large site licenses.

Languages/Countries Available:

Currently support Spanish, French, Portuguese, Japanese, Korean, Chinese, Arabic, Marshallese, and Haitian Creole, with Vietnamese and Russian in production. Direct support in USA, Canada, Asia, Central and Latin America, New Zealand. Others follow.



SOFTWARE / CONTENT

Mandriva S.A.:

Mandriva is the editor of the award winning Mandriva Linux for netbooks, laptops, desktops, and servers. Mandriva Linux is geared towards:

1. New Linux users, who appreciate simplicity, security, robustness, and ease of use
2. Seasoned Linux users who appreciate innovative features and large catalog of open source applications ready to use out of the box
3. School children, teachers, parents, government, NGOs, university students, and lecturers

Contact:

Gaurav Parakh | T: +33630827397
gparakh@mandriva.com
www.mandriva.com
www.mandrivafrica.com

43 rue d'Aboukir, 75002 Paris, France

Product Information:**Mandriva Mini classmate PC with integrated ClassControl Software****Product Features:**

Full Linux operating system and Teacher Mode, Student Mode, Admin Mode which works on Linux, Windows, and Mac.

Teacher Mode:

- Class Management Solution
- Student Management
- Create and Administer Tests

Student Mode:

- Connected to available class
- Messages to other students and teachers
- Access and search file repositories
- Save files to repository
- Access functions from system tray
- Access and perform tests
- Access to teacher's screen or another student that teacher granted access to, to follow instructions

Admin Mode:

- Turn on/off and rest students' PCs
- Edit student and teacher data
- Change network settings
- Logout or change class without closing application
- Configure applications

Feature coming:

- Whiteboard
- Web site blacklisting
- Multimedia: broadcasting video, sound, screen recording
- Admin remote access to applications
- Power on/off devices
- Back-up and restore files from students' PCs
- Work over WAN
- Class scheduling planner
- SharePoint (server-based functionality)
- Collaboration plug into OpenOffice

Business Model/Pricing:

We are very flexible on pricing. We do both site licenses and individual seat licenses.

Languages/Countries Available:

Mandriva Linux operating system comes in 80 languages (available in all major countries).



SOFTWARE

Metasys:

International Syst's flagship product, Metasys, is a leading open source software solution fully compliant with Intel's classmate PC initiative, and the company is an active participant in the information and communication technologies digital literacy initiative. The product of over seven years of research and development, Metasys is used by more than 2.5 million students at more than 4,600 public schools worldwide, representing more than 70,000 student workstations and more than 12,000 servers in several countries.

Contact:

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paulo@metasys.com.br | www.metasys.com.br

Av. Raja Gabáglia, 4055 - Bl.A - Cj.215 - Santa Lúcia, 30.360-670 - Belo Horizonte - MG, Brazil

Product Information:**v-Class - Class Collaboration**

Integrates teachers and students using classmate PC, allowing them to work in a collaborative way.

PolicyControl - Parental Control

An application that allows the creation of policies to configure permissions and restrictions to access Internet sites or applications in a computer where a policy is applied.

Metasys Classmate - Linux OS for classmate PC

Classmate's operating system which comes with various Internet, office, and multimedia applications exclusively for the classroom educational process.

Metasys Desktop - Linux OS for Teacher's Notebook

Linux operating system and a group of integrated applications to be used by teachers, allowing rapid access to fundamental system resources.

Metasys School Server - Linux OS for School Server

Operating system built on Linux, to which has been added a series of services that are necessary for the management, administration, and monitoring of a school.

EduSyst Desktop - Education Content

A group of educational applications and links that helps in the development of teaching and didactic activities at primary and secondary educational levels.

Business Model/Pricing:

The business model is based on the commercialization of software user licenses, technological update guarantee (GAT), and technical support. The GAT is a subscription service that guarantees that the final user will always have the latest technological evolution for the product. Prices correspond to the Software License (SL) + the Technological Update Guarantee + Technical Support, for 1 (one) year. Up from second year, the price of Technological Update Guarantee is 50% of the price listed above for each product. Pre-negotiated licensing scheme with Intel available.

Languages/Countries Available:

v-Class: 12 languages

PolicyControl: 25 languages

Metasys Classmate: English, Spanish, Brazilian-Portuguese, Portuguese, German, Arabic, Simplified Chinese

Metasys Desktop: English, Spanish, Brazilian-Portuguese, Portuguese, German, French

Metasys School Server: English, Spanish, Brazilian-Portuguese

EduSyst Desktop: English, Spanish, Brazilian-Portuguese

Microsoft®

SOFTWARE

Microsoft Corporation:

Founded in 1975, Microsoft (NASDAQ: MSFT) is the worldwide leader in software, services, and solutions that help people and businesses realize their full potential. At Microsoft, we're motivated and inspired every day by how our customers and partners use our software to find creative solutions to business problems, develop breakthrough ideas, and stay connected to what's most important to them. We are committed to the long-term mission of helping our customers realize their full potential.

Contact:

Jaciguara Santos Shibao
 T: +1-425-704-7313
jacisan@microsoft.com
www.microsoft.com

One Microsoft Way, Redmond, WA 98052

Product Information:

[Windows XP Home Edition](#) or [Windows Vista Home](#) Basic plus Office Home and Student 2007 and Windows Live. The Microsoft software stack for the classmate PC includes world standard software created to help build a strong and well-rounded student skill set.

[Windows](#) Delivers improved performance, security, and reliability-whether you work on a stand-alone PC or on a network.

[Microsoft Office Home and Student 2007](#) Gives students the productivity tools they need to create great-looking documents, spreadsheets, and presentations, and manage e-mail.

[Learning Essentials for Microsoft Office](#) Working with Microsoft Office Word®, PowerPoint®, and Excel®, Learning Essentials helps students achieve better grades. Step-by-step writing tips and preformatted report and presentation templates give students a quick start in creating great-looking reports and presentations.

[Live](#) Windows Live completes the Windows PC experience with best of breed and integrated client applications and Web services. Windows Live Essentials (WLE) - Mail, Messenger, Photo Gallery, Writer, Toolbar, Family Safety.

[Web Services](#) Hotmail, Home.live.com, Spaces, Photos, Groups, SkyDrive, Calendar, Events.

Business Model/Pricing:

Needs to be discussed on a case-by-case basis.

Languages/Countries Available:

Supported in over 100 languages and localities through Microsoft's Local Language Program.



SOFTWARE

Motorola:

Motorola is a global communications leader powered by a passion to invent and an unceasing commitment to advancing the way the world connects.

Leveraging a long history of innovation and proven results, our software and hardware enables your customers to be more productive, save money and expand the capabilities of their PCs and embedded devices.

Contact:

Jorge M. Alayo Espino
 T: +1.508.287.6270
lja019@motorola.com
www.motorola.com/pcsolutions

1303 East Algonquin Road, 9th Floor,
 Schaumburg, IL 60196, USA

SOFTWARE PROFILE

Product Information:

SoftStylus: Through the use of your finger and the computer built-in touchpad or touch screen, thousands of characters can be quickly and easily entered into all standard Windows and Linux applications.

