



Authoring Tool & eContent Development Platform









mAuthor

eContent Development Platform

mAuthor is a combination of a powerful Authoring Tool and a cloud-based ePublishing Development Platform dedicated to build highly interactive Digital Content and to coordinate the workflow of the Project Teams involved in its creation.



The eContent developed with mAuthor is built along the eLearning industry standards and supports all desktop and mobile devices, making it perfect for modern technology-supported education.

E-LEARNING STANDARDS

Resulting eContent is HTML5, SCORM 1.2, SCORM 2004 and xAPI (Tin Can) compliant, making it compatible with the majority of LMS platforms.

ONLINE & OFFLINE

Created eContent can be accessed online via an Internet browser or exported to run offline on desktop or mobile devices.

OPEN ARCHITECTURE

Thanks to open XML data formats, the open source code HTML5 player, dedicated API and java-based scripts, it is possible to expand the functionality of existing modules or to create the new ones.

POWERFUL ACTIVITIES

Over 150 ready-made, highly parametrized functional modules & activity types supporting a wide spectrum of modern education needs.

ACCESSIBILITY WCAG 2.1

mAuthor is the first authoring tool capable to create highly interactive, yet truly accessible eContent – supporting the WCAG 2.1 recommendations.

ADAPTIVE LEARNING

A vast selection of reporting and feed-backing capabilities enables the creation of highly adaptive content that adjusts to the learner's actual abilities.

WYSIWYG DESIGNING

Visual content development and editing mode – What You See Is What You Get – makes the designing work quick and accurate.

OS AGNOSTIC

Created digital Content runs smoothly on Windows, Mac OS and Linux operating systems as well as in iOS or Android driven environments.

E-PUBLISHING ENVIRONMENT

Organizes the workflow and smooth cooperation of Project Team members bearing different roles in the Content development process.

MASS CONTENT DEVELOPMENT

Create your own library of visual and functional templates to support massive production of electronic Content while keeping it reliable and consistent.

MOBILE READY

The resulting eContent is driven by mAuthor's HTML5 based Player making it perfectly accessible from most mobile devices with various screen resolutions.

RAPID CONTENT DEVELOPMENT

Large number of flexible templates, ready-made modules and pre-defined activities make it a perfect solution to create large scale projects with tight timeframes.

UNDER CONTROL

Secures full support for digital publishing processes, including Version Control, Bug-track or Kanban methodology.

TECH SUPPORT

Our experienced Support Staff is always ready to help you achieve your goals and solve any problems you may encounter.

CONTINUOUS DEVELOPMENT

mAuthor is regularly updated with extra features, new modules & activities making it always at the edge of arising technologies and devices.



Professionals
need
Professional
Solutions



mAuthor Bacterial Growth

Settings Save Preview Close

Presentation Edit Chapter Page Module Help

Page Module Favourites Grid Size Rulers

Pages

- Main
- Commons
- (1) Lesson Contents
- (2) Why Do We Grow Bacteria?
- (3) Reproduction by Cell Division
- (4) Modes of Nutrition in Bacteria
- (5) Factors Influencing Bacterial Growth
- (6) Culturing Bacteria**
- (7) Counting Bacteria
- (8) Growth Curves for Batch and Continuous Cultures
- (9) Lesson Report

Modules

- Ordering1
- Video1
- Text3
- Slideshow1
- Text9
- Text5
- Page Progress1
- Error Counter1
- Check Counter1
- Button2
- Button1**
- Shape1
- Text4
- Text1

Bacterial Culture on a Solid Medium

Watch to learn how to prepare a bacterial culture on a solid medium

Activity: Arrange in the correct order the stages in preparing a bacterial culture.

50% 5

Properties

Reset Button

ID: Button1

Layout: [dropdown]

Left: 603

Top: 1260

Width: 50

Height: 49

Right: [dropdown]

Bottom: [dropdown]

Is Visible:

Title: [input]

Confirm reset:

Confirmation info: [input]

Confirmation yes text: [input]

Confirmation no text: [input]

Styles

CSS class: [input]

Inline CSS: [input]

Update style

The most
powerful
**Authoring
Tool**





Author Science

Presentation Edit Chapter Page Module Help

Pages

- Main
- Commons
- (1) Science
- (2) Life Processes in Plants
- (3) Sensitivity
- (4) The Sense Organs and Nervous System
- (5) Shared Features of Cells
- (6) Proteins
- (7) Solvents
- (8) The Need for Food
- (9) Replacing Soil Minerals
- (10) Human Variation
- (11) Types of Sustainable Development
- (12) Population
- (13) Predator-Prey Relationships

Modules

- video1
- Shape2
- Page Progress1
- Error Counter1
- Check Counter1
- Button2
- Button1
- Shape1
- db5
- db4
- db3
- db2
- db1
- Correction1
- feedback_nerves

Activity: Choose a stimulus and match it with the appropriate response.

Flash Light, Hot Surface, Gas Leak, Tasting Salt, Ringing Phone

hot surface Picks up the phone.
gas leak Moves his hand away quickly.
ringing phone Opens the window.
flashlight Blinks and covers face with hands.
tasting salt Withdraws tongue and has a drink.

60% 5

Properties

The Sense Organs and Nervous System

Name: The Sense Organs and Nervous System
Width: [input]
Height: 1547
Is reportable: [input]
Preview: [input]
Score Type: percentage
Scoring Weight: [input]
Mark: defaultweight

Styles

CSS class: [input]
Inline CSS: [input]

Update style

Author Chemistry

Presentation Edit Chapter Page Module Help

Pages

- Main
- Commons
- (1) First page
- (2) Sulfur Dioxide
- (3) Ionic Bond in Sodium Chloride
- (4) Sigma (σ) Bond
- (5) Chemical Bonding in the Chlorides of Period 3
- (6) Ionic and Atomic Radii
- (7) Reactivity of Halogens
- (8) Predicting the Nature of a Bond
- (9) Glass
- (10) Cracking Products
- (11) Enzymes Are Specific and Selective
- (12) Interferential Processes

Modules

- Double_State_Button6
- Double_State_Button5
- Double_State_Button4
- Viewer_302
- Advanced_Connector2
- Advanced_Connector4
- Advanced_Connector3
- lr_scale2
- lr_rad
- Animation5
- Animation4
- Animation3
- Advanced_Connector1
- Text20
- Slider2

Chemistry < 1/5 >

Ionic Bond in Sodium Chloride

Ionic bond
A type of chemical bond involving electrostatic attraction between

Ionic Bond in Sodium Chloride
Electrically charged ions interact among themselves by means of electrostatic forces.

Ionic Bond in Sodium Chloride
Choose two ions and change the distance between them to see how they interact with each other and how the electrostatic force changes with their distance apart.

Cl⁻, Na⁺, Cl⁻, Cl⁻, Na⁺, Na⁺

Cl⁻ Na⁺

Properties

Ionic Bond in Sodium Chloride

Name: Ionic Bond in Sodium Chloride
Width: [input]
Height: 1207
Is reportable: [input]
Preview: [input]
Score Type: percentage
Scoring Weight: [input]
Mark: defaultweight

Styles

CSS class: [input]
Inline CSS: [input]

Update style



“We discovered mAuthor as a truly powerful solution for interactive educational content development. No other solution offers such a wide spectrum of modules and activity types.”

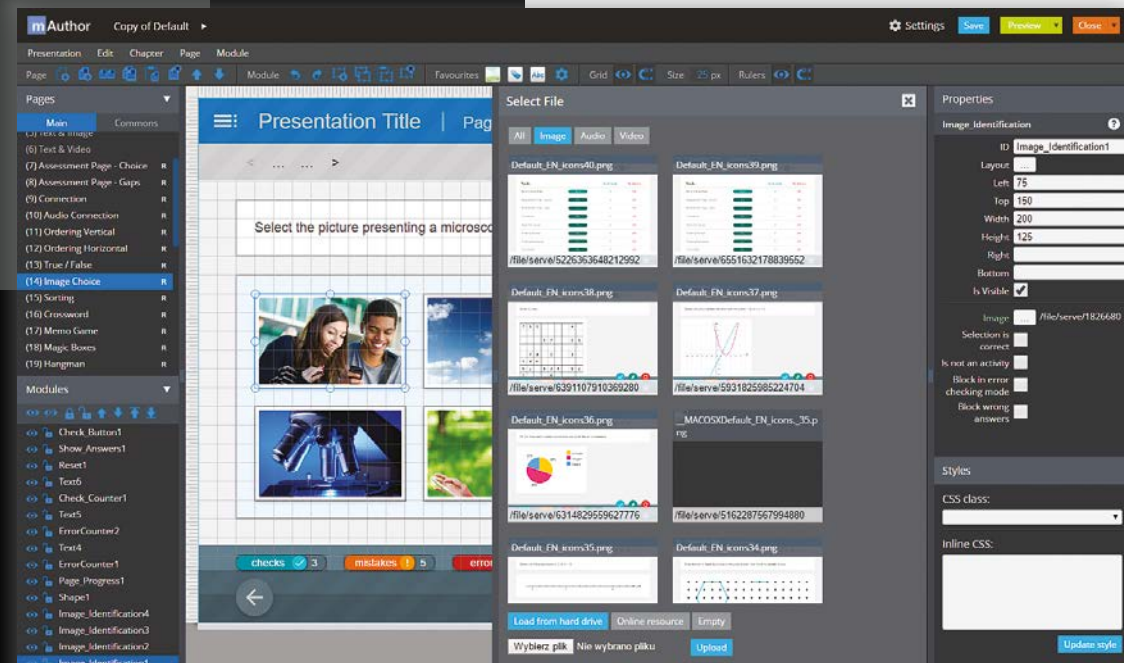
Michael Chan

Senior Manager at NetDragon Websoft
/China/

WYSIWYG Designing

In order to make it easier for new users to operate, mAuthor's WYSIWYG XML editor has been constructed along the widely accepted UX trends implemented in the majority of professional design applications.

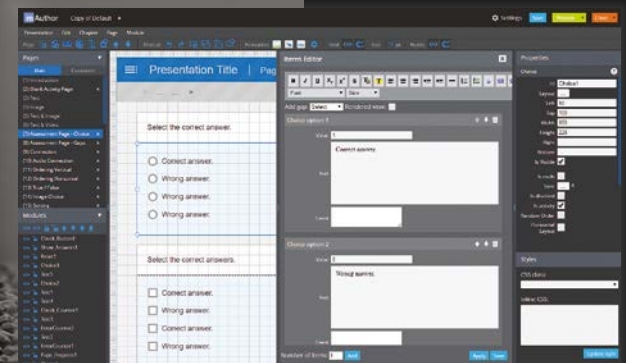
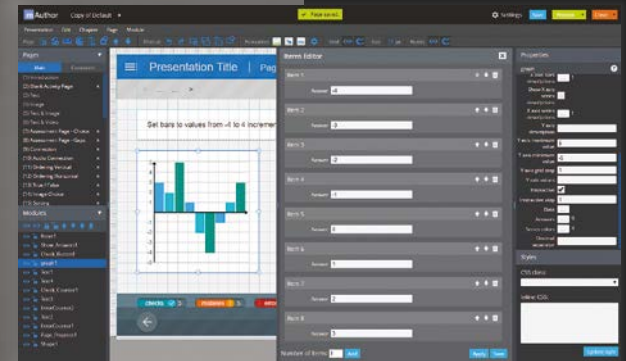
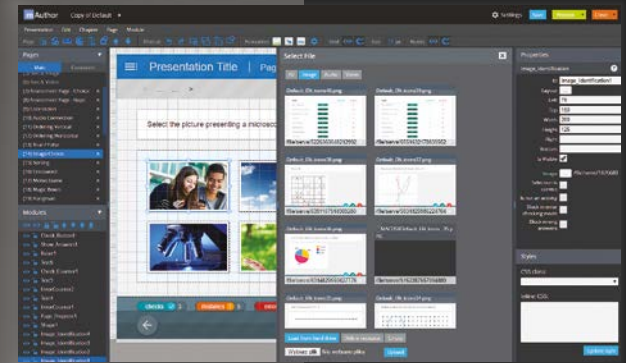
Such approach makes it quick and easy to start creating your own electronic content as the mAuthor's user interface concept is well known to most graphic artists and designers.





