Express DigiBooks

INSPIRE | ENCOURAGE | REWARD

LEARNING BY NEW RULES!

Powered by

Express Publishing

TURN YOUR SCHOOL INTO
THE SCHOOL OF THE FUTURE!

Express DigiBooks is an award-winning, innovative and motivating way to educate students. Through cutting-edge technology and gamification, this interactive digital platform promotes 21st century learning!
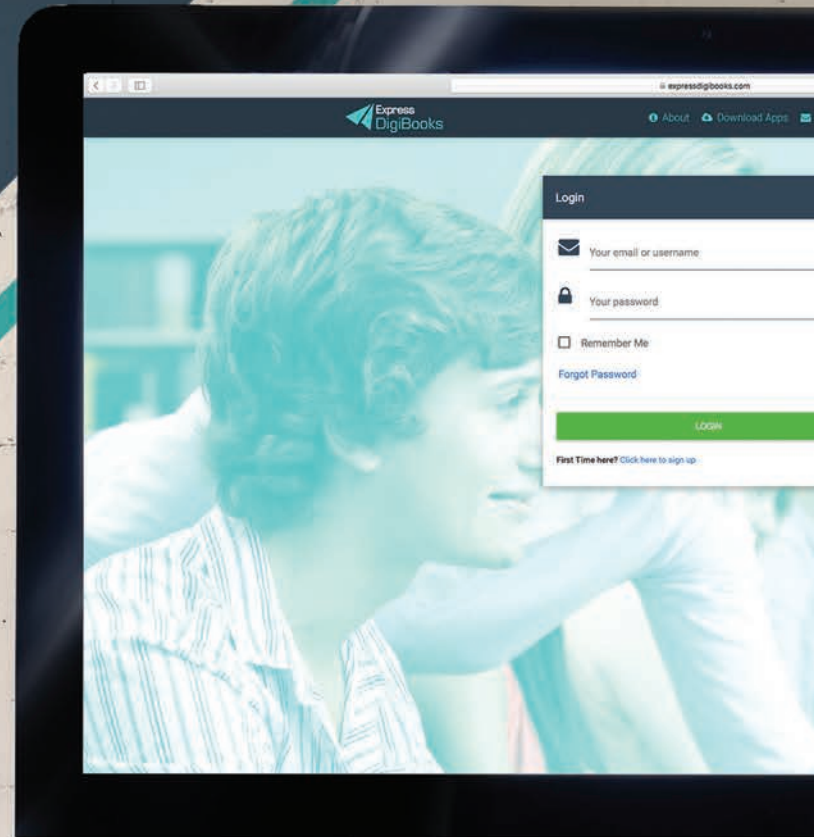
WHY EXPRESS DIGIBOOKS?

- Fully digital environment
- Team spirit and collaboration
- Gamified learning experience
- Self-directed learning
- Cutting-edge technology
- Innovative and motivational

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WHAT IS LMS AND GAMIFICATION?

A. LMS (LEARNING MANAGEMENT SYSTEM)

A learning management system (LMS) is a software application for the administration, documentation, tracking and reporting of training programmes, classrooms, online events, e-learning programmes, and training content (Lonn, 2009). An LMS should be able to perform several functions. Functions may include centralising and automating administration, assembling and delivering learning content rapidly, personalising content and enabling knowledge re-use. An LMS ranges from systems for managing training and educational records to software for distributing courses over the internet (Abdul Rahman et al., 2011).

B. GAMIFICATION

Gamification is the introduction or application of game-like elements including technology inside and outside the classroom, into non - game contexts. Particularly in education, where there is a need to ensure student interest and participation, game mechanics such as rewards and group tasks have become core teaching tools.
(World Government Summit: Gamification and the future of education) Scot Osterweil, creative director of the MIT's Education Arcade, outlines the 'four freedoms of play' which are essential for a programme to be successful:

1) **Trial (the freedom to experiment)**
2) **Error (the freedom to fail)**
3) **Perspective (the freedom to assume different identities)**
4) **Reflection (the freedom to assess your own accomplishments)**

The above categories include how game elements can trigger greater engagement through their internal design, how they foster student engagement, and, ultimately, how they can create an environment of intense focus that stimulates learning and retention of information. These elements can be categorised into three classes: mechanical, personal and emotional.
MECHANICAL: Instant feedback; goals; incremental progression
PERSONAL: Avatars; collective responsibility (ELECs, Missions, Stars); Leaderboard
EMOTIONAL: Students are absorbed by, focused on and involved in their activity, as well as deriving enjoyment from being engaged in it, (World Government Summit) as described in Mihály Csíkszentmihályi's 'Flow' theory.

