

Next-gen education technology...

The future of interactive, animated avatar based communication, messaging, digital storytelling and movie making in education is here.

Technology for education that enables users to; Create, Produce, Play and Share.

Technology that's Interactive, Engaging, Entertaining, and most of all Fun!

Mishme for Educators

1. Enabling classroom technology
2. Strong fit and alignment
3. Directly supports a wide range of school based programmes & curriculum programmes
4. Any skill level Great way to engage learners with impairments, disabilities, special needs and learning difficulties
5. Broad pedagogical base
6. Great for 1:1 schools and multiple users:1
7. Schools Students just like it
8. Personalised to the student
9. Engaging, interactive, entertaining and most of all fun!
10. Equitable and affordable access

Mishme for Students

1. Unleashes the power of avatars – enhancing the teaching and learning process
2. Students can create, produce, play and share

3. 21st century next-gen technology that engaging, easy to use, interactive, entertaining and fun
4. Any skill level
5. Students can tell their story digitally
6. Personalised to the student
7. Technology that just makes sense
8. Learning anytime, anyplace and on any device

Mishme for Parents

1. Real time visibility into the learning
2. Students can share their learning with their parents quickly and easily anytime, anyplace on any device
3. Instant feedback and gratification
4. Parental involvement and support
5. Parents are directly engaged in the teaching and learning process
6. Personalised to the student
7. Collaborate and easy to work together
8. Co-operative and supportive approach to learning

Mishme for School Administrators

1. Next gen education technology that's here now and that's equitable and affordable
2. Proven technology – 6.5M users of Marvin
3. Enables and supports the effective use of technology in the classroom
4. Supports the effective use of student devices at school

5. Give's the school or district a distinct edge
6. Innovative technology that teachers and students like
7. Outcomes and results focused