150+ Functional Modules

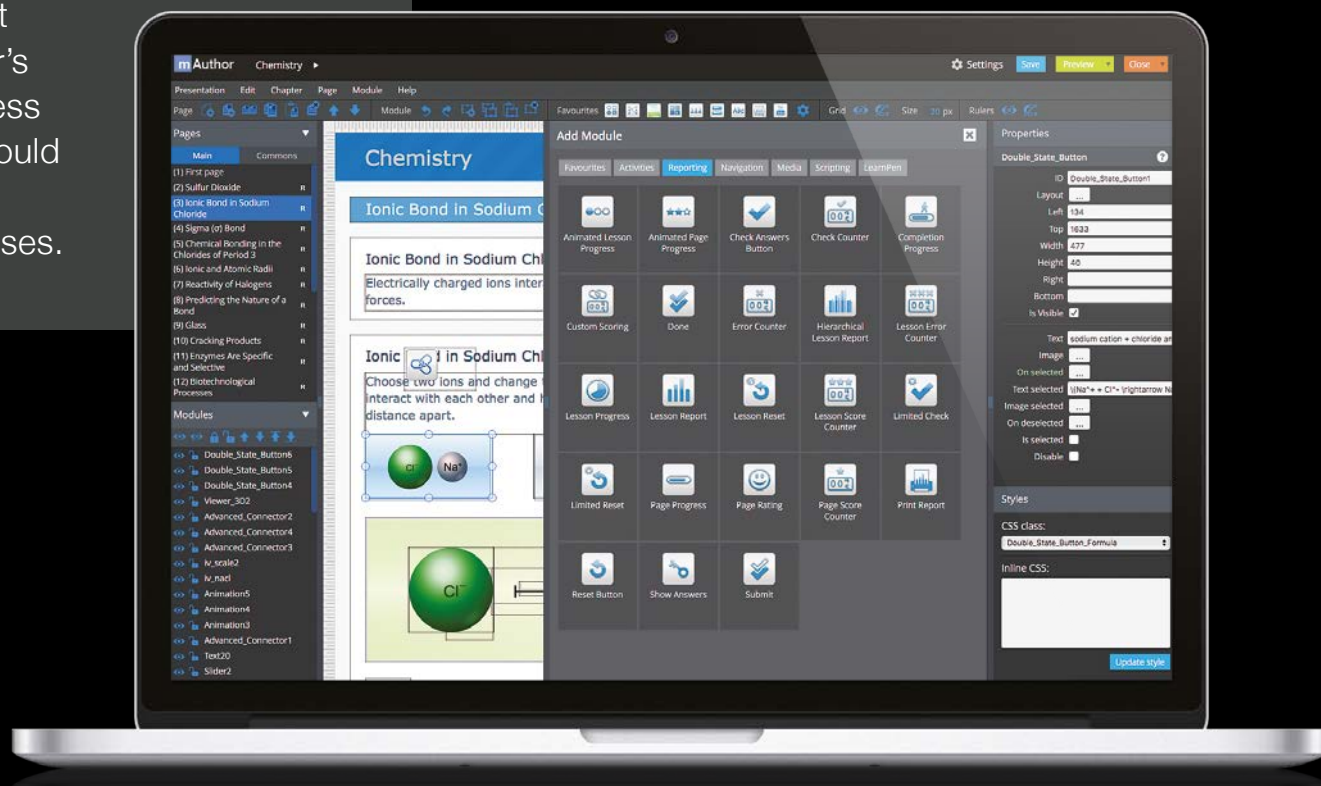
to address your
most demanding
eProjects



Modular architecture

Thanks to mAuthor's modular architecture, highly interactive content can be built from a broad variety of functional blocks.

Each functional Module can be precisely customised by adjusting a number of its **Properties**, and thus making it truly responsive to various user's behaviour. A large number of less obvious functional Modules should help you realize even the most sophisticated interactive exercises.



Media Modules

- 3D Viewer
- Animation
- Audio
- Image Viewer
- IWB Toolbar
- Media Recorder
- Audio Playlist
- Slideshow
- Text Audio
- Video
- YouTube
- Zoom Image
- Shape Tracing
- Flashcards

Photosynthesis < 1/5 >

Chloroplasts and Chlorophyll in the Process of Photosynthesis

Functions of Chloroplasts
In each cell of the green parts of a plant, there are organelles called chloroplasts. These are the places where the process of photosynthesis progresses. In chloroplasts, there is a pigment called chlorophyll, which absorbs a part of the light energy that falls on a leaf.

The Structure of Chloroplast:

Labels in the diagram: Outer Membrane, Inner Membrane.

Amino Acids Found in Proteins

Proteins are very important biological molecules, essential to all living organisms. Protein molecules are composed of a large number of amino acid molecules linked together by covalent bonds.

20 Common Amino Acids
About 20 different amino acids occur commonly in natural proteins.

Chemical structures shown:
 Tyrosine (Tyr): $\text{H}_2\text{N}-\text{CH}(\text{CH}_2-\text{C}_6\text{H}_4-\text{OH})-\text{COOH}$
 Histidine (His): $\text{H}_2\text{N}-\text{CH}(\text{CH}_2-\text{NH})-\text{COOH}$

Photosynthesis < 1/5 >

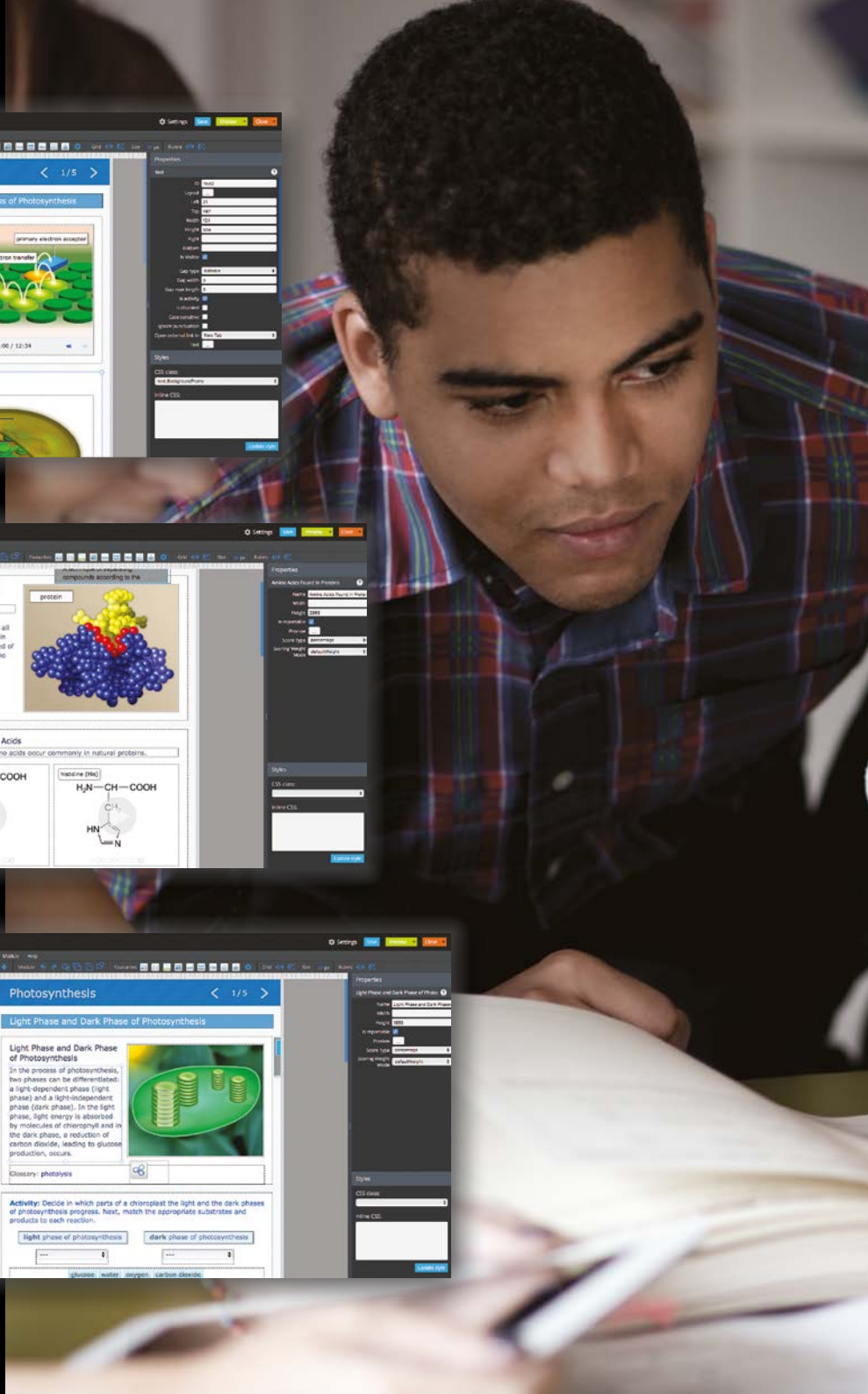
Light Phase and Dark Phase of Photosynthesis

Light Phase and Dark Phase of Photosynthesis
In the process of photosynthesis, two phases can be differentiated: a light-dependent phase (light phase) and a light-independent phase (dark phase). In the light phase, light energy is absorbed by molecules of chlorophyll and in the dark phase, a reduction of carbon dioxide, leading to glucose production, occurs.

Activity: Decide in which parts of a chloroplast the light and the dark phases of photosynthesis progress. Next, match the appropriate substrates and products to each reaction.

Buttons: light phase of photosynthesis, dark phase of photosynthesis

Labels: glucose, water, oxygen, carbon dioxide



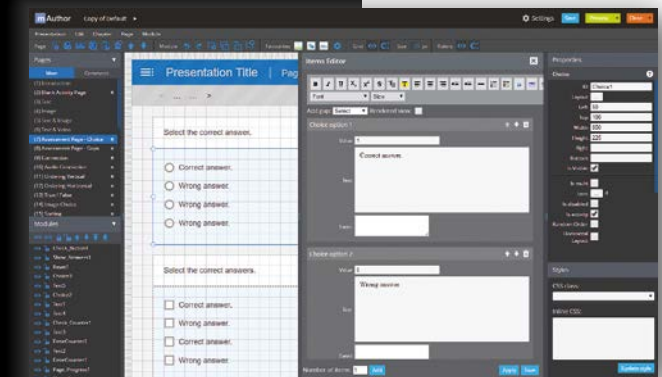
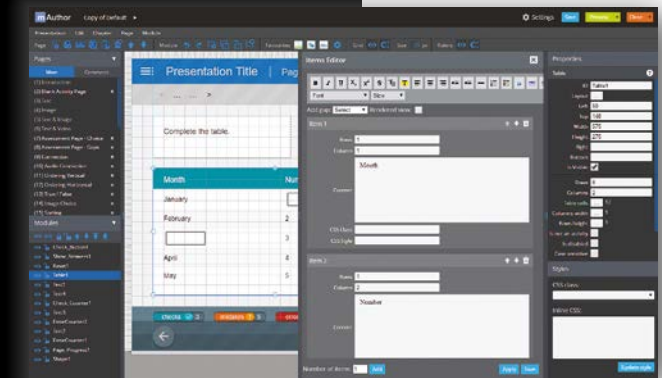
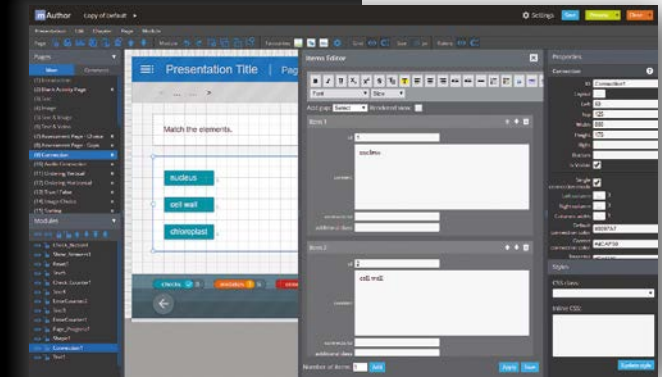