② BENEFITS

- Engage and motivate your students.

- Save time with the all-in-one platform.

- Track students' progress from anywhere with just a click.

- Keep your school organised by using Express DigiBooks.

- Communicate easily and effectively with your learners and colleagues.

- Help them keep up to date with their progress, homework, and responsibilities.

- Use anytime, anywhere, anyhow.

③ FEATURES

- Monitoring students' progress. Detailed, real-time information on students' progress.

- Gamification
  The learning process is more enjoyable than ever before. Express DigiBooks makes studying fun!

- Lending Library
  Create your own lending library, collect special badges and become a library master (bookworm)!

- Webinars
  Video presentations available for continuous teacher training in the user's own time.

- The Express DigiBooks LMS provides a variety of school-management tools.

- Cross-platform application.
  Operates on Windows, MacOS, Android or iOS.

- Available online and offline.
  * ESP titles and readers are only available offline.

# 4 GAMIFICATION

Changing education from the core

By using game mechanics in Express Digibooks, such as ELECs, Badges and Stars, we aim to strengthen the learner's motivation. Through gamification, the learner has the freedom to try again in order to accomplish various challenges and goals. These elements focus their attention and engage them in learning through play and repetition.

Game elements can help learners to improve language skills faster and more efficiently. Through gamification, learners polish their skills, improve competences and gain the confidence to learn from their mistakes.

MARY POPPINS

**IN MARY POPPINS
BY PAMELA LYNDON TRAVERS**

" In every job that must be done there is an element of fun. "
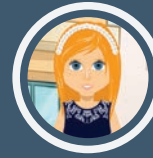
Avatars
Students can use their ELECs to buy items to customise their avatars.

Clans
Students can be divided into clans and engage in the learning process while trying to earn virtual trophies (ELECs), upgrade avatars and climb the Leaderboard.

Missions
The School Master can assign Missions. Through Missions every student can earn Stars and ELECs. Stars determine the ranking of their Clan and also the students' level.

ELECs
Learners can collect ELECs by completing the Assignments and Missions assigned to them.

Badges
Teachers can assign discretionary educational Badges which reward students for their achievements or skills.

Clan Leaderboard
The purpose of the Clan Leaderboard is to show students where their team ranks in the gamified system.

5 ROLES

School Master & Managers
Use gamification to turn your school into the school of the future! Motivate students to study through play! Encourage team spirit! Help students develop their cognitive, emotional and social skills!

Teachers
Identify strengths and reward effort! Encourage your students with Badges and Stars! Promote self-directed learning!

Parents - Guardians
Monitor your children's education. Get instant, detailed feedback on their progress. Watch them learn at their own pace, according to their own needs.

Members
Enjoy studying through the use of modern technology. Complete and redo your exercises to improve your score. Keep a detailed record of your progress.

* Member accounts are completely independent users, not associated with a school. Please note, gamification is not available for members.

Students
Enjoy friendly competition and collaboration! Motivate one another to succeed in Missions and win Badges and awards!

6 SUPPORT

In the support section you will find all the necessary tools to help you organise your school.

VIDEO TUTORIALS:

YouTube video tutorials are available to help you with step by step approaches:

- Sign up
- Forgot Password
- Create School
- Redeem Code

MANUALS:

Follow the instructions in the manual in order to create your own school of the future.

HOW TO:

In this section, you will find a variety of questions from those who already use the platform.
For further information, create your own ticket and we will be happy to provide you with assistance.

TICKETS:

All users are welcome to submit technical or educational questions regarding the platform. Troubleshooting and support are provided by the Express DigiBooks Helpdesk.