Connection Manager: A unified solution to control, customize, and automate the many connections in your PC through an intuitive and easy to use software application.

Bluetooth: A complete PC Bluetooth software suite to transform your PC into a Bluetooth-enabled powerhouse with the most certified number of profiles in the PC market.

DLNA: An easy to use solution that turns your PC into the hub of your digital world by enabling digital media sharing in your home network with any DLNA compliant device.

Business Model/Pricing:

To reduce vendor management for the OEMs, our software can be licensed through the ODM manufacturer in Asia.

Languages/Countries Available:

Simplified Chinese	Hindi	Portuguese
Traditional Chinese	Hungarian	Russian
Czech	Icelandic	Spanish
Danish	Italian	Swedish
Dutch	Japanese	Thai
English	Korean	Turkish
Finnish	Norwegian	and more
French	Polish	
German		



SOFTWARE

Netop Solutions A/S:

Netop, the global market leader of advanced IT software solutions, enables IT personnel to connect remotely with any computer or mobile device, and teachers to use IT as an educational platform for students. Designed to bring together geographically separated remote locations, Netop School® and Netop Remote Control® solutions are used globally to promote e-learning, support teaching programmes, as well as manage large and complex networks.

Netop School® and Netop Remote Control® increases productivity and reduces costs for any organisation or institution.

Contact:

Philip Graves | T: +45 61998961
fg@netop.com
www.netop.com

Bregnerodvej 127, DK-3460 Birkerød,
Denmark

Product Information:

Netop School provides a computerized teaching solution to the networked classroom. Share any screen with the class; follow students as they work and lend a hand where and when it's needed. Netop School lets you prepare for class, teach your students, and evaluate their work in one complete solution.

- Broadcast and share any screen with the whole classroom
- Monitor student computers with enhanced thumbnail views
- Formulate and enforce policies to control use of the Internet
- Permit or deny access to applications
- Port blocking lets you shut off instant messaging
- Lock student workstations
- Distribute and collect documents
- Perform online and offline tests with instant feed back, export results
- Prepare lesson plans and assignments at home

Netop Remote Control provides one interface for complex remote maintenance and user support. When it comes to security you are in charge; you decide who can delete files, upload new files, change system settings, etc. Netop Remote Control features industry-leading encryption and the most comprehensive security system on the market.

Business Model/Pricing:

We offer a Netop School user license combined with Remote Control for IT Support for each individual classmate PC. The solution gives the teacher the ability to control the classroom, while it also enables the school IT Administrator to remotely support each classmate PC.

The Classroom Solution is priced through a site license, making the solution easy to administer and available for all sizes of installations.

Languages/Countries Available:

English	Arabic
German	Russian
French	Czech
Spanish	Swedish
Danish	Finnish
Italian	Brazilian
Dutch	Portuguese
Japanese	Korean
Chinese	



SOFTWARE

RES Software:

RES Software is an independent software developer and vendor, founded in 1999. Our rich and innovative products enable IT professionals to manage their Microsoft Windows® environments, delivering IT the way people need it to do their daily work. Currently more than 2,500 organizations worldwide have purchased our products.

More information: www.ressoftware.com

Contact:

Ronnie Kahn | T: +44 (0)845 838 5558
r.kahn@ressoftware.com
www.ressoftware.com

Quatro House, Frimley Road,
 Camberley, GU16 7ER, UK

Product Information:

RES PowerFuse 2008 user workspace delivery software is the most complete product to provide thousands of end users, including students and teachers, with their own personal, secure, and reliable workspaces. We make the end-user environment consistent, predictable, and personalized. It's easy to manage through one intuitive management console.

For hundreds of educational institutes today the importance of using RES PowerFuse includes:

- Users settings are no longer coupled to, or integrated in, the application delivery technologies used, which means that you can centrally manage user settings regardless of the (combination of) application delivery mechanisms.
- Eliminate scripts and roaming profiles. Instead of using complex scripts and user profiles, you tick the boxes and determine the rules in the comprehensive RES PowerFuse management console. We reduce complexity.
- User configurations are decoupled from devices; you can distribute and manage settings regardless of devices.
- Reduce IT maintenance costs. Fontys comprehensive school in the Netherlands for example achieved a dramatic decrease in their IT maintenance costs of 50% per workstation.

Business Model/Pricing:

RES PowerFuse is licensed per concurrent user and sold through a network of international resellers. For information on where to buy RES PowerFuse please go to: <http://www.ressoftware.com/partners.aspx?menuid=3>. RES Software offers a 35% educational discount.

Languages/Countries Available:

RES PowerFuse is available in most European languages, including English, Spanish, German, French, Dutch, Swedish, Norwegian, Danish, and Finnish.



SOFTWARE

Sakhr Software Company:

World leader in Arabic natural language processing (NLP) technologies with more than 25 years of experience

Global presence in Egypt, Kuwait, Saudi Arabia, UAE, Oman, and USA

Proven history in school management systems in the Middle East for 15 years

Contact:

Amr Abd Al Salam | T: +202 22749929
aaa@sakhr.com
www.Sakhr.com

Sakhr building, Free Zone Area,
 Nasr City, Cairo, Egypt

SOFTWARE PROFILE

Product Information:

IBSAR Screen Reader: IBSAR is the most popular Arabic screen reader in the Arab world allowing visually impaired students to use computers.

Sakhr's Text To Speech: Sakhr Reader is an Arabic/English Text to Speech software with audio. It can convert any written text into spoken words.

Typing Tutor: The program has three main levels to easily and logically teach keyboarding, also training to type sentences and to type faster.

Sakhr Bilingual Dictionary: Sakhr Dictionary can translate any word from English into Arabic and vice versa; also synonyms, antonyms, and definition.

Sakhr's Handwriting Tutorial Program (Little Penman): Sakhr is currently developing a handwriting tutorial program that can be used on convertible classmate PC, or tablet notebooks. This program is specifically designed for teaching handwriting to children ages 6-8.

School Management System Desktop: School Management System is a client/server system that saves time and effort of teachers and school management.

Educational Portal: Educational Portal is a solution for school management and E-learning. It has been designed in a Web environment that works on the school, district, and national levels.

Business Model/Pricing:

Individual seat licenses, USD \$1500/Seat

Languages/Countries Available:

Arabic
 English
 French



SOFTWARE

SANAKO Corporation:

SANAKO, based in Finland, is a world leader in live language learning technology, developing pedagogically-sensitive language teaching solutions, science teaching, classroom management software, and provides customer services.

Acting as a catalyst for improving teaching outcomes, our wireless and mobile systems software, motivate learning.

We offer development on NetGen Natives driven Distance and Mobile Learning combined with Web 2.0 Virtual Communities. Our reseller network in 70 countries and sales teams in Australia, China, France, Indonesia, Russia, UAE, UK, and US, reach satisfied customers around the world.

