mAuthor

eContent Development Platform

Learnetic

Everyone learns differently

The most powerful
Authoring Tool
& eContent Development Platform

www.mauthor.com

Learnetic
Everyone learns differently

mAuthor

eContent Development Platform

mAuthor is a combination of a powerful Authoring Tool and a cloud-based eDevelopment Platform dedicated to building highly interactive digital content and coordinating the workflow of the project teams involved in its creation. It is ideally suited to organize the development teams' work and assign different tasks to different roles, including authors, instructional designers, editors, graphic designers, reviewers, or testers.

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-driven education.

eLEARNING 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 off-line 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 feedback 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

Organize 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 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

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

TECH SUPPORT

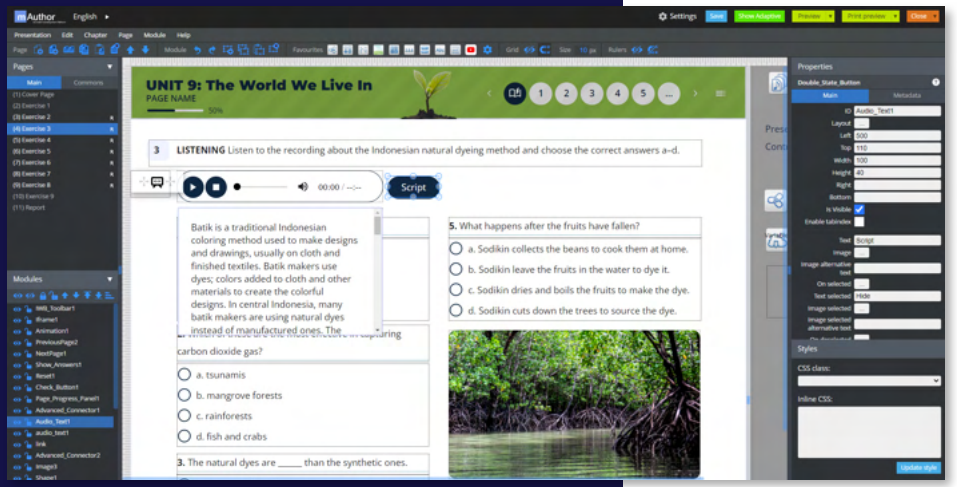
Our experienced team is always ready to help you achieving your goals and solving any problems you may encounter.