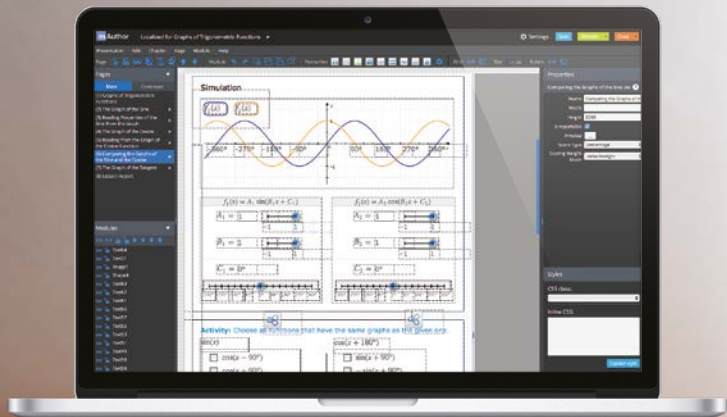
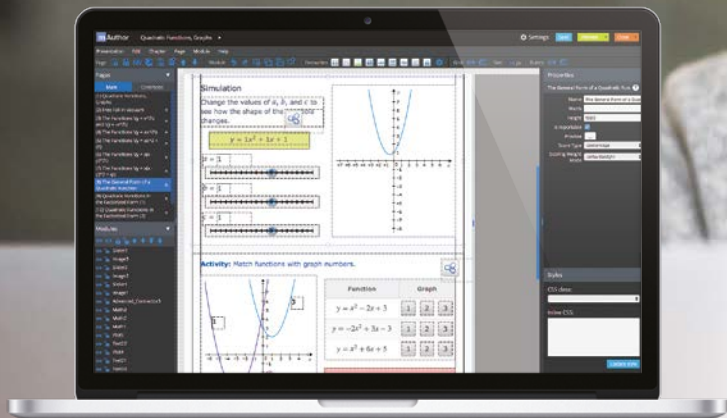
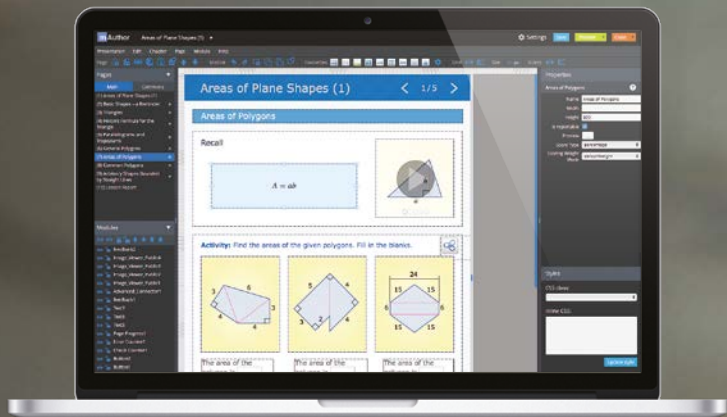
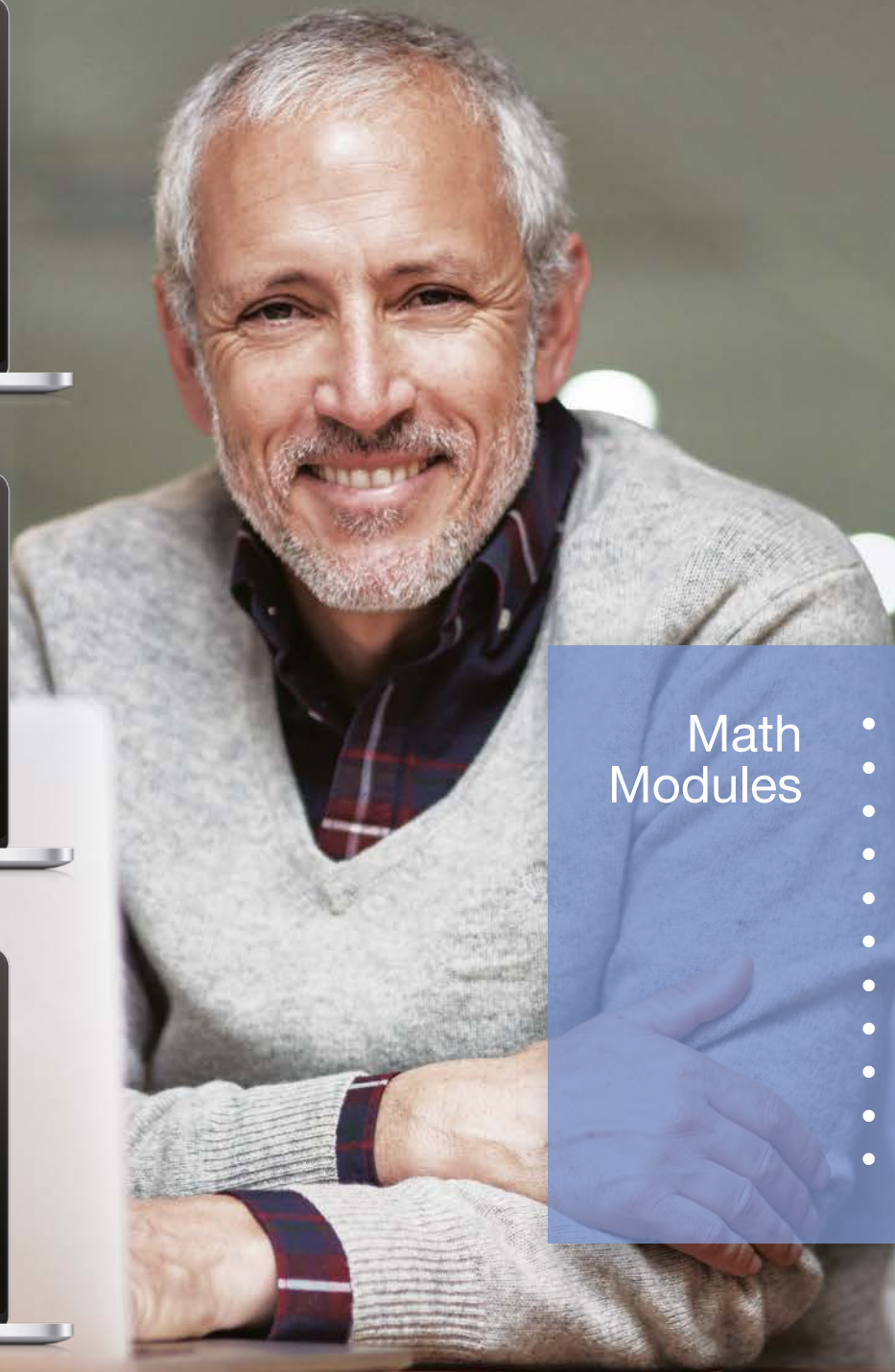
Activities

- Choice
- Connection
- Image gap
- Image Identification
- Multiple Gap
- Ordering
- Paragraph (open question)
- Text (with gaps)
- Text Coloring
- Text Identification
- Text Selection
- True/False

Advanced Modules

- Advanced Connector
- Blockly Code Editor
- Feedback
- Grid Scene
- Programming Command Prompt
- Programmed Drawing
- Pseudo Code Console
- Timer
- Custom Scoring





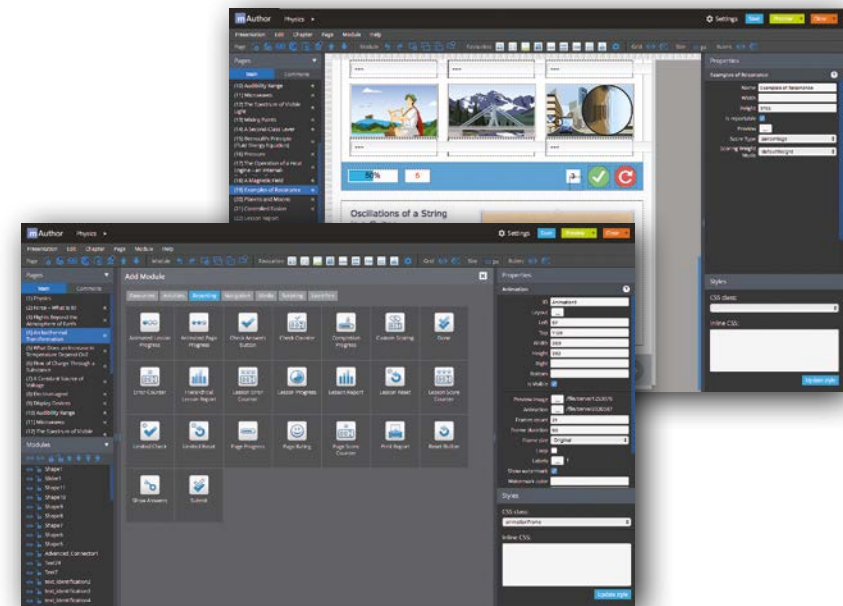
Math Modules

- Clock
- Count and Graph
- Figure Drawing
- Fractions
- Graph
- Math
- Number Line
- Pie Chart
- Plot
- Points and Lines
- Writing Calculations

Reporting

The majority of mAuthor's modules aggregate very **detailed information on the learners' activity**. Such information is used locally for giving **instant, valuable feedback** directly to a student, but is also collected to produce **the reports on achieved results** and indications of strong or weak abilities of a particular learner.

Besides the number of errors or a percentage result, a teacher or a trainer also knows the learner's exact answers, how many times student was trying to solve the activity, or whether a student asked for help.