Contact:

SANAKO Corporation | T: +358 2 2166 500
kimmo.karpijoki@sanako.com
juha.merinen@sanako.com
scott.hansen@sanako.com
www.sanako.com

Kaurakatu 46, 20740 TURKU, Finland
 307D Geiser Road, Wynantskill, NY 12198

Product Information:

SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science SANAKO Study 700* provides an affordable language laboratory classroom solution with full PC control and basic recording facilities. It helps teachers deliver support and encouragement for basic-level language activities.

SANAKO Study Science Lab* provides true-to-life lab experiences in a safe environment—without the cost of investing in separate sets of equipment and materials. The solution includes stimulating and interactive multimedia content for simulating science experiments and essential classroom management tools to help teachers support students in tests.

SANAKO Study 1200* a lightweight, dynamic, and scalable language teaching software that meets the demand for teaching technology. Students enjoy intensive listening and voice-based activities. Teachers can install modules introducing additional teaching or learning activities, or administrative functions. Fully compatible with modern computer operating systems including current and future versions of Microsoft® platforms.

SANAKO Study Mobile* allows teachers and students to use digital technology to enhance learning whether at home, in school or on the move. Students and teachers can use the module to enhance their personal learning activities and to take more responsibility for learning outcomes.

Business Model/Pricing:

Licenses can be purchased based on site licenses, individual seat licenses, and dynamic licenses (floating licenses).

Languages/Countries Available:

SANAKO Study 500, Study 700, and Study 1200 solutions are localized to the following languages: Arabic, Chinese, Danish, Dutch, English, Finnish, French, German, Hungarian, Italian, Korean, Portuguese, Russian, and Spanish.

Our solutions provide support for UNICODE, which allows customers to use a wide range of character sets and languages.

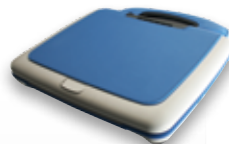
Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

CONTENT				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
CABRILOG	99	Content / Software	Cabri II Plus; Cabri 3D v2; C@bri 3D; Cabri Elem	Bernard Baratin
Childtopia	100	Content / Software	Listening and writing comprehension, games, fairy tales, worksheets, draw, detective, letters, numbers, crafts	Daniel Garcia Sirera
Diwan Software Limited	101	Content	Oannis Reader	Tawfeek Azzawi
Encyclopædia Britannica (UK) Ltd.	102	Content	Primary Britannica; Britannica Student	Ian Grant
Imagine Learning, Inc.	88	Software / Content	Imagine Learning English	David Malpas
Learnthings Africa	110	Services / Content	Interactive curriculum content that brings learning to life	Michelle Lissoos
Mandriva S.A.	89	Software / Content	Mandriva Mini Educational operating system with Education ClassControl software	Gaurav Parakh

[MORE >>](#)

Vendors



[HARDWARE](#)



[SOFTWARE](#)



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[SERVICES](#)

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

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NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
NOVATICE TECHNOLOGIES	103	Content	EduTice	Christophe Terrassoux
RDI	104	Content	Hafss, E-Book, Holy Quran Encyclopedia, Sera, Quds, E-learning object library	Abderahman Rashwan
SIVCO Romania SA	105	Content	AeL Content, AeL Learning Management System, AeL National Education Database	Andy Powell
Young Digital Planet SA	106	Content / Software	Universal Curriculum, yTeach.com, 24/7 Teen Talk English	Maciej Dziobek

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Vendors



HARDWARE



SOFTWARE



CONTENT



SERVICES



Innovative Maths Tools

CONTENT / SOFTWARE

CABRILOG :

CabriLog was created in 2000 by Jean Marie Laborde, research director at the French National Scientific Research Centre (CNRS), to carry on the promotion and distribution of dynamic and interactive math educational software—learning tools allowing direct manipulation of mathematical objects.

The range of Cabri software includes: Cabri II Plus (2D math), Cabri 3D v2 (3D math), C@bri 3D v2 (online), Cabri Elem (2D+3D for primary school).

It provides educators and students with: visualization, construction, interaction, direct manipulation, movement, simulation, modeling, recording.

Contact:

Bernard Baratin | T: 33 (0)4 76 43 97 06
C: 33 (0)6 75 93 21 72
bernard.baratin@cabri.com
www.cabri.com

6 place Robert Schuman - 38000 -
Grenoble - FRANCE

Product Information:

Cabri II Plus Provides Valuable Functionality and Tools:

- Dynamic construction including locus and trace
- Working with numbers (measures, calculations, coordinates, equations), function graphs, point redefinition
- Direct manipulation of math objects (points, lines, segments, polygons, circles, graphs)
- Teacher customizes to create new tools, modify the toolbar, replay step-by-step
- Export dynamic files to Internet, Word, or PowerPoint

Students construct figures, measure, calculate, enter expressions

Teachers set up activities, prepare course materials, share them through Internet/intranet

Cabri 3D v2 or C@bri 3D (online) Interactive Space Geometry and Math Software:

- Students visualize, construct, manipulate and reason in three dimensions (solids and space)
- Create, manipulate, reshape 3D objects: lines, spheres, pyramids, parallelepipeds, cylinders
- Measure and calculate, print out patterns from students' construction, and transform them into real objects

Teachers plan activities related to the mathematics curriculum and link Cabri 3D v2 to other subjects: physics, chemistry, geography, art.

Cabri Elem Authoring and Learning Solution Designed for Primary School:

- Covers all types of activities: discovery, learning, exercising, mcq assessment.

All Cabri software operates under Windows.

Business Model/Pricing:

CabriLog sells the following standard licenses of Cabri II Plus and/or Cabri 3D v2:

Single license, Classroom license (2 to 10 users), School site license (unlimited number of users in one site), Student license, School site license (unlimited number of users in school + students at home). See recommended street prices in our Web site: www.cabri.com. In case of deployment and assistance contracts with education authorities, scope of supply is customized and prices are negotiated on a case-by-case basis. Cabri Elem licenses are mainly sold through publishers (textbooks, exercise books, digital content, learning environments...)

Languages/Countries Available:

Cabri II Plus and Cabri 3D operate in:

English, French, German, Spanish, Italian, Portuguese, Brazilian, Danish, Dutch, Greek, Swedish, Norwegian, Czech, Hungarian, Slovak, Polish, Arabic, Chinese, Japanese, South Korean, Vietnamese.

Coming: Turkish and Romanian.



CONTENT / SOFTWARE

Childtopia:

Childtopia is a educational content developer. We are specialized in Internet but we can provide our content in several formats. Our product can be addressed to a wide audience interested in children and education. Content is published on our Web site, however we can do special content for other companies.

We are working with public educational departments to offer Childtopia in their schools and private companies who want to address children, 4 to 10, with an educational, funny, and responsible message.

Contact:

Daniel Garcia Sirera | T: +34937541881
daniel.garcia@childtopia.com
www.childtopia.com

Passatge Burriac, 17 Cabrera de Mar
 Barcelona Spain

Product Information:

Online: [Games and Activities Make It Fun and Easy to Learn](#)

Listening and writing comprehension. Move children to read, giving them good comprehension.