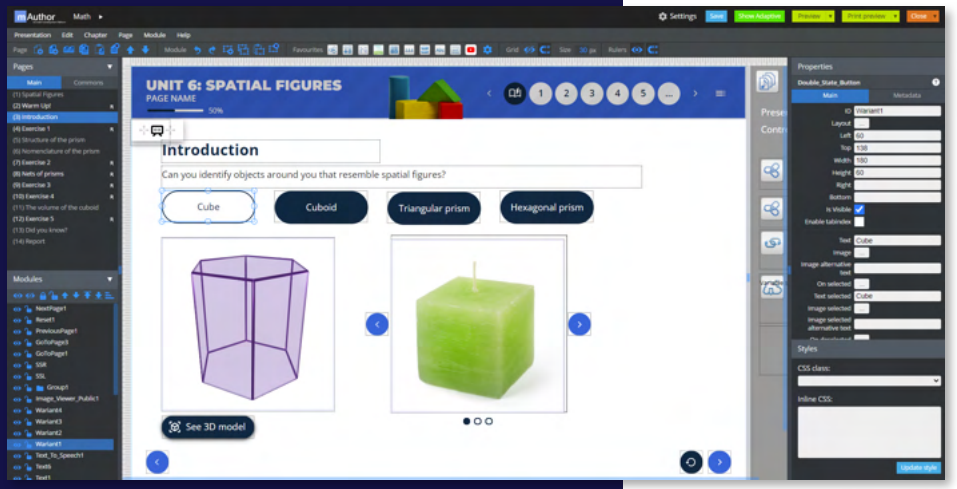
CONTINUOUS DEVELOPMENT

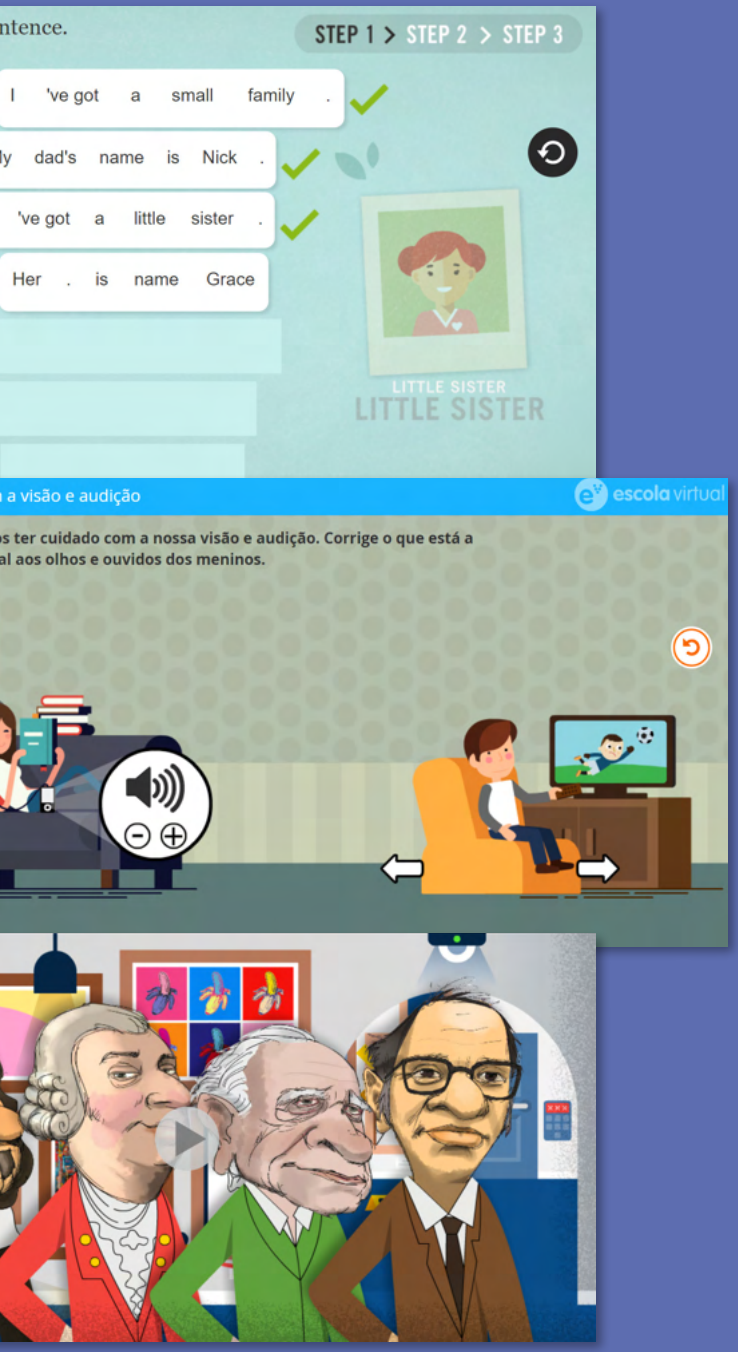
mAuthor is regularly updated with extra features, new modules & activities making it always at the edge of arising technologies.

Author
Biology
Settings
Save
Show Adaptive
Preview
Print preview
Close
Presentation
Edit
Chapter
Page
Module
Help
Pages
Main
Commons
(1) Human Musculoskeletal System
(2) Skeletal and muscular system
(3) Human skeletal muscles
(4) Structure and functions of the skeleton
(5) How many bones and muscles?
(6) Exercise 1
(7) Exercise 2
(8) Skull structure
(9) Spine structure
(10) Rib cage structure
(11) Three types of muscles
(12) Muscles under a microscope
(13) Exercise 3
(14) Exercise 4
(15) Hinge joint
(16) Ball and socket joint
Modules
Text_To_Speech1
GoToPage_Right
GoToPage_Left
GoToPage12b
GoToPage16h
GoToPage16
GoToPage15h
GoToPage15
GoToPage14h
GoToPage14
GoToPage13h
GoToPage13
GoToPage12h
GoToPage12
GoToPage11h
UNIT 5: BONES AND MUSCLES
PAGE NAME
50%
UNIT 5: BONES AND MUSCLES
HUMAN MUSCULOSKELETAL SYSTEM
Can you imagine your body without bones and muscles? Do you know how your body moves?
Skeletal and muscular system
Do you know...
1. List the elements of the skeletal system.
2. List the elements of the muscular system.
In the human body there are three types of muscles:
Types of joints
193
194
Properties
Human Musculoskeletal System
Layout
desktop (default 550)
Copy page settings
Name
Human Musculoskeletal Sy
Width
1200
Height
790
Is reportable
Not assignable
Preview
Score Type
percentage
Scoring Weight Mode
defaultWeight
Randomize in print
Header
Default
Footer
None
Styles
CSS class:
Page_Cover
Inline CSS:

The most powerful Authoring Tool ever


Author
English
UNIT 9: The World We Live In
PAGE NAME
3 LISTENING Listen to the recording about the Indonesian natural dyeing method and choose the correct answers a–d.
Script
Batik is a traditional Indonesian coloring method used to make designs and drawings, usually on cloth and finished textiles. Batik makers use dyes; colors added to cloth and other materials to create the colorful designs. In central Indonesia, many batik makers are using natural dyes instead of manufactured ones. The
carbon dioxide gas?
a. tsunamis
b. mangrove forests
c. rainforests
d. fish and crabs
3. The natural dyes are _____ than the synthetic ones.
5. What happens after the fruits have fallen?
a. Sodikin collects the beans to cook them at home.
b. Sodikin leave the fruits in the water to dye it.
c. Sodikin dries and boils the fruits to make the dye.
d. Sodikin cuts down the trees to source the dye.


Author
Math
UNIT 6: SPATIAL FIGURES
PAGE NAME
Introduction
Can you identify objects around you that resemble spatial figures?
Cube
Cuboid
Triangular prism
Hexagonal prism
See 3D model



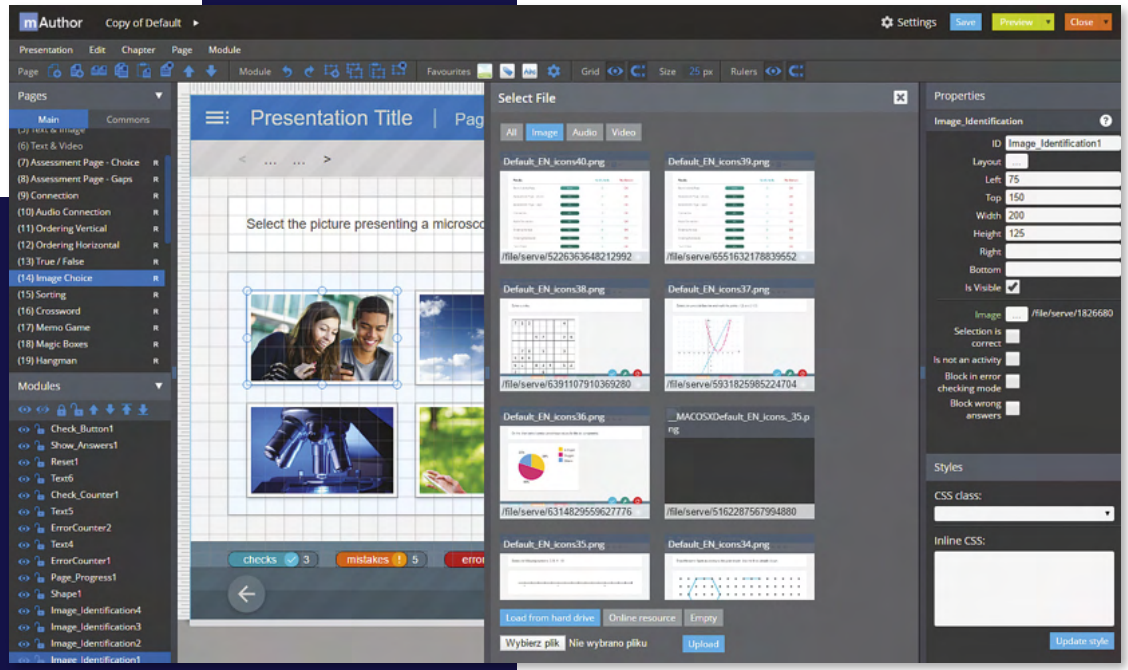
"At Porto Editora, we use mAuthor for creating premium rich interactive educational courses and aggregate digital resources. We have chosen this tool because it has a very good cost/benefit relation and its potential is huge. Our staff has quickly learned how to develop their work with mAuthor and the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