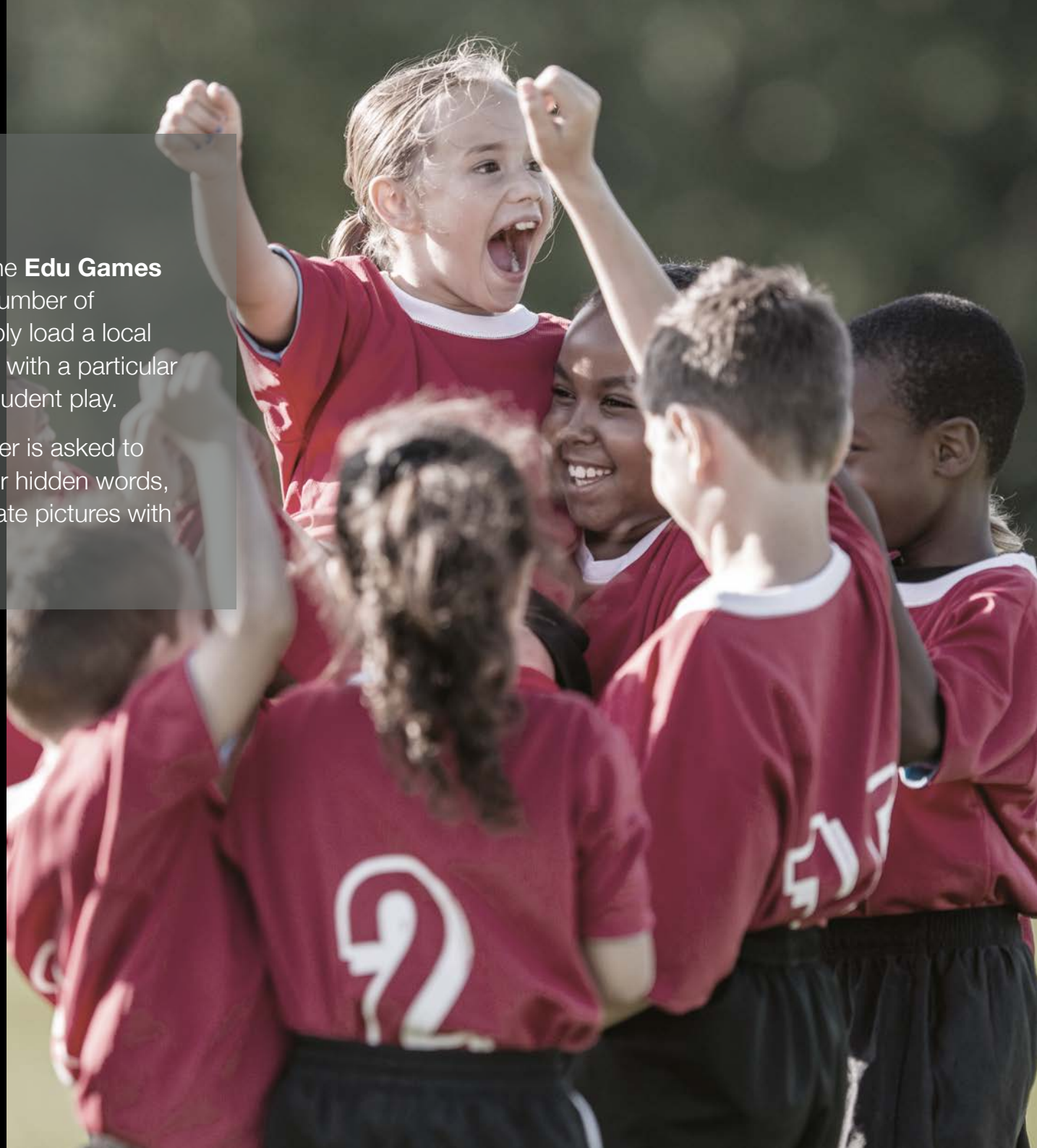
Reporting Modules

- Animated Lesson Progress
- Animated Page Progress
- Completion Progress
- Lesson Progress
- Lesson Report
- Hierarchical Lesson Report
- Page Progress Panel
- Page Rating
- Check Answers
- Show Answers

Gamification

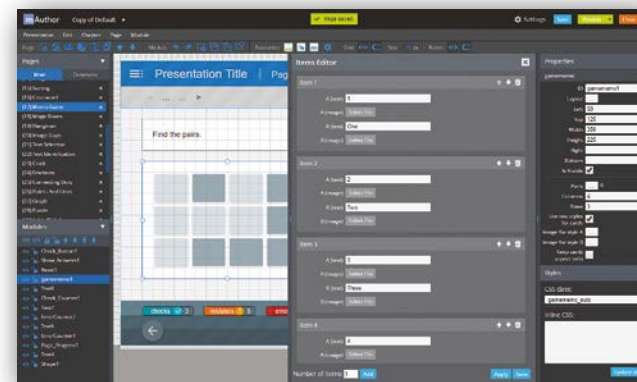
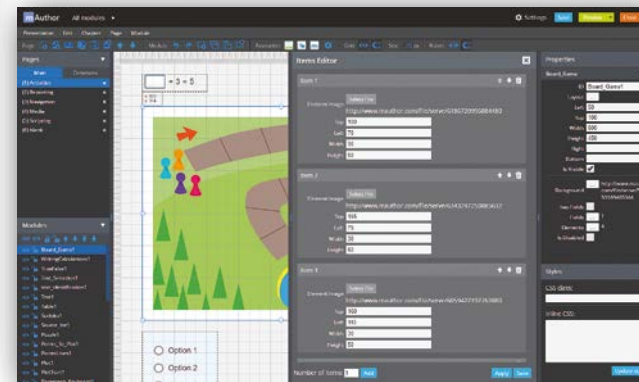
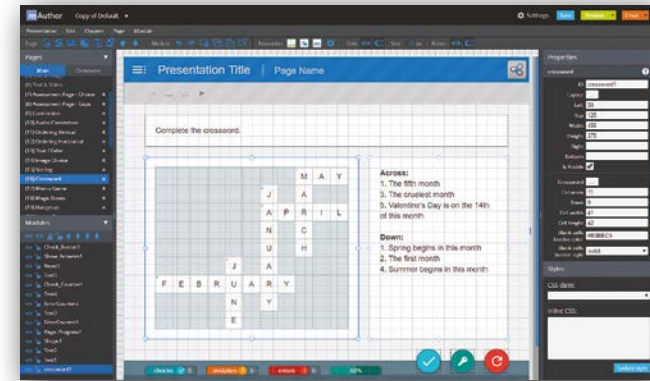
Using functional engines of the **Edu Games** Modules, you can design a number of attractive exercises. You simply load a local database of a selected game with a particular discipline content and let a student play.

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



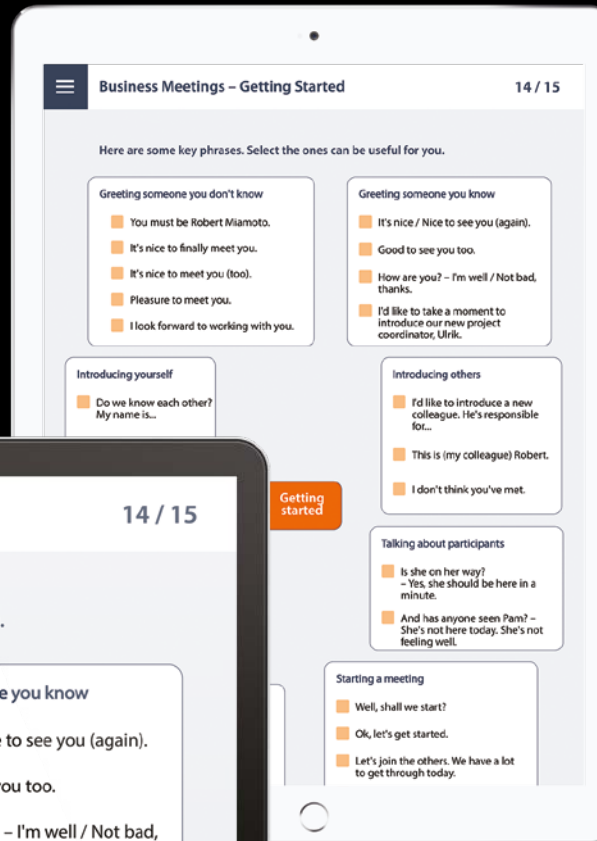
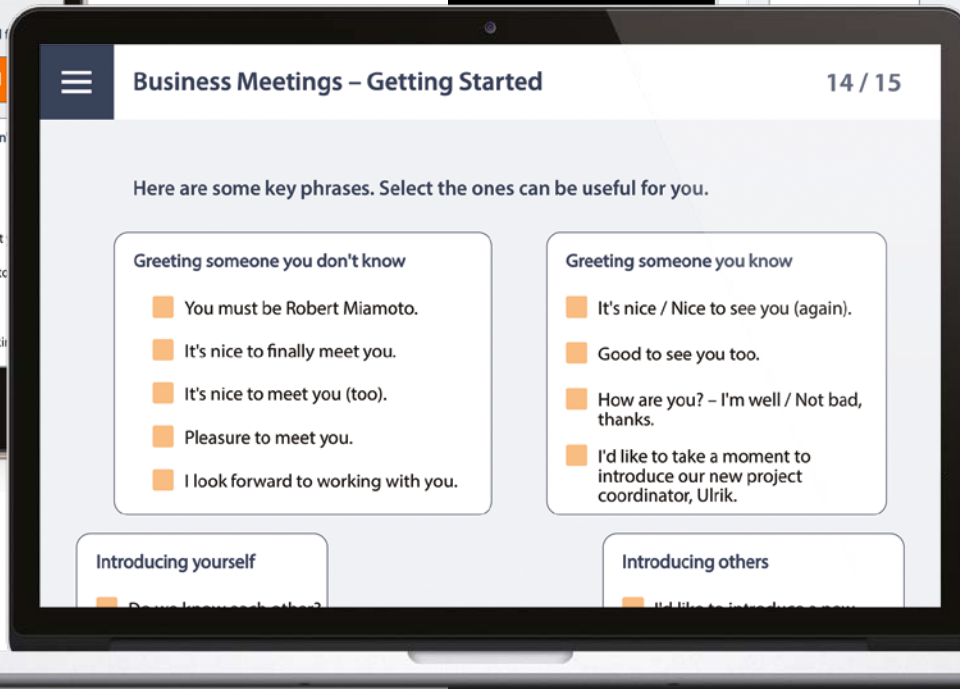
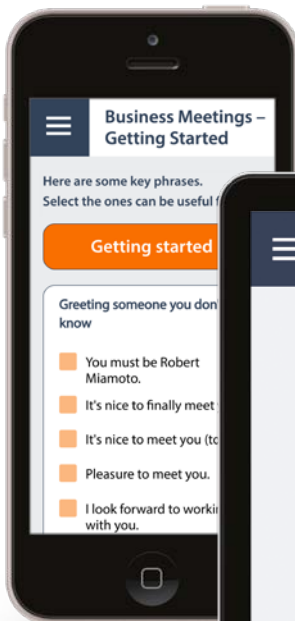
Game Modules

- Board Game
- Catch
- Crossword
- Hangman
- Magic Boxes
- Maze
- Memo Game
- Puzzle
- Quiz (The Millionaires Quiz)
- Shooting Range
- Sudoku
- Coloring
- Drawing
- Connecting Dots



Responsive Design Capabilities – full control over the layout

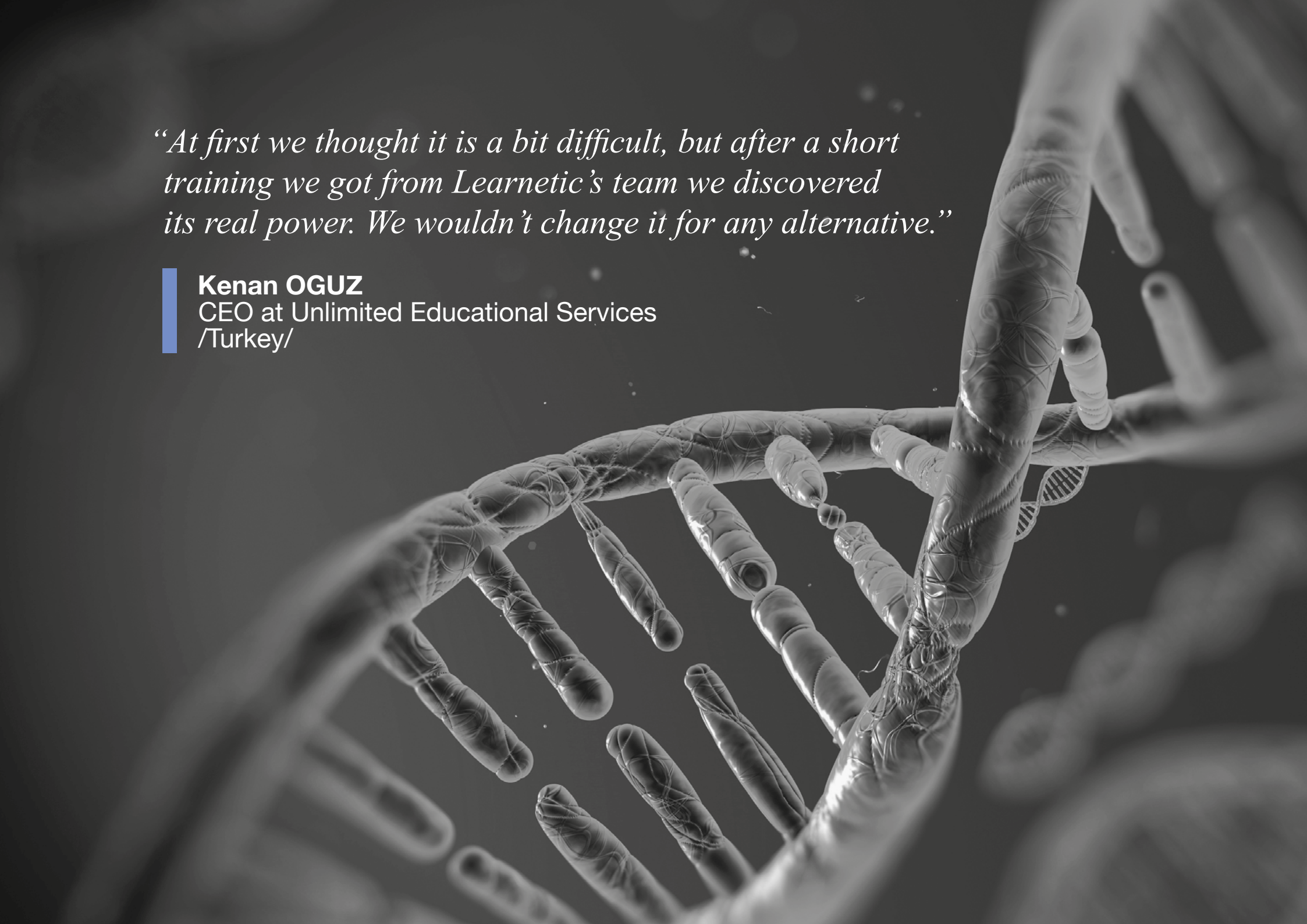
mAuthor feature allows creating lessons that display perfectly on various devices and screen sizes. It is based on an advanced set of functionalities that provide the ability to optimize the page layouts for display on computers, tablets, smartphones and much more. Furthermore, this feature allows control over displaying the lesson in a vertical or horizontal screen orientation.