Games. A fun way to practice and learn. Categories: math, language, or memory capacity.

Fairy tales. Listen to classical fairy tales.

Worksheets. Print and work offline.

Learn to draw. Fun and targeted method. More than 30 pictures.

The detective. Visual game to increase your attention.

Learn to draw letters. Learn to draw capital, calligraphic, or printed letters.

Learn to draw numbers. Learn to draw numbers.

Crafts. Create your own toy following our video instructions. 100 different projects.

Offline: [The Users Can Play and Learn Without an Internet Connection](#)

CD 1. Creativity and observation games and worksheets.

CD 2. Math games and worksheets.

CD 3. Language games and worksheets.

CD 4. Memory games.

CD 5. Musicgames.

CD 6. Learn to draw.

CD 7. Crafts.

CD 8. Listening and writing comprehension.

CD 9. The detective.

Nothing is more important than childrens' education. We offer a lot of activities.

Business Model/Pricing:

Online:

Individual annual subscription: EUR 12 + Tax

School annual subscription: EUR 120 + Tax

CDs: EUR 23/each + tax

Languages/Countries Available:

Our product is now available in English, Spanish, French, Catalan, Euskara, and Galego; and we are translating it in Georgian, Russian, Italian, and German too.



CONTENT

Diwan Software Limited:

In 1986 Diwan revolutionized the Arab publishing industry by making it possible for designers to lay out newspapers and magazines on the computer. Diwan is bringing the same experience to the world of education. Diwan specializes in software that bridges the wealth of knowledge and years experience embodied in traditional books with the power of the computer age.

Contact:

Tawfeek Azzawi | T: +971 4 39 11 888
dubairgn@diwan.com
www.oannis.com | www.diwan.com

Building 1, Office 128, Dubai Internet City

Product Information:

Oannis makes it possible to put all the books, used in the whole high-school, onto computers that can be browsed, summarized, and searched as true electronic documents yet will print with the quality and clarity of the original books.

Basing education around the existing school books is essential. Many years of work has gone into designing and refining books, while all of the teacher's professional career has been based around teaching from such books. Yet the books also present significant problems for educational institutions. It is expensive to update the content regularly and difficult to link books directly to new educational systems. Oannis bridges that gap.

Putting educational texts onto computers brings innumerable benefits to both the teachers and the students. Students connect their text books to online content. Teachers can easily prepare handouts and lessons directly from the books and add their own notes and marks.

Oannis also makes it possible to update educational materials annually as changes are distributed electronically. New, better, teaching methods can be integrated into the curriculum as they become available.

Business Model/Pricing:

Oannis may be purchased on a per-user basis or at a single price as part of a whole published curriculum. Please contact Diwan for more details.

Languages/Countries Available:

Arabic	Spanish
English	Dutch
German	Finnish
French	Turkish
Italian	Russian



CONTENT

Encyclopædia Britannica (UK) Ltd.:

Encyclopædia Britannica is the world's leading professionally edited information database—more than 63 million words of constantly updated editorial material, plus images, videos, and animations. Britannica publishes for primary (age 6-10), secondary (age 10-14), and adult (age 17 and up) age groups in online, software, and book products in stand-alone and bundled offerings to consumers and professional educators. The products provide, clear, current, and correct information; the key customer benefit is “confidence” in the content and the brand.

Contact:

Ian Grant | T: +44 (0)207 500 7800
igrant@britannica.co.uk
www.britannica.co.uk
www.britannica.com

2nd Floor, Unity Wharf, 13 Mill Street,
 London SE1 2BH

Product Information:**Primary Britannica (Elementary Library)**

Database of information, images, animations, and videos for children aged 6-10, covering all main school subjects and all world countries. Formatted for the classmate PC; can be accessed by download, USB stick, or bundled into the classmate PC hard drive.

1.5 million words text plus images; interactive dictionary; atlas; history timelines; personal workspace; educational games. It is regularly updated.

Key customer benefits:

1. Confidence in the quality of the material that is specially written, fact-checked, and edited for accuracy and age level.
2. Confidence in the quality of the Britannica brand.
3. A safe learning environment for children.
4. Advice for parents and teachers.
5. Learning encouraged through games and play.
6. Builds “research” skills at a young age rather than rely on simple “search.”

Britannica Student Library

Database of information, images, animations, and videos for children aged 10-14, covering all main school subjects and all world countries.

3.5 million words text plus images; interactive dictionary; atlas; history timelines; personal workspace; and educational games. It is regularly updated.

Key customer benefits as for Primary Britannica above.

Business Model/Pricing:

Britannica's retail pricing for online products is a subscription model.

Primary Britannica and Britannica Student Library are new for consumer markets and retail priced at EUR 49.95 per person per year as an introductory offer.

OEM bundled pricing for EMEA markets is available on application to Encyclopædia Britannica (UK) Ltd. OEM deals can be exclusive or non-exclusive; by market sector, distribution channel, local geographical region, or national.

Languages/Countries Available:

English (available throughout EMEA)
 French (Primary Britannica only,
 available throughout EMEA)

In preparation:
 Spanish
 Arabic



CONTENT

NOVATICE TECHNOLOGIES:

Novatice Technologies is a software company that develops Edutice, the ready-to-use solution dedicated to education and multimedia spaces.

Contact:

Christophe Terrassoux
 T: +33 (0)811 036 242
c.terrassoux@novatice.fr
www.edutice.com

8 rue Narcisse Guilbert 76650
 PAVILLY FRANCE

Product Information:

Edutice is software that enables you to create and secure the users' work environments according to their levels of achievement, to deploy a virtual class on all student computers in a flash, and offers you copyright-free, distributable, tailored educational software.

With Edutice you no longer have to worry about computer viruses or human error since the system restores itself each time the computer reboots. If the user environment has been altered, the system is able to repair itself.

Edutice allows you to see live thumbnail views of all remote computer screens from one monitor. You can follow what the users are doing and supervise them in real time. Edutice enables you to take over one or more remote terminals from your own computer.

Use Edutice in Your Classroom

Teachers can create their own virtual classes and adapt them to their students' needs and level of achievement. All you need is a USB drive. Quickly and easily deploy your virtual class on all student computers simply by plugging your USB drive into the server.

Business Model/Pricing:

Licenses for 10 to 20 computers or site license (unlimited)

+ Annual subscription at "Edutice Online" (e-services range + hotline + updates)

Languages/Countries Available:

French
 English



CONTENT

RDI:

RDI or “Research and Development International” began its journey on 1993 with a dream to develop a base that would convert raw ideas emerging from academia into workable prototypes, as well as provide an incubator for these prototypes that would allow further development.

These products come to light with the efforts of expert programmers, research engineers, and business developers who spend millions of working hours turning ideas and dreams to usable, useful applications and have created a one-of-a-kind Egyptian company...RDI.