Rui Pacheco
Multimedia Department Director at Porto Editora
/Portugal/

WYSIWYG Designing

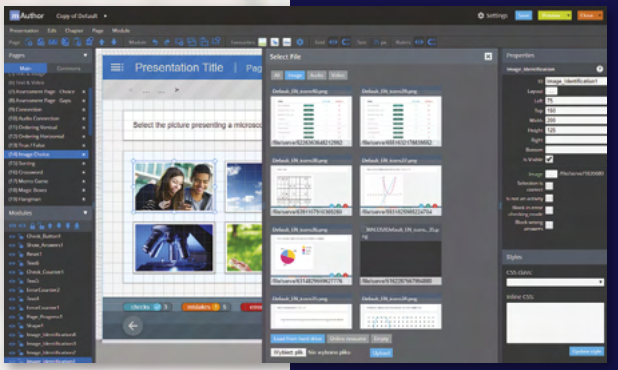
In order to make it easier for new users to operate, mAuthor's WYSIWYG XML editor has been constructed along the widely accepted UX trends implemented in the majority of professional design applications.

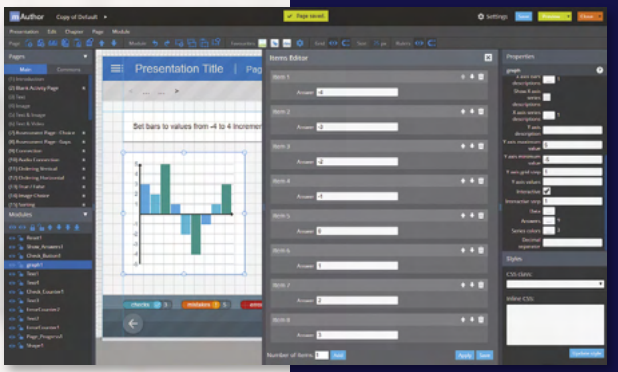
Such approach makes it quick and easy to start creating your own electronic content as the mAuthor's user interface concept is well known to most graphic artists and designers.