“At first we thought it is a bit difficult, but after a short training we got from Learnetic’s team we discovered its real power. We wouldn’t change it for any alternative.”

Kenan OGUZ

CEO at Unlimited Educational Services
/Turkey/





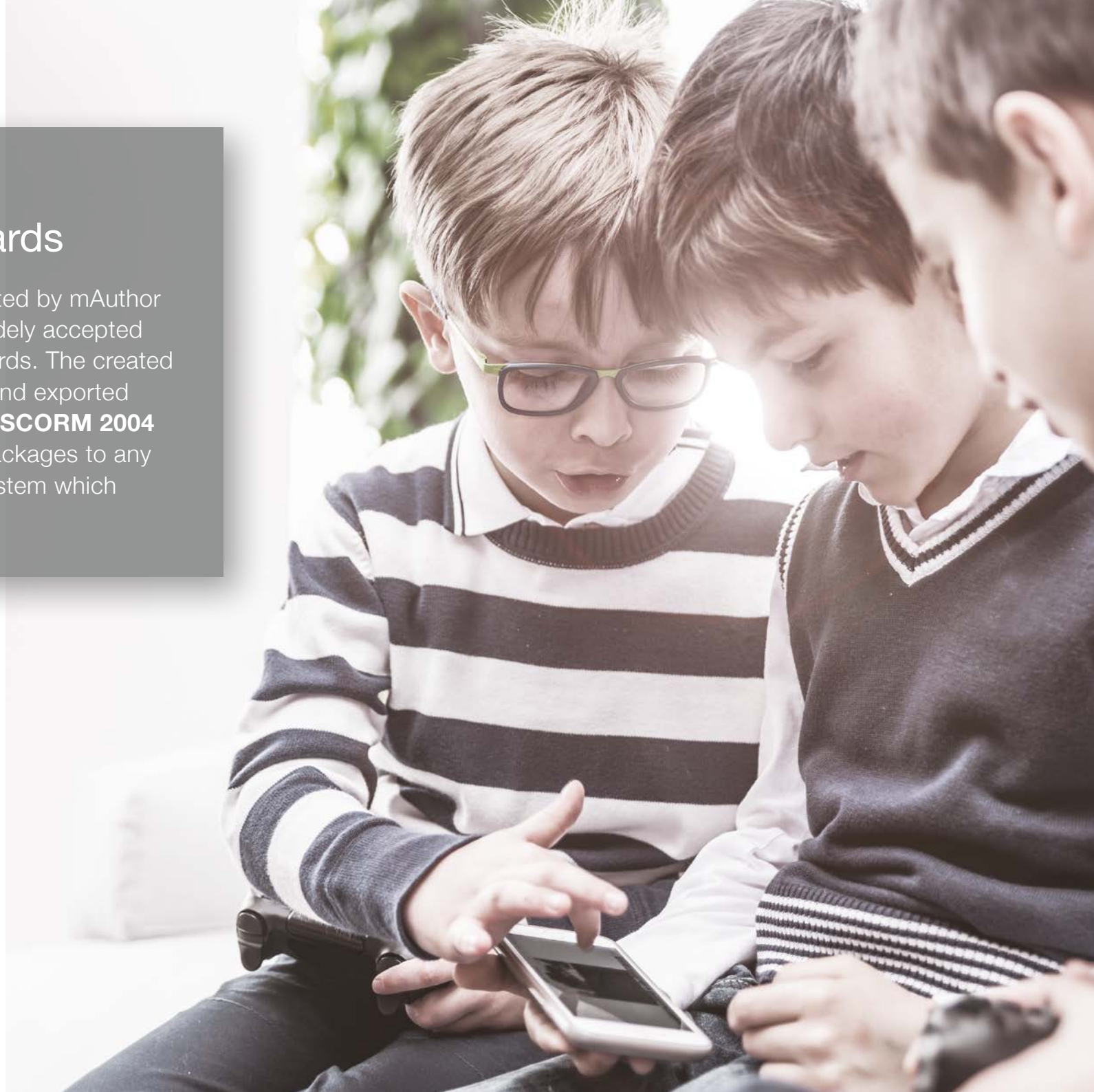
Ready to use Functional Templates

mAuthor offers several sets of ready-made Templates carrying different visual designs, navigation styles and functionality.

You may use them to immediately start the creation of your digital content packages. You may also design your own templates to speed up the development team's work and keep consistency across the title.

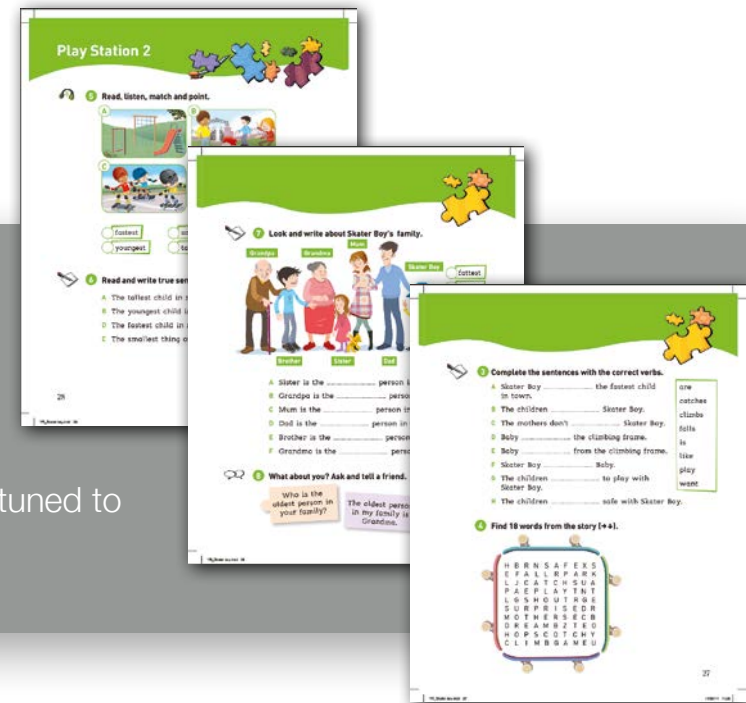
eLearning Industry Standards

Electronic content generated by mAuthor is being built along the widely accepted eLearning industry standards. The created eCourses may be saved and exported as **HTML5, SCORM 1.2, SCORM 2004 or xAPI (Tin Cap API)** packages to any Learning Management System which supports these standards.



Semi-automatic PDF Conversion

mAuthor enables a semi-automatic conversion of print-ready PDF or InDesign XML materials into the mAuthor's native digital format. After the import, most texts and pictures get initial layout and need to be finetuned to match the electronic formats and extended with a relevant functionality.

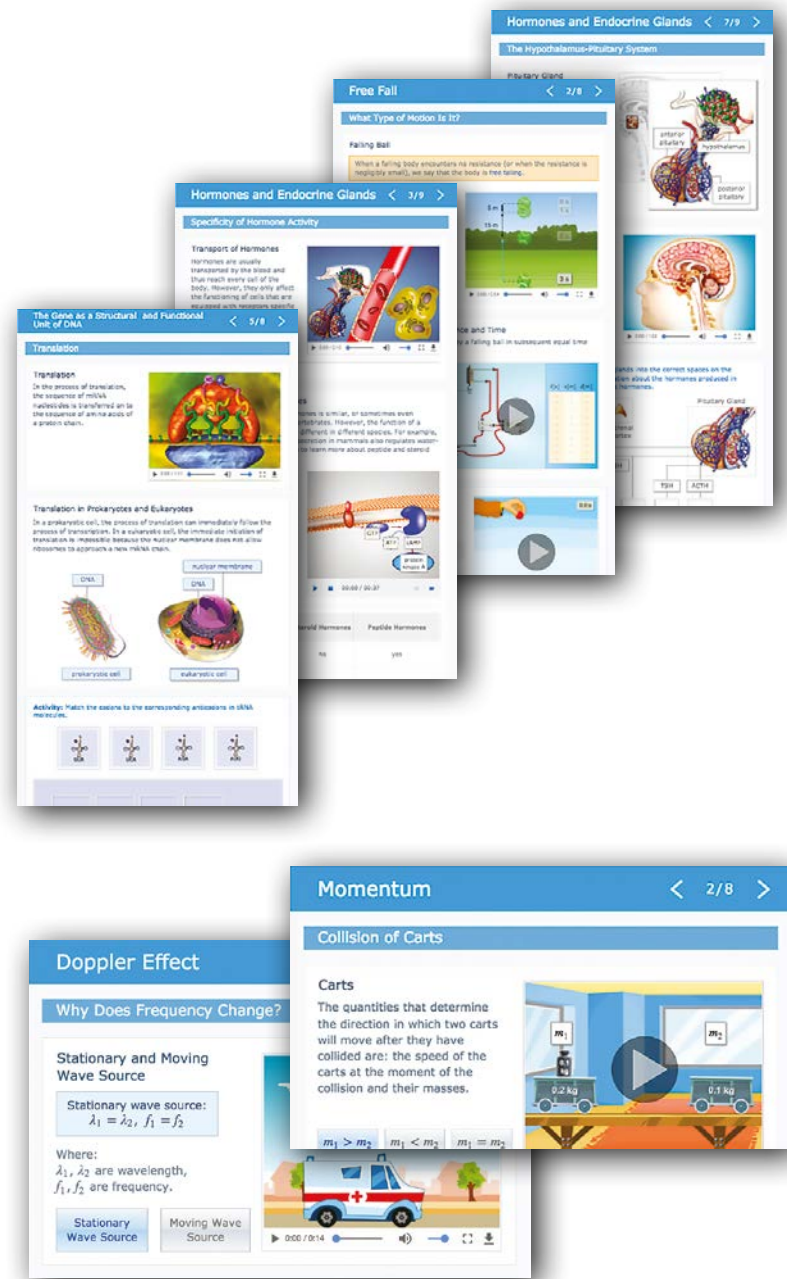


Systems & Devices Agnostic

All data structures created by mAuthor are built and stored in **open XML format files**. At this stage the data is independent from the systems, platforms or devices it will be displayed on. Next, all such XML-based data is **dynamically interpreted by the interactive content player** that generates the HTML5 code responsible for its functionality and working on different operating systems or devices.

Interactive eContent Samples for K-12 Education

Test and experience a vast collection of eContent samples with highly interactive activities, games, multimedia resources, educational films, animations & simulations, which have been developed with mAuthor. You may find them on our web page.