Contact:

Aberahman Mohsen Abderazik Ali Rashwan
T: 010 20 22 863
am_rashwan@rdi-eg.com
www.rdi-eg.com

12A Haroon St., Al-Doki, Giza, Egypt

Product Information:**Hafss™**

The goal of this innovative technology is to afford an effective assistant in the self learning of spoken language. Hafss which has proved effective in helping people learn Tajweed of the holy Qur’an is also helpful in learning spoken Arabic and other languages as well.

e-Book

Based on RDI’s human spoken and written language technologies, RDI innovated an inclusive solution where the book is introduced in a different style that matches the pace of the era. RDI’s e-Book compromise the following features: User-friendly browsing and navigation through the book content. Advanced Arabic search engine. Arabic dictionaries that are dynamically bound to the text and the reader can know all the details related to the word meaning by just a simple mouse right click. The ability to listen to any chosen part of the book. Dynamic control of the font features (size, color, etc.).

Business Model/Pricing:

To be defined later.

Languages/Countries Available:

Languages:
Arabic
English

Countries:
Egypt
North Africa
Persian Gulf
USA



CONTENT

SIVECO Romania SA:

SIVECO Romania is one of the most important suppliers of complex software solutions of EAS, eLearning, eHealth, eBusiness, and eGovernment, from Central and Eastern Europe. The company specializes in developing complex and large scale IT projects.

Contact:

Andy Powell | T: +49 8170 997318

Andy.powell@siveco.ro

www.siveco.ro | www.advancedelearning.com

Victoria Business Park, 73-81,
Bucuresti-Ploiesti, Building C4, District 1,
Bucharesti, 013685 Romania

Product Information:

3700 hours of interactive eLearning content for 21 different subjects.

AeL Learning Management System, Content Management, Classroom Management, and Business Intelligence systems for Ministries of Education to manage and monitor their school system.

Business Model/Pricing:

Large tender projects to MoEs. Pricing is negotiable.

Languages/Countries Available:

Arabic
English (UK)
Greek
Russian
French
Romanian

Location(s):
Azerbaijan
Bulgaria
Cyprus
Lebanon
Moldova
Morocco
Romania
United Arab Emirates



Young Digital Planet

Educational ePublishing

CONTENT / SOFTWARE

Young Digital Planet SA:

Young Digital Planet S.A. is an educational eContent publisher and eLearning technology provider, with a strong global presence. For more than 18 years, we have been at the forefront of new technologies developing a range of educational learning solutions and services that meet our customers' evolving needs.

Contact:

Maciej Dziobek | T: +48 662 080 002
maciej.dziobek@ydp.eu
www.ydp.eu

Slowackiego 175, 80-298 Gdansk, Poland

CONTENT PROFILE

Product Information:

[Universal Curriculum](#) is a pool of flexible, high-quality interactive resources covering the subjects of Science, Mathematics, Physics, Chemistry, and Biology taught in primary and secondary education. The content offered for each subject can be adapted to any national curriculum, language, textbook, or teaching concept.

[Universal Curriculum](#) is available worldwide through the educational portal www.yTeach.com.

There is courseware for teachers for class presentations and for pupils to use individually on their computers.

[yTeach.com Web Service](#) is Young Digital Planet's initiative addressing teachers' needs. Based on the Universal Curriculum, the portal gives teachers access to thousands of top-quality digital resources. The resources give teachers the opportunity to create individual presentations and create assignments for students.

[24/7 Teen Talk English](#) is a comprehensive, two-level language course for children aged 9 to 13.

[24/7 Teen Talk English](#) is built around the adventures of Gilbert Grace, a British teenager who is the main character of the program. As an adolescent in today's world of computers, mobile phones, and the Internet, he helps his peers acquire a basic understanding and command of the English language.

Business Model/Pricing:

[Universal Curriculum](#) as a pool of interactive content is available for Ministries of Education and educational publishers. Individual and school licenses are available through yTeach.com

[yTeach.com](#) allows end-users and schools to license excellent English eContent. It is also an opportunity for beneficial partnerships through introducing the portal to schools.

[24/7 Teen Talk English](#) is available for distribution throughout the global markets. Per school and per user licenses are applied.

Languages/Countries Available:

[24/7 Teen Talk English](#) may not be localized. It is available for global market distribution.

[Universal Curriculum](#) is available in: English, Polish, Hungarian, Croatian, Slovakian, Czech, Bulgarian, Dutch, Finnish, and Norwegian. YDP looks for other market partners.

Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

SERVICES				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
ISIS - Information Systems International Services	108	Services	Deployment Automation System, Live-Update, Fetch DTS, IEAD Thesaurus	Motaz Alaa Al-Agamawi
ITWorx	109	Services / Software	ITWorx Connected Learning Gateway™, ITWorx AuthorExpert™, ITWorx ExamExpert™, ITWorx Education Catalyst™	Shahira Habib
Learnthings Africa	110	Services / Content	Interactive curriculum content that brings learning to life	Michelle Lissoos

Vendors



[HARDWARE](#)



[SOFTWARE](#)



[CONTENT](#)



[SERVICES](#)



SERVICES

ISIS – Information Systems International Services:

ISIS group consists of four system houses with a long track record of success stories in different areas of IT professional services and integrated solutions. ISIS group is honored to act as the Intel Regional Educational Consultant within the Arab region. After many years of strong relations with Intel Corporation, ISIS has succeeded to prove its competency for such a responsibility.

Contact:

Motaz Alaa Al-Agamawi
 T: 0120002625
magamawi@isisinternational.net
www.isisinternational.net

36 shooting club street, Mohandessin,
 Cairo, Egypt

Product Information:

Deployment Automation System: DAS is a software engine that automates the installation process based on the process defined for it. The areas of usage are: (1) Platform Preparation, (2) Software Installation, (3) System Configuration.

Live-Update: Live Update takes the DAS another step further. For connected locations, Live Update module will constantly be looking for updates or maintenance patches. Once a new patch is available, all machines in any location will download the patches and hence execute the DAS package with all its scenarios.

Fetch Desktop Search: Fetch is the first Arabic Morphological-based desktop search engine.

IEAD Thesaurus: Arabic/English, English/Arabic, Arabic/Arabic, English/English Thesaurus and dictionary including Arabic Spell Checker, Morph, Inflection, text to speech features. Also online immediate translation supporting all Microsoft file formats, HTML, and many others.

Business Model/Pricing:

Deployment Automation System: License scenario per machine.

Live-Update: License per machine per year (Deployment Automatic System is a prerequisite).

Fetch Desktop Search: License per machine.

IEAD Thesaurus: License per machine.

Languages/Countries Available:

Deployment Automation System:
 Arabic/English

Live-Update:
 Arabic/English

Fetch Desktop Search:
 Arabic/English Interface
 includes Arabic Morph
 and Arabic Spell Checker.
 Other languages could
 be included.

IEAD Thesaurus:
 Arabic/English Interface
 could be used by Arabic
 or English users.