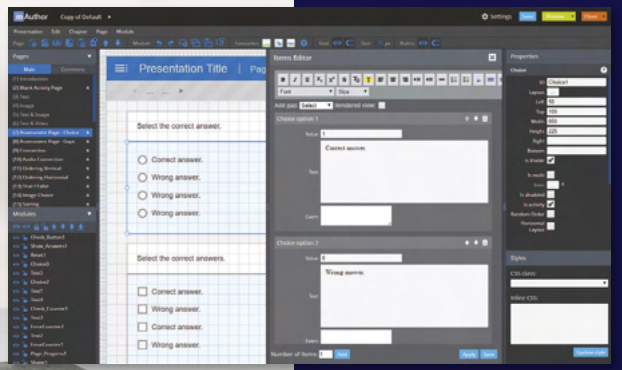


150+ Functional Modules

to address your most demanding eProjects



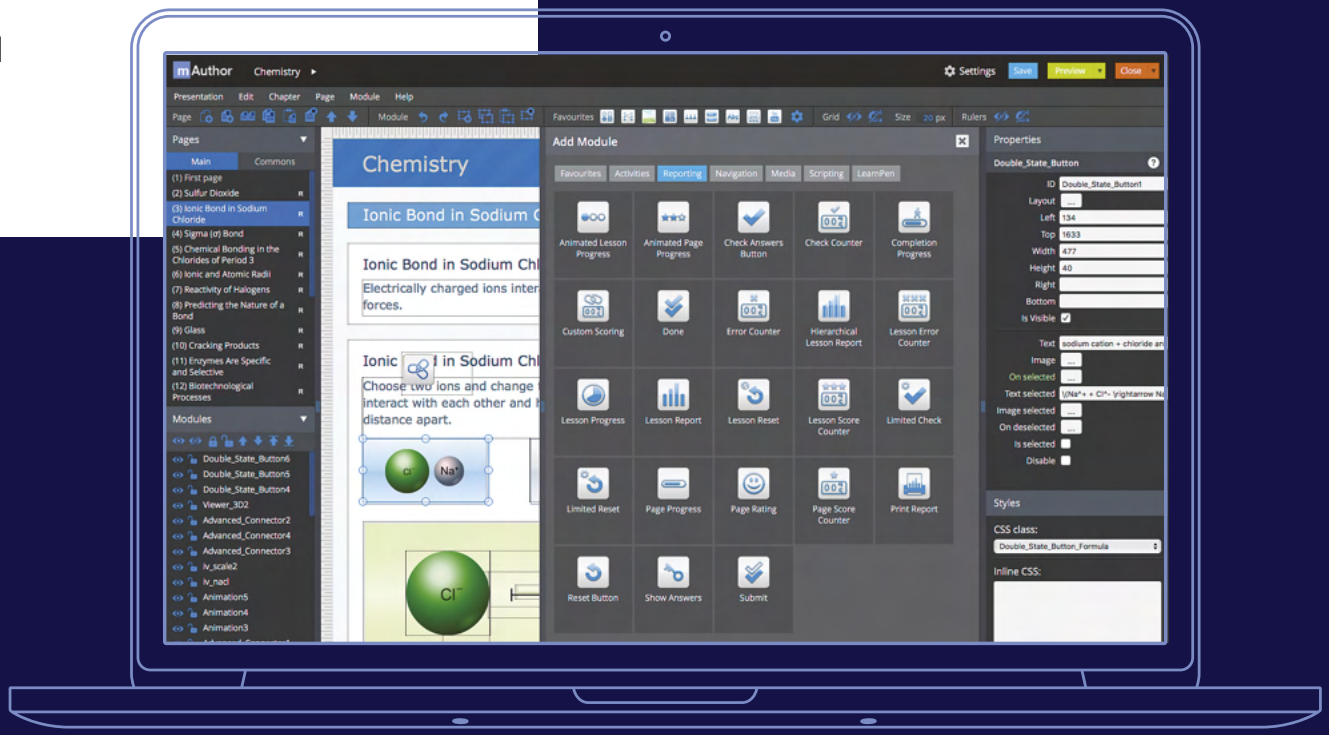




Modular architecture

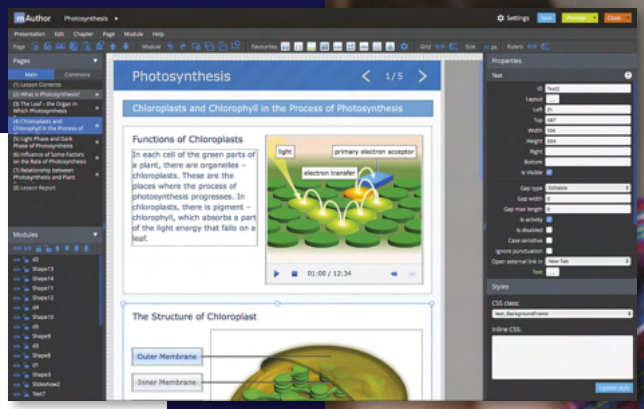
Thanks to mAuthor's modular architecture, highly interactive content can be built from a broad variety of functional blocks.

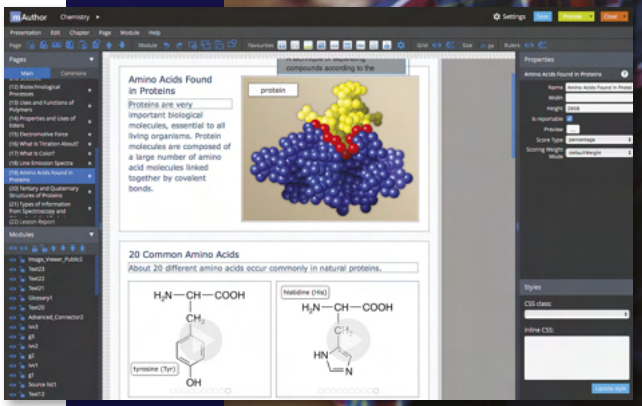
Each functional module can be precisely customized by adjusting a number of its **properties**, and thus making it truly responsive to various user's behaviour. A large number of less obvious functional modules should help you realize even the most advanced interactive exercises.



