Etisalat

e

Etisalat - Making learning innovative and fun

George Held, Vice President/Commerce

Etisalat eLearning program is established to enable students and teachers with more efficient ways to develop and deliver educational content, enhance academic efficiency and ensure interactive learning process.

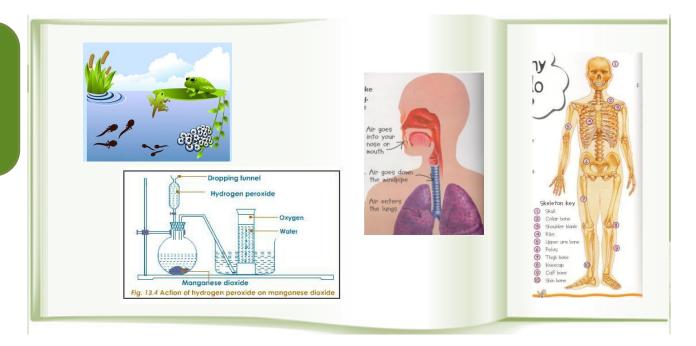


LEARNING

e

Augmented reality based interactive learning





Etisalat's Augmented Reality service (OGLE) is utilizing existing printed schoolbooks as a foundation for the service.

Students access special interactive information layer by 'scanning'

schoolbook's pages with their mobile device's camera.

The OGLE will automatically superimpose a virtual interactive layer over the printed materials enabling students to



LEARNING

Forensic scientists: Using Augmented Reality to solve 'a crime'



Based on the UK Science curriculum for Years 7 and 8 (learners aged 11–12), it allows teachers to assess students' understanding of Particle Theory in a way that is highly engaging for the students and measurable for the school.







































Local Language based **eBooks**

Working together with respective Ministries of Education, Etisalat enables many learning materials to be published for the first time electronically in Arabic, Sinhala, Tamil, Urdu and English Etisalat's eBooks portal











Local languages and local curriculum based on-line training

Etisalat launched "Web Patashala" an on-line eLearning program, which provides students grade 4-10 with access to online classes directly on their mobile through Etisalat's devices 3G network







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Thank you