SERVICES / SOFTWARE

ITWorx:

ITWorx, established in 1994, is a global software professional services organization serving the government, education, telecommunication, financial, and media industries in North America and EMEA. Headquartered in Egypt, with +800 professionals, ITWorx is a Microsoft Gold Certified Partner, ISO 9001:2000, and CMMI Level3 certified.

ITWorx Education partners with local authorities, school districts, private schools, and system integrators through an array of services and products offerings: e-learning platform's provisioning, tailored customization and development, infrastructure deployment and support, and users' training and transformation programs.

Contact:

Shahira Habib | T: 202.2673.6520
Shahira.habib@itworx.com
www.itworx.com

Nasr City - Free Zone - Area 7B,
 Block J - Cairo, Egypt, PoB: 11771

Product Information:

ITWorx Connected Learning Gateway (CLG) is a dynamic and flexible learning solution helping education institutions automate the building of a scalable e-learning environment in record time, leveraging easy-to-use, interoperable management, teaching, and integration tools for content management, personalized learning, and user, school, and class administration.

ITWorx Education AuthorExpert™ is a desktop authoring tool that helps teachers create interactive e-learning content in a short time and reduced cost using different mediums such as documents, images, videos, multimedia, audio, and graphical annotation, supporting English and Arabic interface and compliant with SCORM2004 standards.

ITWorx ExamExpert™ an online assessment product, automates and accelerates school exam creation, delivery, and grading. ExamExpert engages parents, teachers, and learners in an agile, transparent assessment process. With standalone implementation, or integration within Microsoft e-learning platform, ExamExpert is a secure and credible tool that can be enriched with QTI compliant content.

ITWorx Catalyst™ is a suite of products helping to quickly and accurately create an e-learning platform. Catalyst automates and accelerates the process of school deployment, user provisioning, and data synchronization for education solutions built on MOSS2007.

Business Model/Pricing:

Perpetual, non-exclusive, and non-transferable license to install and use the Software Product on a LAN. Pricing is dependent on the number of schools being served. Unlimited License is offered when number of schools exceeds a certain amount.

Annual Subscription, non-exclusive, and non-transferable license to install and use the Software Product on a LAN. Pricing is dependent on the number of schools being served.

In both models, onsite deployment and training is optional. Support is offered annually and is incident-number based.

Languages/Countries Available:

Countries:
 Egypt
 GCC
 KSA
 Europe

Languages:
 Currently in English, but can support Arabic, French, Spanish, and German.



SERVICES / CONTENT

Learnthings Africa:

Learnthings specializes in the production and licensing of interactive e-learning materials and training related to the effective usage of these materials. The learn things mission is to empower and engage through digital content. Learnthings' focus is giving access to quality education in Africa. We have worked closely with the classmate PC—and ensure that our content and training supports and enhances the classmate PC solution.

Learnthings content is highly-interactive, learner-centered and effective in integrating ICTs into the learning process.

Contact:

Michelle Lissoos | T: 011 719 4100
michelle@learnthings.co.za
www.learnthings.co.za

2 JHB Road, Highlands North,
 JHB, South Africa

Product Information:

Learnthings core curriculum material covering ages 5 to 18, across subjects: Math, Biology, Physics, Chemistry, Literacy, ICT. Material includes animations, interactivities, worksheets, and dynamic tools.

It is essential that the classmate PC is integrated into every day subject learning, and the Learnthings content allows this easy and fun integration.

Business Model/Pricing:

Per classmate PC and per site.

Languages/Countries Available:

Across Africa
 English

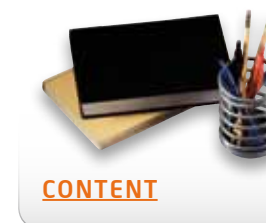
Intel® Learning Series Ecosystem Vendor Alliance Premier Vendor Directory

Primary Category = Highlighted in Blue

HARDWARE				
NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Labtech International Ltd.	112	Hardware / Software	Language Lab, Digital Library	Steven McKee



Vendors





HARDWARE / SOFTWARE

Labtech International Ltd.:

Labtech is an innovative international education company that is dedicated to providing training systems and services for the development and use of technology in education. Labtech's core business is to design, develop, and produce training systems for technical education in the ICT, electronics, electrical, HVAC, and automotive areas. Labtech has provided its products to over 50 countries and 1000s of schools. Labtech is ISO certified in six areas including Educational R&D, Production, Quality Control, Project Management, and After Sales Service.

Contact:

Steven McKee | T: (65) 9747-5994
steve@labtech.org | www.labtech.org

Factory: Kawasan Industri sekupang, no 34, sekupang, Batam, KEPRI, Indonesia 29422

Note: Labtech also has offices and operations in Singapore and Malaysia.

HARDWARE PROFILE

Product Information:

The Digital Library can provide access for students to digital content, multimedia sources, and selected learning applications. The student can check out the classmate PC for use within the library or school. The Multimedia Cart (MMC) is a mobile platform for multimedia learning. This consists of a mobile storage and charging system that can be wheeled to any classroom for use. A server with a wireless access point can be fitted to facilitate the storage and distribution of the learning content. A low cost LMS (Learning Management System) may also be installed to provide greater flexibility. The Language Lab system is powerful yet low cost software to turn the MMC into a full Language Lab and testing system that can use content from many sources. Labtech also intends to develop classroom management systems and tools that will facilitate the use of technology for education. As an innovative company with both hardware and software skills and production facilities, we invite cooperation from companies to work together on new ideas for the use of technology in education.

Business Model/Pricing:

Labtech usually works with dealers and representatives in various countries around the world. We invite relationships with new groups. Hardware systems are sold net to companies for resale to the end user institutions. Software is sold on a classroom license basis. School- or country-wide programs can also be considered.

Languages/Countries Available:

Labtech is well represented in S.E. Asia, South Asia, and the Middle East. English is our prime language but the systems can be adapted to other languages. New dealers or reps are welcome.

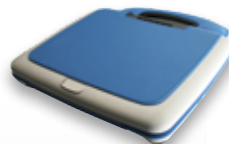
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SOFTWARE

NAME	PAGE	CATEGORY	PRODUCT(S)	CONTACT
Al-Tasneem Corporation Sdn Bhd	114	Software / Content	Al-Quran Encyclopedia, Learn Muqaddam (Juz' Amma) with Colored Tajweed Guide	Mamdouh M. Hawash
Educomp Solutions Ltd.	115	Software / Content	Educomp O3 One-on-One Learning System, smartclass	Sonia Handa
Labtech International Ltd.	112	Hardware / Software	Language Lab, Digital Library	Steven McKee

Vendors



HARDWARE



SOFTWARE



CONTENT



SOFTWARE / CONTENT

Al-Tasneem Corporation Sdn Bhd:

Al-Tasneem Corporation Sdn Bhd is the exclusive distributor of all multimedia products developed by Al-Tasneem Sdn Bhd. The Al-Tasneem Group develops and markets innovative educational multimedia products specifically related to Islam, the Holy Quran, and the Arabic language. Our mission is to develop and make available engaging and effective learning tools and resources in these areas using the latest in multimedia technology.