Media Modules

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



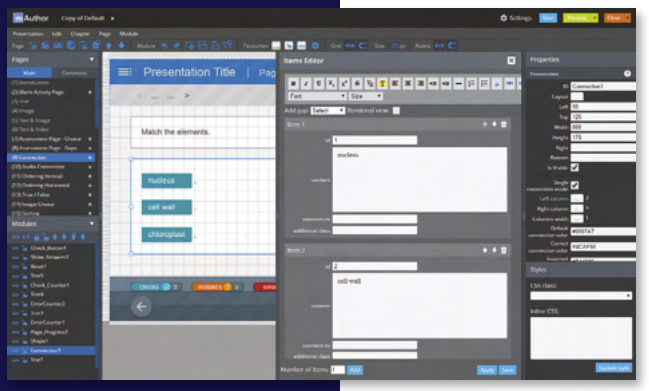


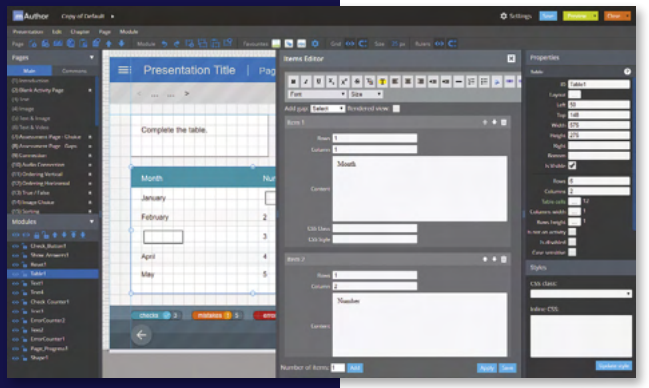
Activities

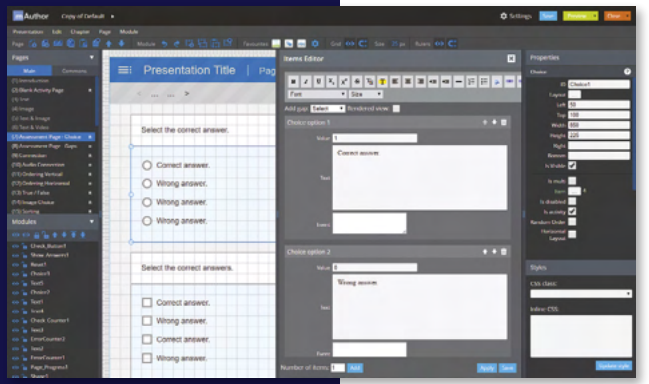
- Choice
- Connection
- Image gap
- Image Identification
- Multiple Gap
- Ordering
- Paragraph (open question)
- Text (with gaps)
- Text Coloring
- Text Identification
- Text Selection
- True/False

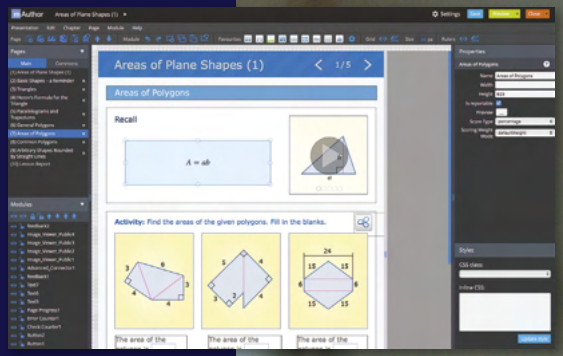
Advanced Modules

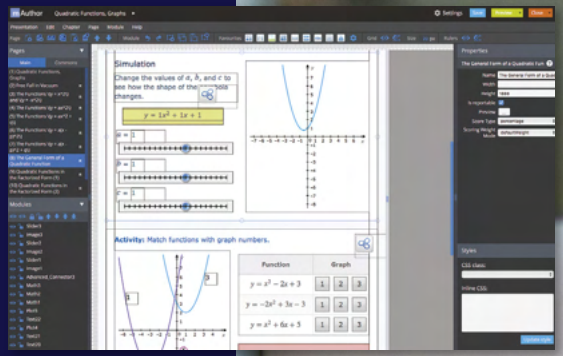
- Advanced Connector
- Blockly Code Editor
- Custom Scoring
- Feedback
- Grid Scene
- Programming Command Prompt
- Programmed Drawing
- Pseudo Code Console
- Timer

