

GAMOOZ- Interactive Books Program (IBP)

“30 minutes Free Demo Session for Principal & Teachers”

by

Gaurav Wadhwa

Founder , CEO- GAMOOZ Interactive Solutions Pvt. Ltd.

About the Program

Interactive Books program is the technology awareness program designed to showcase the future of Text Books through Augmented Reality Smartphone App.

The interactive content is 100% compatible with the School text Books and is available for FREE for around hundreds of text books (From Class Pre Nursery to VIII).

The primary target audience for IBP are Teachers of all subjects (students and parents can be included) keeping in consideration the following problem areas in teaching:



- Difficulty in reading books.
 - Different Grasping capability of students leads to additional teaching effort
 - Student absenteeism leads to extra classes
 - Incomplete or incorrect homework by students because of lack of parents support/knowledge
 - Students don't pre read the topic before the class
 - Students spend lot of time on Smartphone games and social networking
 - Books are being considered boring in comparison to Smartphone and new digital inventions.
 - The Focus time of students is becoming relatively less in listening and reading as they enjoy visual content more.
 - Smart Board and Smart classes are confined to one room and even a costly affair.
- Moreover the content is generic and not Text Books specific.

The above issues have been efficiently resolved by the "GAMOOZ App" which has made the School Text Books fun and interactive. The App has over 100 types of interactive activities . To name a few:

- Colouring
- Rhymes- Animated videos
- Audio Video content for chapter text
- Fill in the Blanks
- Match the following
- True or False

Program Objective:

With the inception of "Digital India Mission" the overall scenario in education is rapidly shifting towards smart learning techniques and less human dependency. Although many initiatives have been already taken around this but either they are costly or non scalable. Hence keeping into account the importance of education more than money and the need of technology reach till the bottom of the pyramid ,the interactive content for hundreds of text books has been made available for Teachers, Students & Parents for FREE. The sole objective of the program is to spread the awareness on interactive learning and create IEP-Mascots in every School to evangelise the continues use of Interactive learning.

Program Offers:

1. Demo session on "GAMOOZ" app functionality .
2. Explaining the use of different types of interactivity in teaching and learning.
3. How to use GAMOOZ app efficiently in the Classroom and for Homework as well
4. How to migrate your School from "Traditional Passive Books" to "Smart Interactive Books"
5. Demonstrating Benefits for Schools, Teachers, Students, Parents

Program Requirements:

1. All subject teachers presence . Parents and students are optional
2. One Room or Hall based on all teacher seating arrangement
3. Two Mikes and adequate sound acoustics
4. One projector and screen

***Program Duration- 30 minutes - 1 hour**