Contact:

Mamdouh M. Hawash | T: +603.4107.2999
mamdouh@altasneem.com
www.altasneem.com

No. 35-1, 1st Floor, Jalan Melati Utama 4,
 Melati Utama, Setapak, 53200 Kuala Lumpur, Malaysia.

SOFTWARE PROFILE

Product Information:

[Al-Quran Encyclopedia](#)

Al-Quran Encyclopedia is a comprehensive interactive resource on the Holy Quran. It is an excellent resource for the reading, recitation, listening, memorization, and understanding of the Quran. Features include translations and authoritative commentaries in Arabic, English, and Malay, recitations by three prominent qaris, tajweed rules, search capability, and easy navigation.

[Learn Muqaddam with Colored Tajweed Guide](#)

An effective aid for the mastering of tajweed rules in the recitation of the Holy Quran. Features include an interactive color coded guide that identifies every occurrence where specific tajweed rules apply, a guide on the proper pronunciation of Arabic letters, and recitation by two prominent qaris. An excellent learning tool for beginner and advanced Quran readers alike.

Business Model/Pricing:

Each license currently retails for RM70.00 (approximately USD 19.40). Site licenses can be considered and subject to negotiation.

Languages/Countries Available:

Languages:
 English
 Arabic
 Malay



SOFTWARE / CONTENT

Educomp Solutions Limited:

Educomp Solutions Limited is a globally diversified education solutions provider and the largest education company in India. It has 27 offices worldwide. Educomp Group reaches out to over 21,000 schools and 10.99 million learners and educators across the world. Educomp addresses the key markets of private schools, government schools, educational content, teacher training, supplemental education services, pre-schools, professional and higher education, as well as online learning. The research team has evolved newer ways to reach out to learners and educators.

Contact:

Sonia Handa | T: +91.9999914829
sonia.handa@educomp.com
www.educomp.com

514, Udyog Vihar, Phase III,
 Gurgaon-122001, Haryana, India

Product Information:

Educomp O3 is a dedicated one-on-one learning system for schools. It is offered as a comprehensive one-stop solution to include all the essential components that schools need for an effective transition to this new age of learning. Educomp O3 learning system provides schools with a basket of solutions which include:

- Personalized Intel powered CMPC laptops for students
- Laptops for teachers with special one-on-one teaching and learning tools
- Comprehensive facilitators Guide Books to help them integrate O3 in their daily teaching
- Intensive teacher training to help teachers work with the system, plus ongoing hand-holding support
- A training Manual and Learning Wheel to spin and strategize
- A vast library of curriculum based digital resources for use in O3
- All supporting equipment and infrastructure

Educomp helps teachers fully leverage the potential of technology in a one-on-one computing environment. The Guide helps the teachers to work with every feature of the application and integrate the same in their daily lesson plans in classrooms.

Business Model/Pricing:

Educomp O3 model is a 360° one-on-one computing offering for schools where Educomp takes complete responsibility, right from setting up the infrastructure, intensive training for students and teachers, providing teachers with an extensive library of digital content, other specially developed one-on-one teaching tools, and full-time hand-holding support. Educomp finances the entire program for a per-student per-month fee from the school. The schools also have an option to pay an upfront component with a reduced per-student per-month fee.

Languages/Countries Available:

Educomp O3 is at present in English, but can be supported in other languages with a three month translation time.

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Al-Tasneem Corporation Sdn Bhd	114	Software / Content	Al-Quran Encyclopedia, Learn Muqaddam (Juz' Amma) with Colored Tajweed Guide	Mamdouh M. Hawash
Educomp Solutions Ltd.	115	Software / Content	Educomp O3 One-on-One Learning System, smartclass	Sonia Handa



Vendors



HARDWARE



SOFTWARE



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Adobe Systems Europe Limited	82		●			Photoshop Elements, Premiere Elements, others with restrictions or subject to further evaluation	EMEA	Martin Brand
Algoryx Simulation AB	44, 83		●			Algodoo – Physics Sandbox	LAR, EMEA	Kenneth Bodin
Al-Tasneem Corporation Sdn Bhd	114		●	●		Al-Quran Encyclopedia, Learn Muqaddam (Juz' Amma) with Colored Tajweed Guide	APAC	Mamdouh M. Hawash
Amazis.net Sp. zo.o.	45		●			Magic Learning	LAR	Marcin Zalicki
AURALOG S.A.	46		●			Tell me more Kids and Tell me more Education	LAR	Ivan Fernández Olivera
Binary Works	84		●			Madrasty.net, Ostazy LMS, Raqeeb	EMEA	Mohamed Maamoon
BrainPOP Latinoamérica	59			●		Animated Educational Content, Movies, Science, Math, Social Studies, Technology, Health, Internet	LAR	Gabriel Kahan
CABRILOG	99		●	●		Cabri II Plus; Cabri 3D v2; C@bri 3D; Cabri Elem	EMEA	Bernard Baratin
Canonical Ltd.	85		●			Ubuntu	EMEA	Vladimir Kryukov
Childtopia	60, 100		●	●		Listening and writing comprehension, games, fairy tales, worksheets, draw, detective, letters, numbers, crafts	LAR, EMEA	Daniel Garcia Sirera
CompuCharge Ltd	70	●				TabCharge 30	EMEA	Paul Catling
Critical Links	3	●	●			edgeBOX Classroom Server, edgeBOX School Server, School 2.0	NAR	Abdul Kasim
Diwan Software Limited	101			●		Oannis Reader	EMEA	Tawfeek Azzawi
DyKnow	14		●			DyKnow Monitor®, DyKnow Vision®	NAR	Greg Lamb

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EarthWalk Communications, Inc.	4, 37, 71	●				FlexCart™, BatteryBay Charging System™, Mini-Max™, eXpressCase™	NAR, LAR, EMEA	Facundo Alberdi
EasyBits Software AS	47, 86		●			Inspirus	LAR, EMEA	Lars Jolstad
Editora Saraiva	61		●	●		Destino: Matemática, Destination Reading	LAR	Paulo Fernando Silvestre Júnior
Edu2000 America, Inc.	28			●		Math Builder, Science Builder	NAR	Mike Liu
EducationWare	48		●	●		Cabri Geometre II Plus and Cabri 3D	LAR	Victor M De la Fuente L
Educomp Solutions Limited	115		●	●		Educomp O3 One-on-One Learning System, smartclass	APAC	Sonia Handa
Eduinova	62		●	●		EDU-Create, EDU-Agree, EDU-Choose	LAR	Ximena Sibils
EDUTAIN DISTRIBUTION	87		●			Big Boet, Schooligans, My Digital School	EMEA	Voula Philippides
Encyclopædia Britannica	29, 102			●		EB Elementary Library, EB Middle School Library, Britannica Learning Zone (Pre-K), Concise Encyclopedia, Merriam-Webster's Dictionary & Thesaurus, and much more	NAR, EMEA	Steve Gilberg (NAR) Ian Grant (EMEA)
ePals, Inc.	35		●		●	ePals Global Learning Community, SchoolMail, SchoolBlog, In2Books	NAR	Duncan Moss
EPOS	5, 38, 72	●	●			Wired Digital Pen&Mouse	NAR, LAR, EMEA	David Haviv
Figaro Consulting	49		●			Figaronline.com	LAR	Klaus Schmetkamp
Fundación Hablando con Julis	50		●			Hablando con Julis, Julis, Speaking with Julis	LAR	German Galindo
GoKnow! Inc.	15		●			Mobile Learning Environment	NAR	Elliot Soloway