Science < 15/22 >

Particle Theory and Changes in State

Particle Theory and Changes in State
The changes in state of substances can be explained by particle theory.

The Effects of Temperature on Water State

Change the time along the axis and observe what happens in the beaker.

Activity: Listen to the recordings and learn the stages of the rock cycle.

Science < 15/22 >

The Rock Cycle

The Rock Cycle
Rocks are constantly being broken down by weathering and new rocks are constantly being formed.

Activity: Label the stages of the rock cycle.

Galaxies < 2/6 >

The Milky Way

The Structure of the Galaxy
The Earth is a part of the Solar System, which has the Sun at its center. The Sun, together with a vast number of other stars, form a galaxy. The stars in our galaxy are not distributed evenly so, when we look at the night sky, we may see a band of stars called the Milky Way. Our galaxy is named for this band of stars and is called the Milky Way Galaxy.

Activity: Label the parts of the Milky Way Galaxy.

Chemical Reactions < 7/8 >

Chemical Reactions Using Chemical Equations

Chemical equations show the ways in which atoms are linked to one another and how they change the number or type of the atoms.

Activity: By heating 21.7 grams of mercury oxide, 20.1 grams of mercury were obtained. Calculate how much oxygen was produced by the decomposition of this oxide.

Doppler Effect < 2/8 >

Why Does Frequency Change?

Stationary and Moving Wave Source

Stationary wave source:
 $\lambda_1 = \lambda_2, f_1 = f_2$

Where:
 λ_1, λ_2 are wavelength,
 f_1, f_2 are frequency.

Stationary Wave Source | Moving Wave Source

Momentum < 2/8 >

Collision of Carts

Carts
The quantities that determine the direction in which two carts will move after they have collided are: the speed of the carts at the moment of the collision and their masses.

Activity: $m_1 > m_2$ | $m_1 < m_2$ | $m_1 = m_2$

The Gene as a Structural and Functional Unit of DNA < 5/8 >

Translation

Translation
In the process of translation, the sequence of mRNA nucleotides is transferred on to the sequence of amino acids of a protein chain.

Activity: Watch the videos to the corresponding animations in 3Dk molecules.

Free Fall < 2/8 >

What Type of Motion Is It?

Falling Ball
When a falling body encounters no resistance (or when the resistance is negligibly small), we say that the body is free falling.

Activity: Watch the videos to the corresponding animations in 3Dk molecules.

Hormones and Endocrine Glands < 3/9 >

Specificity of Hormone Activity

Transport of Hormones
Hormones are usually transported by the blood and then reach every part of the body. However, they only affect the functioning of cells that are equipped with receptors specific to that hormone.

Activity: Watch the videos to the corresponding animations in 3Dk molecules.

Hormones and Endocrine Glands < 7/9 >

The Hypothalamus-Pituitary System

Activity: Watch the videos to the corresponding animations in 3Dk molecules.

Interactive eContent Samples for Corporate Training

Also check out our samples of interactive courses for adults, including: foreign language learning, economy, business negotiations, product training and others.

English Language Skills Grammar
Level TWO (B1-B2) Lesson 10: Expressions used to, would
5 Choose the correct option.
Uncle Archie used to work / used to worked for the Swiss National Bank.

English Language Skills Grammar
Level THREE (C1-C2) Lesson 40: Clauses of reason and contrast
2 Choose the correct option.
I'm determined to buy a sports car matter / however much it costs!

English Language Skills Grammar
Level TWO (B1-B2) Lesson 10: Expressions used to, would
3 Complete the sentences.
used to to be used to would phone use to
There used to a chemist's in this building but now it's a newsagent's.
Did it rain this much here when you were a little boy?
When we lived abroad nobody us or write to us.

Greetings
1 Read these short dialogues. Which can you use with someone you know and which with someone you don't know?
someone you know
someone you don't know
It's a pleasure to meet you.

Greetings
7 Complete the dialogue with the phrases below.
How are things? It's a pleasure to meet you. I'd like to introduce you to...
Would anyone like some coffee? So, let's get started. This is Nurashia Eden.
Action: Good afternoon, Angela. Afternoon, Thomas.
Angela: You too, Anton.
Action: Good, thanks. Before we get started, I'd like to introduce a new colleague.
Thomas: My boss.
Angela: Yes, I've, I have them here.
All: Yes, I've, I have them here.
Action: Good. Oh, and before I forget...

Greetings / Introduction 13 / 16
Here are some key phrases from the unit. Select the ones that are useful for you.
Greeting someone you don't know:
You must be Ms. Kowalski.
It's a pleasure to (finally) meet you.
It's nice to meet you (too).
Pleased to meet you.
I look forward to working with you.
Greeting someone you know:
It's nice / Nice to see you (again).
Good to see you too.
How are you? - I'm well / Not bad, thanks.
How are things? - Good, thanks. And with you?

Greetings / Introduction 8 / 16
7 Complete the dialogue with the phrases below.
How are things? It's a pleasure to meet you. It's nice to see you both again.
Would anyone like some coffee? So, let's get started. This is Nurashia Eden.
Action: Good afternoon, Angela. Afternoon, Thomas.
Angela: You too, Anton.
Action: Good, thanks. Before we get started, I'd like to introduce a new colleague.
Thomas: My boss.
Angela: Yes, I've, I have them here.
All: Yes, I've, I have them here.
Action: Good. Oh, and before I forget...


Greetings / Introduction 14 / 16
12 Think of the meetings you attend with people who don't know you. Write down how you would do the following.
Greet someone you know
Greet someone you don't know and introduce yourself!
Introduce someone
Now practice the dialogue using the clues below. Record yourself.
4 Greet someone you don't know and introduce yourself.
5 Reply and introduce yourself.
6 Reply and start the meeting.
7 Ask B about his / her trip.
8 Reply.
9 Ask B and C to sit down and offer drinks.
10 Reply.
11 Introduce B to C.
12 Reply and make small talk.

Greetings / Introduction 9 / 16
8 Match the sentences and phrases which mean the same thing.
Let's get started. How are you?
I'd like to introduce... Please call me...
It's nice to see you again. Great to see you.
How are things? It's nice to meet you.
And I'm... This is...
It's a pleasure to meet you. Shall we start?

Powerful
Development
Platform
supporting

ePublishing
Processes





mAuthor is not just an authoring tool. It is a complete **Development Platform** to support and manage the ePublishing processes. It allows assigning different tasks to different roles, including: authors, instructional designers, editors, graphic designers, reviewers or testers. You can also create your own roles to customise the development environment to your specific needs.

mAuthor helps you to **control the development process** by observing the progress of different team members who can also communicate with each other and give feedbacks on the created materials.



Workflow Management

Thanks to mAuthor's control capabilities, the eContent development project can be organised according to **Kanban methodology**, a very popular workflow management system used mainly to support collective software development.

mAuthor's Kanban Board supports agile and lean development processes and may comprise many custom created columns in order to fit the workload of particular projects.

Version Control

eContent development projects usually involve participation of different team members contributing to a final digital product. It is of crucial importance to provide a **secure control system** to prevent loss of their valuable work. mAuthor is equipped with an advanced Version Control system, which takes care of your projects' integrity and consistence. No more mess with lost files or obsolete data.

The screenshot displays the mAuthor web application interface. At the top, there is a navigation bar with the mAuthor logo and a search bar. Below the navigation bar, there are four main action buttons: 'Create New Lesson', 'Edit Last Lesson', 'Video Tutorials', and 'Take a Tour'. The main content area is divided into three sections: 'Recently edited lessons', 'My project', and 'News'. The 'Recently edited lessons' section contains a table with columns for Lesson, Last edited, Project, Edit, and View. The 'My project' section contains a table with columns for Project, Number of Publications, and Publications. The 'News' section contains a list of news items with titles and dates.

Lesson	Last edited	Project	Edit	View
Wokół pór roku - Template	6 July 2017, 9:54 AM	Szablony		
Copy of Zeszyt 1 - Wokół jesieni WSZYSTKIE STRONY	22 June 2017, 11:41 AM	WOKÓŁ PÓR ROKU		
0 poprawianu 0ziewczieta - Template	22 June 2017, 10:17 AM	Szablony		
0 poprawianu 0niepcy - Template	22 June 2017, 7:30 AM	Szablony		
Zeszyt 1 - Wokół jesieni	22 June 2017, 7:28 AM	WOKÓŁ PÓR ROKU		
Zeszyt 10 - Wokół jesieni	9 June 2017, 9:34 AM	WOKÓŁ PÓR ROKU		
Zeszyt 1 - Wokół jesieni	9 June 2017, 4:04 AM	WOKÓŁ PÓR ROKU		
0 poprawianu 0niepcy - Template	9 June 2017, 9:34 AM	Szablony		

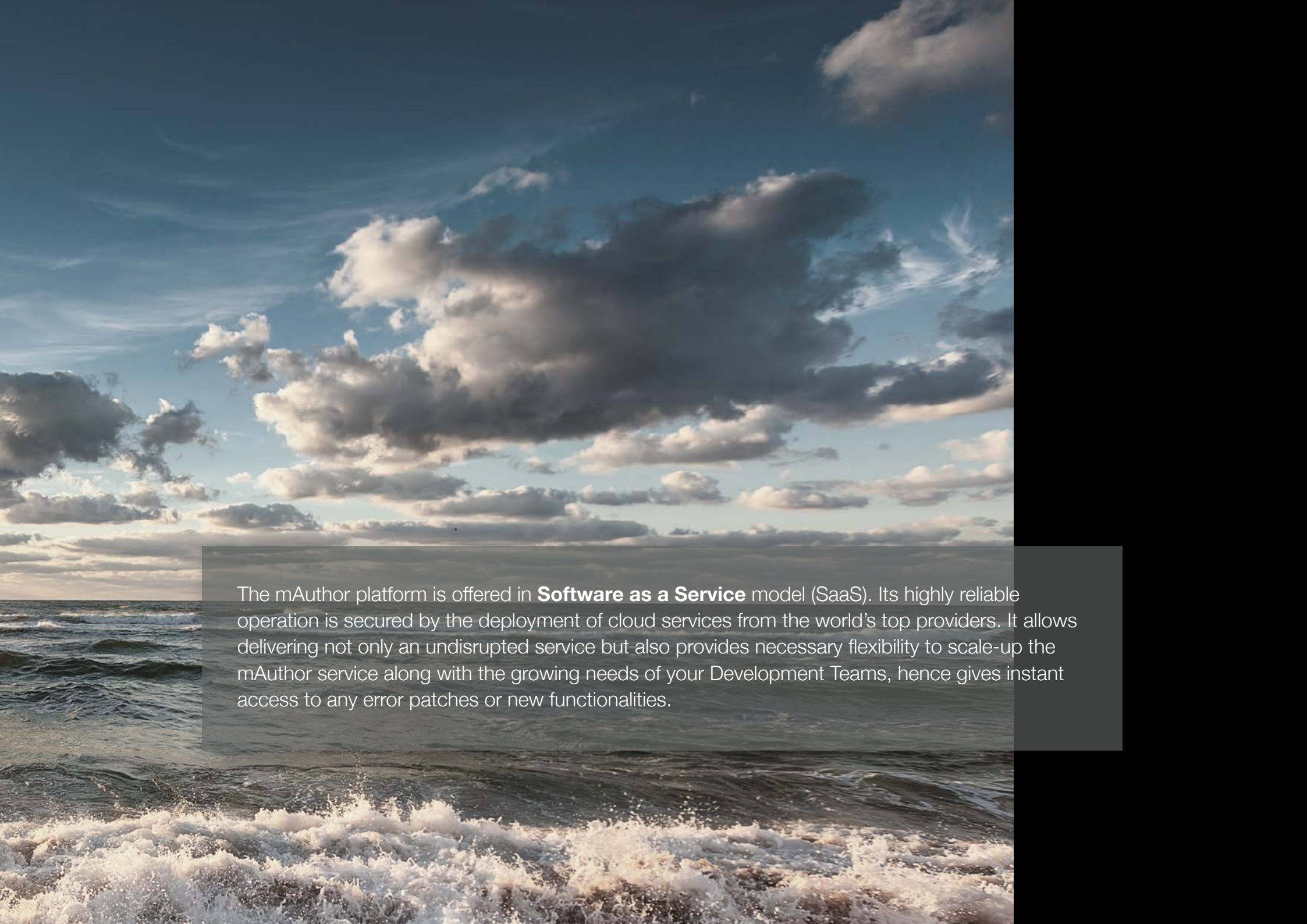
Project	Number of Publications	Publications
0 DOBRZEZNAWU	2	
Kompas	3	
Szablony	1	
Powiny Start	2	
0 DOROSŁOŚCI	2	
WOKÓŁ PÓR ROKU	3	
Powiny Start	1	
Powiny Start	3	

News

- Color Picker in mAuthor Editor**
The editor offers now a long-awaited and ...
24 April 2017
- Improved Usability of the Course Management Editor**
23 December 2016
- mAuthor Video Tutorials**
We are pleased to let you know that we have ...
9 December 2016
- Multiple Answers in Filled Gap**
Now it is possible to define more than one ...
6 December 2016
- Programming Addons**
mAuthor offers three new Addons specialty ...
13 November 2016



Cloud-based Software as a Service Model



The mAuthor platform is offered in **Software as a Service** model (SaaS). Its highly reliable operation is secured by the deployment of cloud services from the world's top providers. It allows delivering not only an uninterrupted service but also provides necessary flexibility to scale-up the mAuthor service along with the growing needs of your Development Teams, hence gives instant access to any error patches or new functionalities.