* find out more in the support section on
  www.expressdigibooks.com

7 TESTIMONIALS

CHRYSSA KRITIKOU
SCHOOL MASTER

"Now, I have full access to my students' progress in all skills, anytime I want. All parents are satisfied with this helpful, motivating platform."

VILLY MEACHIM
TEACHER

"My students' performance has improved a great deal! My students do all their assignments and ask for missions and badges all the time!"

ALEXANDRA COOK
STUDENT

"Doing my homework isn't boring anymore! I just hope my clan wins this year'
'It's not like homework-it's fun!"

DENITSA STOYCHEVA
GUARDIAN/PARENT

"I don't have to worry anymore whether my son is doing his homework. I know he is!"

⑧ REFERENCES
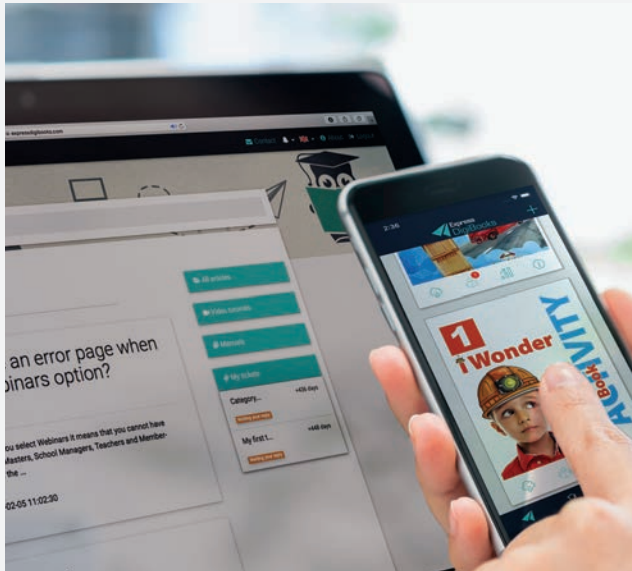
Abdul Rahman, K., Ghazali, S. and Ismail, M.,(2011), 'The Effectiveness of Learning Management System (LMS) Case Study at Open University Malaysia (OUM), Kota Bharu Campus', Journal of Emerging Trends in Computing and Information Sciences, Vol. 2, No. 2.
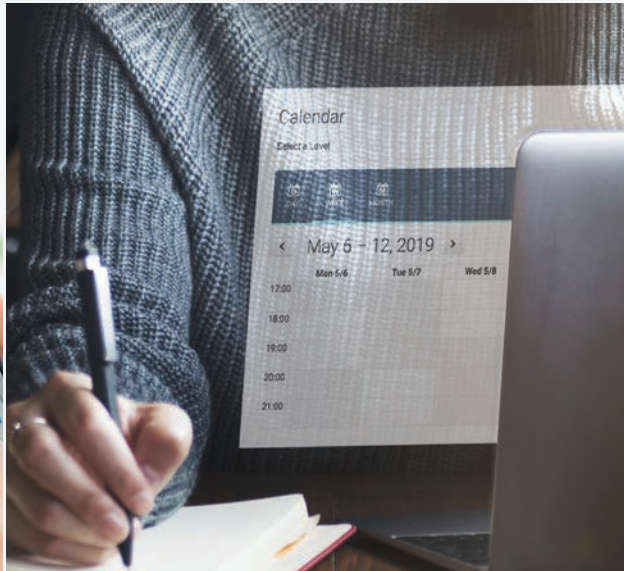
Lonn, S., (2009), 'Student Use of Learning Management System for group projects: A case study Investigating, interaction, collaboration and knowledge construction', A dissertation submitted in partial fulfillment of the requirements for the degree of doctor of philosophy at The University of Michigan.

World Government Summit 'Gamification and the future of education' https://www.worldgovernmentsummit. org/api/publications/document?id=2b-0d6ac4-e97c-6578-b2f8-ff0000a7ddb6&f-bclid=IwAR1ZOKVoTZhayS0PnEmoX0Km-4RtwLv0Noqapyt46ZIX28Q48W0RLABALSfU

IT'S TIME TO TURN YOUR CLASS INTO THE CLASS OF THE FUTURE!

JOHN DEWEY

" If we teach today as we taught yesterday, we rob students of tomorrow. "

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