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I.T.P. Software Ltd.	63	●	●	●		MathPro, MathPro Plus, FisiLab, QuimiLab, USB-Log	LAR	David Soloducho
Imagine Learning, Inc.	16, 88		●			Imagine Learning English	NAR, EMEA	Derrin Hill (NAR) David Malpas (EMEA)
Inspiration Software, Inc.	17, 51		●			Inspiration®, Kidspiration®, InspireData®	NAR, LAR	Mark Oronzio (NAR) Annie Taylor (LAR)
Institute for Human and Machine Cognition	52		●			CmapTools, CmapLite	LAR	Alberto J. Cañas
ISIS - Information Systems International Services	108				●	Deployment Automation System, Live-Update, Fetch DTS, IEAD Thesaurus	EMEA	Motaz Alaa Al-Agamawi
ITWorx	109		●		●	ITWorx Connected Learning Gateway™, ITWorx AuthorExpert™, ITWorx ExamExpert™, ITWorx Education Catalyst™	EMEA	Shahira Habib
Key Curriculum Press	18		●			The Geometer's Sketchpad, Fathom, Tinkerplots	NAR	Bridget Foster
Kiddix Computing, Inc.	19		●			Kiddix Platform, Kiddix operating system	NAR	Michael Gualtieri
Kids PC	64		●	●		Kids PC	LAR	Luis E. de la Mora
Labtech International Ltd.	112	●	●			Language Lab, Digital Library	APAC	Steven McKee
Learning Enhancement Corporation	20		●			BrainWare® Safari	NAR	Betsy Hill
Learning.com	30			●		EasyTech, Aha!Math	NAR	Jim Kuhr
LearningStation	21		●			LS Education Desktop, LS Test Builder, LS Education Backpack, LS Teacher Pages	NAR	Jim Kirchner
Learnthings Africa	110			●	●	Interactive curriculum content that brings learning to life	EMEA	Michelle Lissoos

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LEGO Education	6, 73	●	●			LEGO Education WeDo Robotics	NAR, EMEA	Lars Nyengaard
Logo Computer Systems Inc. (LCSI)	22		●			MicroWorlds JR	NAR	Michael A. Quinn
Mandriva S.A.	89		●	●		Mandriva Mini Educational operating system with Education ClassControl software	EMEA	Gaurav Parakh
MathMastery	31			●		My Mastery Network	NAR	Beverley Norris
McGraw-Hill Interamericana, SA de CV	65			●		e-books	LAR	Javier Neyra
Metasys	90		●			v-Class, PolicyControl, Metasys Classmate Linux, Metasys Desktop Linux, Metasys SchoolServer	EMEA	Paulo Neuenschwander Maciel
Microsoft Corporation	91		●			Windows XP Home Edition/ Vista Home Basic plus Office Home and Student 2007 and Windows Live	EMEA	Jaciguara Santos Shibao
Motorola	53, 92		●			SoftStylus, Connection Manager, Bluetooth, DLNA	LAR, EMEA	Jorge M. Alayo Espino
NEO Innovative Technologies	74	●				Mobile Classroom: iC-BOX line	EMEA	Franck Ferreyrolles
Netop Solutions A/S	93		●			Netop School, Netop Remote Control	EMEA	Philip Graves
Netsweeper Inc.	23		●		●	nsClassmate protect	NAR	Mick Sharpe
NOVATICE TECHNOLOGIES	103			●		Edutice	EMEA	Christophe Terrassoux
P3D Ltda	54		●			Biology 1, Biology 2, Biology 3, Geography 1	LAR	Mervyn Lowe
PASCO scientific	7, 39, 75	●	●			PASPORT, SPARKvue, DataStudio, WAVEPORT	NAR, LAR, EMEA	Dr. Wayne Grant (NAR, EMEA) Humberto Medina-Lopez (LAR)

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Positivo Informática	66	●	●	●		Aprimora, Educational Portal	LAR	Bianca Vieira
RDI	104			●		Hafss, E-Book, Holy Quran Encyclopedia, Sera, Quds, E-learning object library	EMEA	Abderahman Rashwan
RealNetworks	24		●			RealPlayer for Mobile Devices	NAR	Scott Nelson
RES Software	94		●			RES PowerFuse	EMEA	Ronnie Kahn
Sakhr Software Company	95		●			IBSAR 7.0	EMEA	Amr Abd Al Salam
SANAKO Corporation	25, 55, 96		●			SANAKO Study 500, Study 700, Study 1 200, Study Mobile, Study Science Lab	NAR, LAR, EMEA	Kimmo Kärpijoki Juha Merinen Scott Hansen
SAS	32			●		SAS® Curriculum Pathways®	NAR	Bruce Friend
School Town	26		●			School Town 2.0	NAR	Michael Kritzman
SIVICO Romania SA	105			●		AeL Content, AeL Learning Management System. AeL National Education Database	EMEA	Andy Powell
Skinit, Inc.	8, 76	●				Skins, Skinit	NAR, EMEA	Elizabeth Winterbourne
SMART Technologies	9, 77	●	●			SMART Board interactive whiteboard, SMART Classroom software suite	NAR, EMEA	Patrick Weinmayr
StoryGirl Productions LLC	33			●		Multi-Sensory Learning System, MovieBooks, Music Videos, Digital Books, Teaching Curriculum, Activity Guides	NAR	Jaime Abromovitz
Tritone Music Education Systems	67		●	●		Tritone Music Series	LAR	Garnett MacMullin
Vernet, Inc. (Virtual Educational Resources Network)	56		●			Gaby y el juguete nuevo,™ El Planeta de los Verbos,™ Viaje al Fondo del Mar,™ Nora tu amiga la computadora,™ Gotita cuentos ecológicos,™ Gaby y la pecera mágica™	LAR	Michelle Guzman

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Vernier Software & Technology	10	●	●			Logger Lite Software, Go! Sensors, Go! Motion, Go! Temp, Go! Link	NAR	Creig Smith
Young Digital Planet SA	106		●	●		Universal Curriculum, yTeach.com, 24/7 Teen Talk English	EMEA	Maciej Dziobek
Zutri	68			●		Interacursos, Ah-kuk, Enseñas, Tika La Salamandra Magica, Temas Diversos	LAR	Javier Zúñiga Utrilla

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