Advanced Scripting

mAuthor is built as an open architecture application with an **external plugin interface**. In case you have very special needs, not supported by the mAuthor's existing Modules, it is always possible to create a specific functionality using the **javascript-based** Advanced Connector module.

Such an approach gives you practically **unlimited freedom** to create projects that your subject matter experts or instructional designers consider as necessary to achieve their intended goals.



```
... mod = modifier_ob.modifiers.new("mirror_x")
... mirror object to mirror_ob
... mirror_mod.mirror_object = mirror_ob

... operation == "MIRROR_X":
...   mirror_mod.use_x = True
...   mirror_mod.use_y = False
...   mirror_mod.use_z = False
... operation == "MIRROR_Y":
...   mirror_mod.use_x = False
...   mirror_mod.use_y = True
...   mirror_mod.use_z = False
... operation == "MIRROR_Z":
...   mirror_mod.use_x = False
...   mirror_mod.use_y = False
...   mirror_mod.use_z = True

... selection at the end -add back the deselected
... mirror_ob.select= 1
... modifier_ob.select=1
... context.scene.objects.active = modifier_ob
... name "selected" + str(modifier_ob) # modifier ob
... mirror_ob.select = 0
... try: context.selected_objects[0]
...   context.objects[one.name].select = 1

... print("please select exactly two objects, see")

... OPERATOR CLASSES -----
... class MirrorOperator(Operator):
...     """Mirror on X mirror to the selected object"""
...     def execute(self, context):
...         context.active_object is not None
```

Open Source Player

The mAuthor's interactive content Player which is responsible for playing back the eContent and running it on different platforms and devices, is being designed as an **Open Source Code project**.


As a mAuthor user, you will find all necessary source code files and extensive documentation enabling you the integration of created eContent packages with your specific, proprietary platforms.



Adaptive Learning Paths

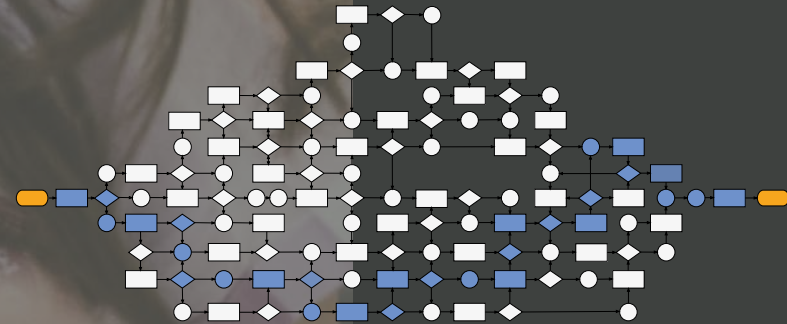
Thanks to a large quantity and variety of functional modules, mAuthor is the best positioned product to be used for projects aiming at highly interactive courses incorporating **Adaptive Learning** design.

It offers vast capabilities to dynamically build educational courses matching presented content based on the results of individual tasks, exercises or quizzes performed by a learner.



When a student starts working with an eContent package, the mAuthor's "adaptive engine" selects an appropriate path, offering exercises and presentations **tailored to the learner's current level of knowledge.**

This way, users who are less advanced in a subject get tasks and presentations that are easier to solve. Likewise, students with more knowledge get more challenging ones.



“We have made with mAuthor many successful solutions especially in Mathematics, Science, History and Social Sciences for primary and upper secondary levels.”

Juha-Pekka Heinonen

CEO Lasten Keskus ja Kirjapaja Oy
Edukustannus /Finland/

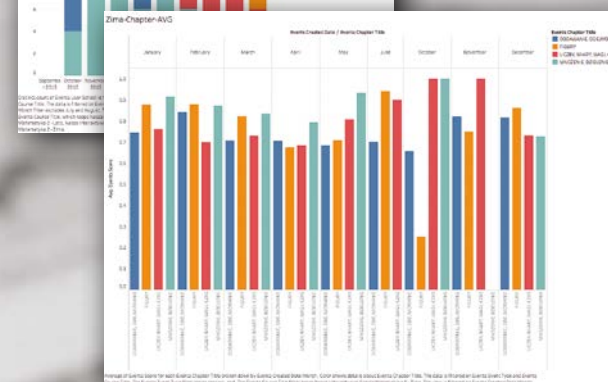
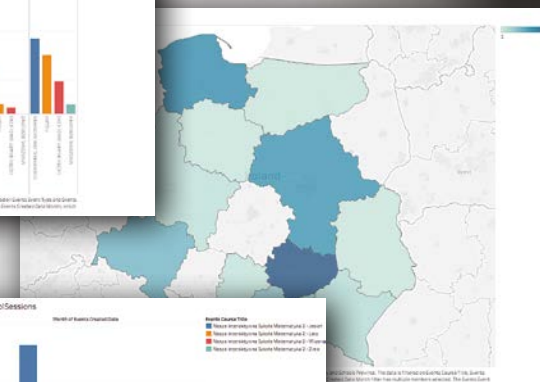
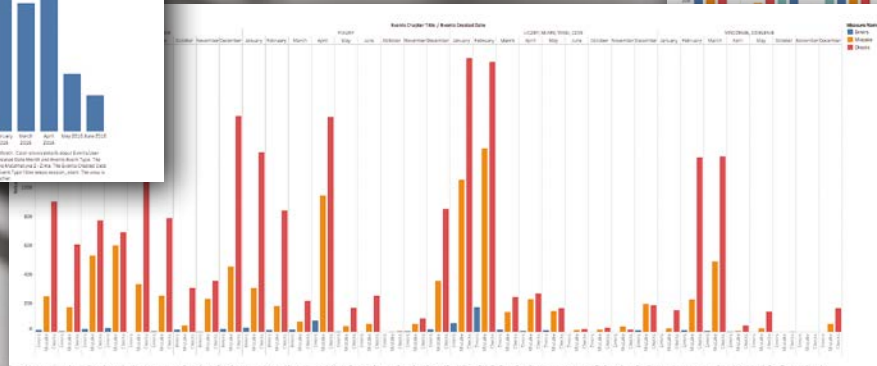
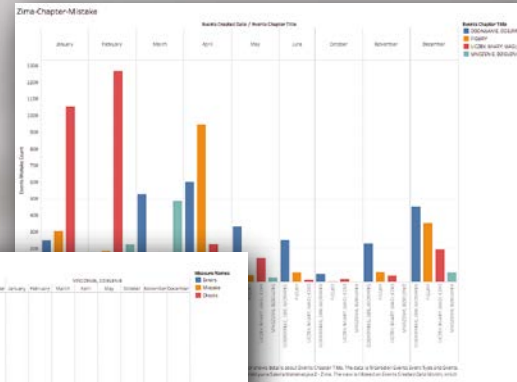
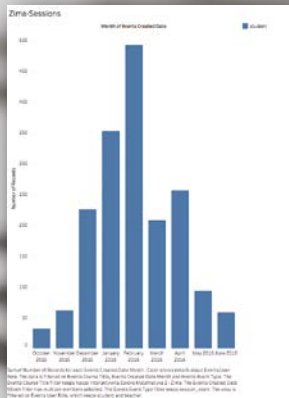




Big Data. Analytics

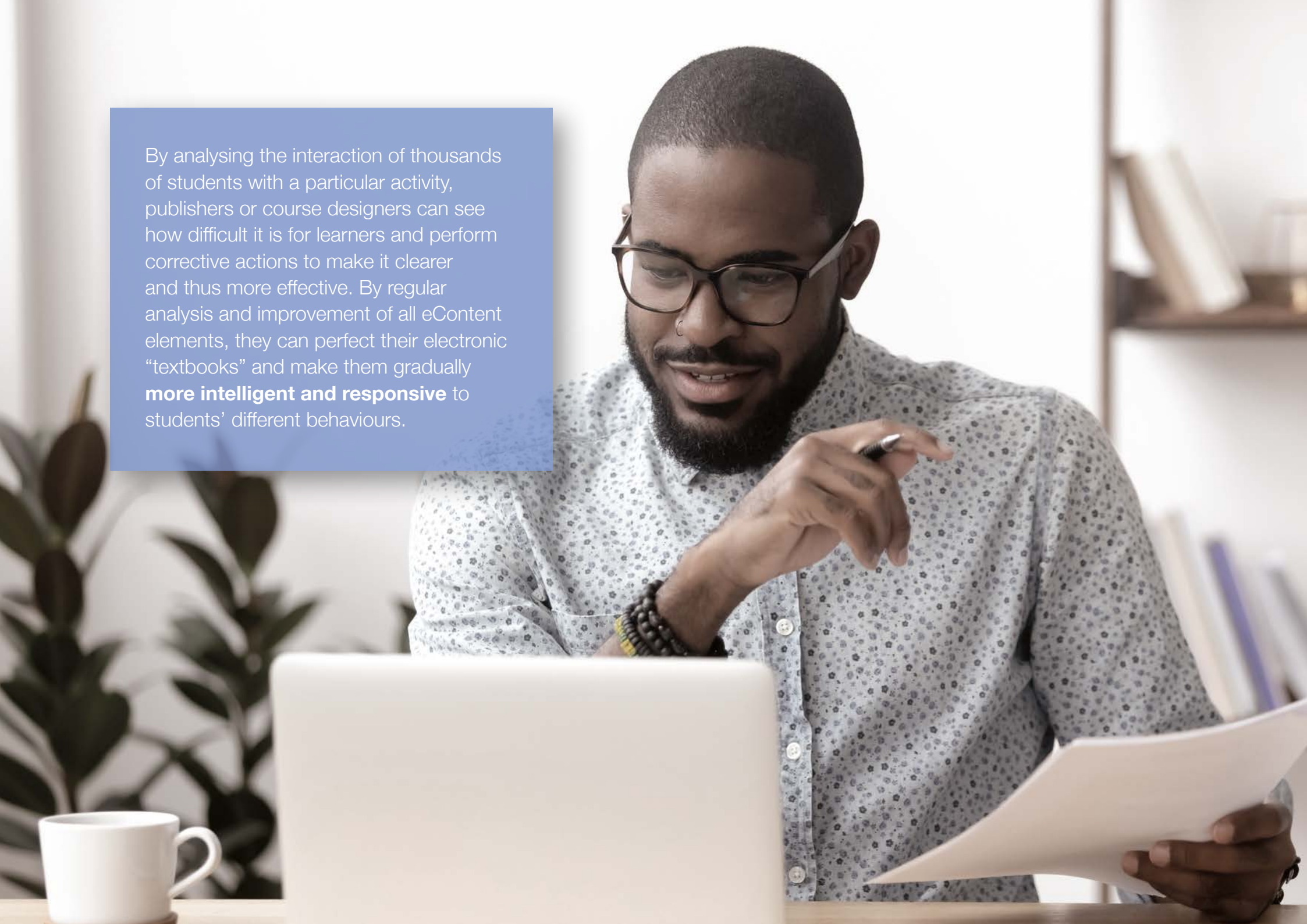
The eContent created with mAuthor is capable to generate a vast number of information concerning particular **learner's behavior** and especially his or her results obtained while solving interactive activities.

