

m Author main features

FUNCTIONAL MODULES

The Functional Modules are the main building blocks of highly interactive eContent. You can create educational materials without any knowledge of software programming. Modules facilitate the process so far that even users of different skills may take an active role in the complex publishing process.

Functional Modules make your eContent truly responsive and adapted to various users' behaviours.



WHAT IS THE STRUCTURE OF CREATED eCONTENT?

The basic block are the **Modules** of specific functionality. By using them you may create different functional **Activities** which are blocks for interactive **Pages**. The set of Pages creates a Lesson and the set of Lessons is used to build a **Course**.

Samples of the most commonly used Modules by our customers:

Text/Source List

Image Gap/Source

True/False Choice

Ordering

Multiple Gap

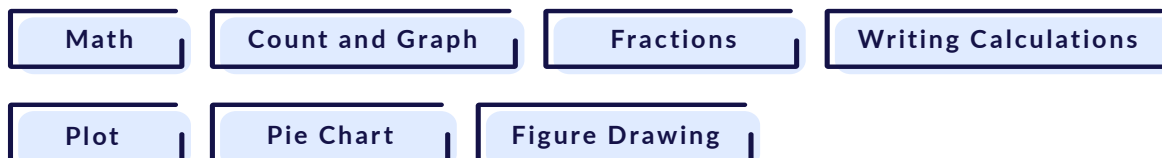
Paragraph eKeyboard

MORE ADVANCED MODULES:

1 MATHEMATICAL MODULES

Handling mathematical equations can be challenging for every text editing program, but not for mAuthor. You can design numerous activities on polynomials, fractions, graphs, plots or pie charts. You may also simulate writing calculations or drawing figures.

Set of samples of highly functional Math Modules:



DO YOU NEED ADVANCED MATH FUNCTIONALITIES?

mAuthor handles **LaTeX** – a widely accepted standard used for communicating and publishing scientific documents in mathematics, physics or computer science. It allows the user to quickly build advanced mathematical equations, draw interactive functions or write complex scientific formulas.

Learn more about interactive description of advanced Math functionalities:



2 EDU-GAMES & MEDIA MODULES

Add a bit of fun to learning activities! Functional engines of the Edu-Games Modules allow the design of a number of attractive exercises. They may be converted into engaging edutainment experiences.

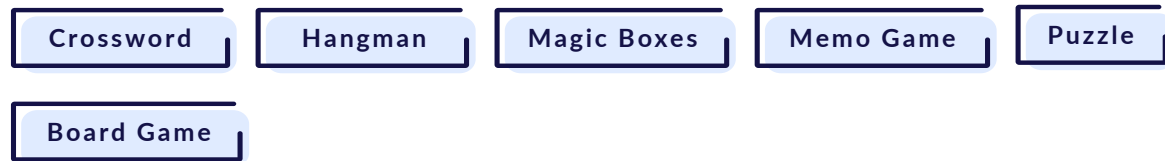
HOW DOES IT WORK?

You simply load a local database of a particular game with the content of a certain discipline and allow the student to get an entertaining learning experience.

While solving the task, they are asked to input some answers, discover hidden words, remember phrases or associate pictures with their descriptions.

The modules are enriched with vast Multimedia resources: **sounds, animations, films, drawings, text audio, coloring, 3D viewers**. Forget about flat PDFs. Convert your pictures into lively animations, replace photos with high-quality videos, and skip long paragraphs for engaging simulations.

Check functional examples of the Edu-Games Modules:



3 REPORTING MODULES

All mAuthor's modules aggregate very detailed information on learners' activity. Such information is used to give instant, valuable feedback directly to the student and to produce reports of achieved results and indications of a particular learner's strong and weak parts.

A teacher can see how long the student was working with the material and what the student's exact answers were, how many times they were trying to solve the activity, or if they asked for help.

Check functionality of some of the Reporting Modules:



4 SCRIPTING MODULES

mAuthor is an open architecture application with an external plug-in interface. It gives you practically unlimited possibilities to create educational materials. Thanks to the javascript-based Advanced Connector module, you can script any specific and customized functionality beyond the built-in modules.

Check the functional modules examples:

Advanced Connector

Feedback

Double State Button

eKeyboard

Event Sender

Selectable Addons Binder

Event Listener

YOU MAY CUSTOMIZE EACH MODULE TO YOUR VERY SPECIAL REQUIREMENTS.

CHECK OTHER FEATURES OF mAUTHOR:

- **ACCESSIBILITY & WCAG 2.1 COMPLIANCE**
- **ADAPTIVE LEARNING**
- **BIG DATA**
- **RESPONSIVE DESIGN CAPABILITIES**
- **MULTI-LANGUAGE SUPPORT**
- **eCONTENT DEVELOPMENT PLATFORM**