All such information is used to give instant feedback to the learner. However, it can also be collected in a general database which stores information of **all learners' results**.



All data generated by the mAuthor's eContent (deployed within the Learnetic's mCoursur LMS) is stored in **Google BigQuery** database making it fully accessible by the variety of third party tools (like: Tableau, QlikView, DataHero, etc.) that enable publishers or trainers to perform thorough-full analysis and attractive visualisations of educationally relevant data.

By analysing the interaction of thousands of students with a particular activity, publishers or course designers can see how difficult it is for learners and perform corrective actions to make it clearer and thus more effective. By regular analysis and improvement of all eContent elements, they can perfect their electronic “textbooks” and make them gradually **more intelligent and responsive** to students’ different behaviours.





Multilanguage Support

One of the challenges in making your eContent truly international or ready for localisation is to make sure it can handle non-Latin alphabets and writing styles. From the very beginning, mAuthor has been designed to support double-byte character sets (DBCS) which allows you to create Content in practically any language.

Beside the possibility of exporting/importing XLIFF files, mAuthor also offers a dedicated Translation Support Editor which allows you to convert texts while observing the introduced changes directly in the Activities that you are currently editing.



Arabic alphabet

As it comes to Arabic language, supporting DBCS standard is not enough. It was also necessary to implement a special functionality which allows writing in right-to-left mode. Thanks to this possibility, you may localise Latin-based materials or simply create new Content without any problems.

Chinese alphabet

Supporting Chinese language is also a challenge. Thanks to the DBCS standard, it is possible to handle a huge number of specific characters but it is also important to take care of specific layout of Chinese texts. Fortunately, with mAuthor's WYSIWYG editing mode the process of fine-tuning a complex layout is convenient and straightforward.

Thai alphabet

Thanks to the capabilities mentioned above, handling other alphabets like: Thai, Hindi, Korean, Japanese or Hebrew makes no bigger problems. You always need to pay special attention to writing styles and traditions of particular language, but with mAuthor you can adjust its eContent to any such requirements.

Cyrillic alphabet

Handling Cyrillic alphabet brings less technical challenges. With mAuthor you can export the texts embedded in the created eContent to the industry standard XLIFF file format and use the professional translating software. After the translations are done, you can import the files back and just take care of a proper layout of the translated texts.





eContent Development Process

Thanks to the fact that mAuthor is a Cloud-based solution, it is possible to create **Project Teams** working together in different geographical locations.

Such a solution allows you to run the projects across different divisions of your company or even between companies from distant towns or countries.

Our in-house eContent Development Team is ready and happy to collaborate with Publishers, Subject Matter Experts or Editors from your Publishing Departments.

Your Project Teams may observe the **work progress of work in real time** and give immediate feedback to our developers.

Moreover, by controlling all development processes, your Project Managers, Publishers or Reviewers can instantly introduce necessary changes or remove errors also by themselves, without any unnecessary delay.



START WITH A CONCEPT

You have an idea for your next digital Course? Great. Before you start designing, prepare a detailed script and storyboards to turn your ideas into more specific concepts.



DEFINE A STRUCTURE

Having a good plan is crucial to your success. Prepare a structure of your next Course. Use the mAuthor's hierarchy-tree builder to set the "Table of Contents" of your project.



BUILD INTERACTIVE PAGES

Start filling the structure with quality digital content. Coordinate the work of a project manager, graphic designers, subject matter experts, editors and publishers.



PREVIEW

Nice design and smart functionality need time and work. With the mAuthor WYSIWYG editor, your work is faster, more efficient and you can instantly preview the results.



EDIT AND REFINE

Check & improve, check & improve, check & ... Sometimes you may also get lost in this process. Fortunately, mAuthor takes care for Versions Control helping you to keep everything in order.



PROOF-CHECK AND REVIEW

Now it is time to check what others think about your work and let them give their input. Your rigorous correctors, proof checkers and testers will dig-deep to make sure that everything is working smoothly and errorless.



PUBLISH

And finally, "The Day" has come. Your digital Course is ready to be published. Congratulations, with mAuthor your interactive eContent will astonish even the most demanding users – your Students.

“At Porto Editora, we use mAuthor for creating premium rich interactive educational courses and aggregate digital resources. We have chosen this tool because it has a very good cost/benefit relation and its potential is huge. Our staff has quickly learned how to develop their work with mAuthor and the support from Learnetic is really very good.”

Rui Pacheco

Multimedia Department Director – Porto Editora
/Portugal/





Top Polish Developer 2019

Learnetic was recognized as a Top Polish Developer 2019 by Clutch, a B2B research platform.



Top Training Companies

Thanks to its extensive capabilities, mAuthor was distinguished by "Training Industry", one of the most influential online magazines concerning eLearning technologies. According to the magazine experts, Learnetic is among Top 20 Companies in the Authoring Tools category for the third consecutive year.

Accessibility & WCAG 2.1 Compliance.

Highly interactive,
yet truly accessible
eContent

Thanks to its integrated native assistive technologies, mAuthor is practically the first and only authoring tool enabling the creation of WCAG 2.1 compliant courseware.

Audio Descriptions & Subtitles

mAuthor allows adding audio descriptions to videos, supporting the visually impaired and blind users, without the need of editing the ready video files. Subtitles can also be easily added to videos and slideshows to make the content accessible to students with hearing disabilities. All graphic elements can be provided with their text alternatives.



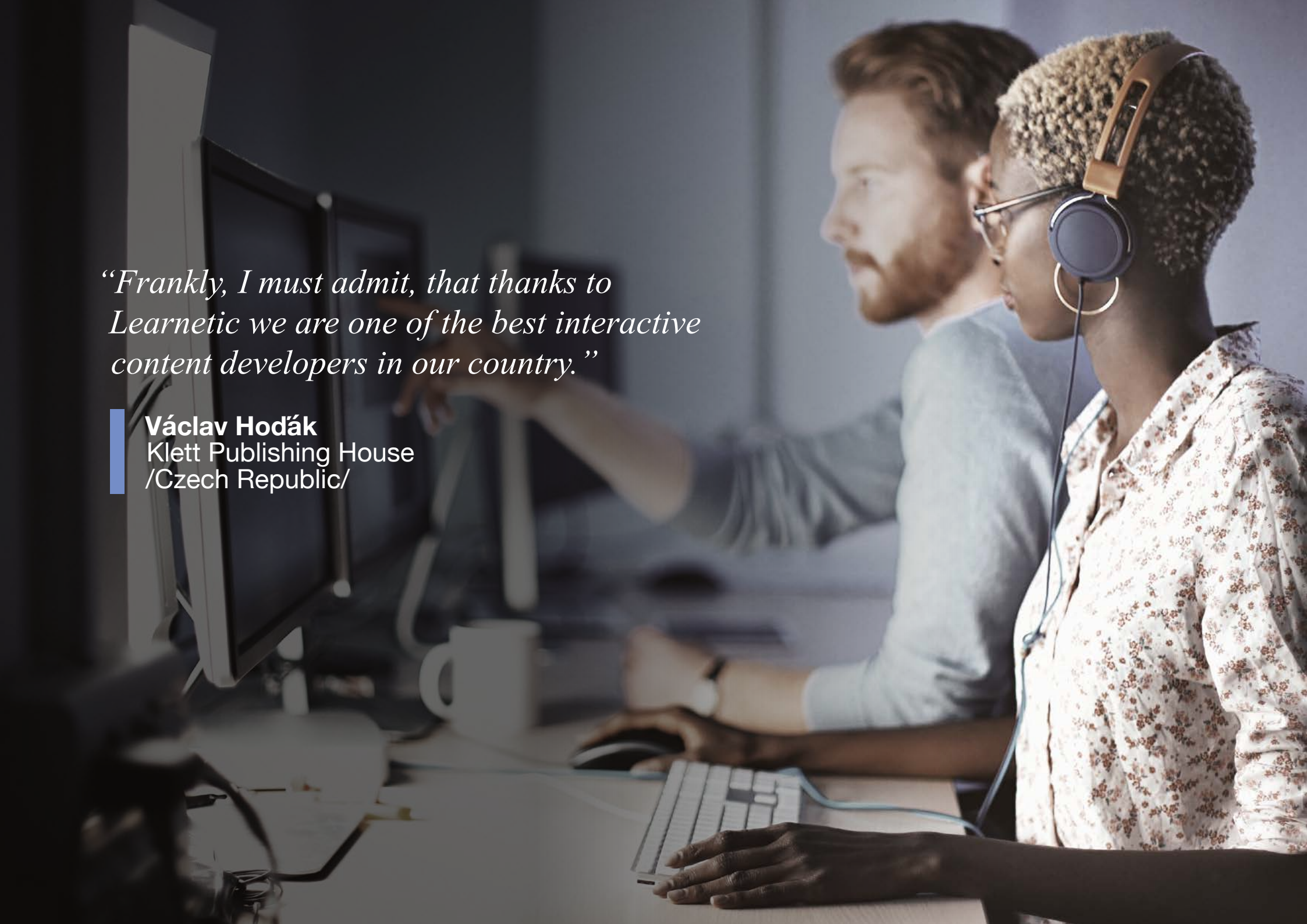
Screen Reading Technology

Besides the new options addressing the generic screen readers, mAuthor offers its own screen reading assistive technology integrated with the created content. This approach provides far better user experience and comfort in comparison with the generic screen readers. The solution offers a voice synthesis of alternative texts applied to the visual elements as well as multi-language and mathematical formula support.



Keyboard Navigation

mAuthor offers users to easily work with the content solely with the use of the keyboard. All the commonly used mAuthor modules support the keyboard accessibility. This allows students to navigate through the course, solve even the complex activities and check the results without using a mouse or touchscreen gestures.

A photograph of two people working at computers in a dimly lit office. In the foreground, a woman with short curly hair, wearing glasses and a headset, is looking at a computer monitor. In the background, a man with a beard is also working at a computer. The scene is lit with soft, blue-toned light, creating a professional and focused atmosphere.

“Frankly, I must admit, that thanks to Learnetic we are one of the best interactive content developers in our country.”

Václav Hoďák
Klett Publishing House
/Czech Republic/



CERTIFICATE

Of Achievement

THIS CERTIFICATE IS PROUDLY PRESENTED TO

John Smith



In recognition of the experience gained throughout the intense training programme organised and conducted by our company, which was confirmed by a successful completion of thorough-full tests & examination, this is to certify that the above-mentioned entrant has achieved the title of:

m Author Advanced Designer

Place & Date

Chief of Learnetic
Training Programmes

Learnetic
Chief Executive Officer

Whether you are a professional Graphic Artist, an Instructional Designer or an experienced Courseware Programmer, we appreciate your effort in learning mAuthor's advanced capabilities and their skillful implementation in your eLearning projects.

In recognition of your mAuthor's proficiency you may be awarded a relevant Certificate of Experience.

Please check our webpage for details concerning the certification process and required levels of proficiency.

OUR PARTNERS:



*Check our webpage to learn more about mAuthor exceptional features or discover **mCourser**, our complimentary Adaptive LMS platform.*



www.learnetic.com



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