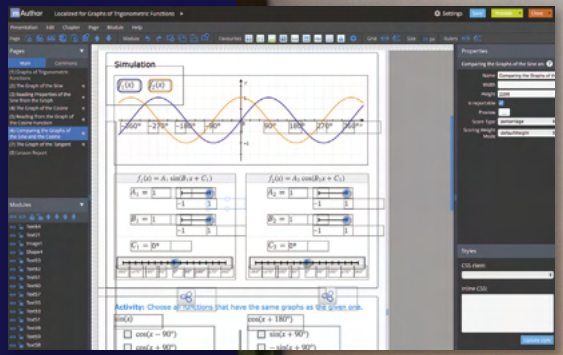












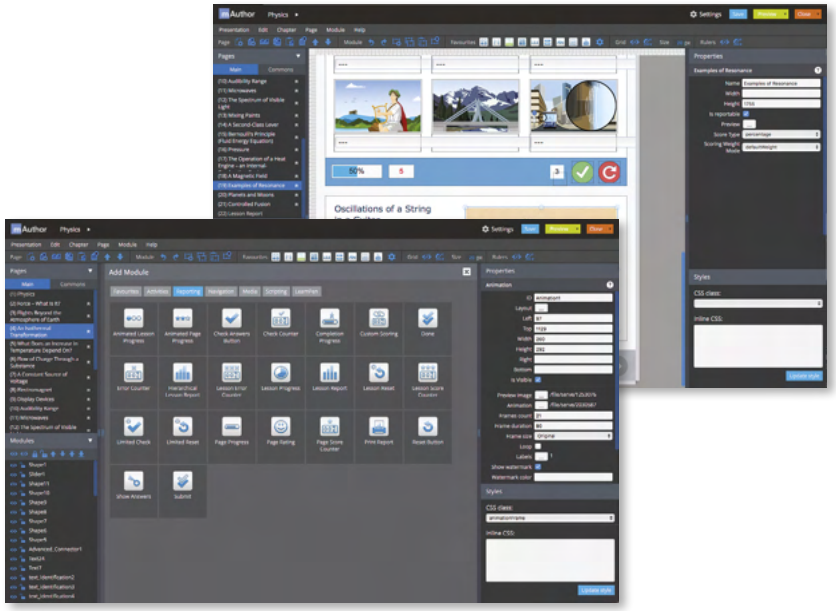
Math Modules

- 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.



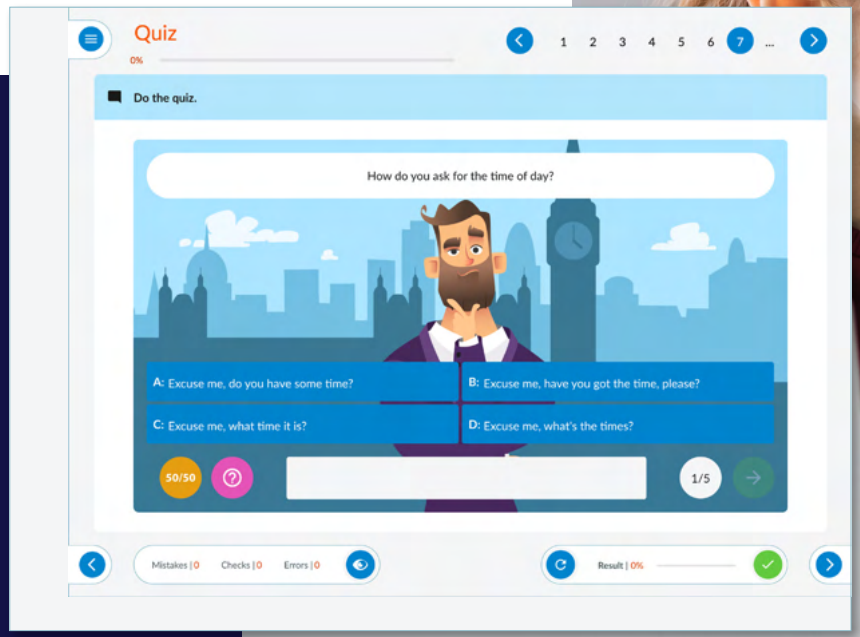
Reporting Modules

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

Gamification

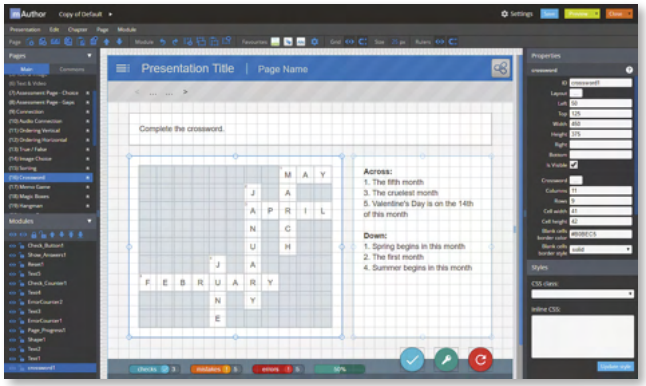
Using functional engines of **the edu games** modules, it is possible to design a number of attractive exercises. Loading of a local database of a selected game with a particular discipline content is needed to let the student play.

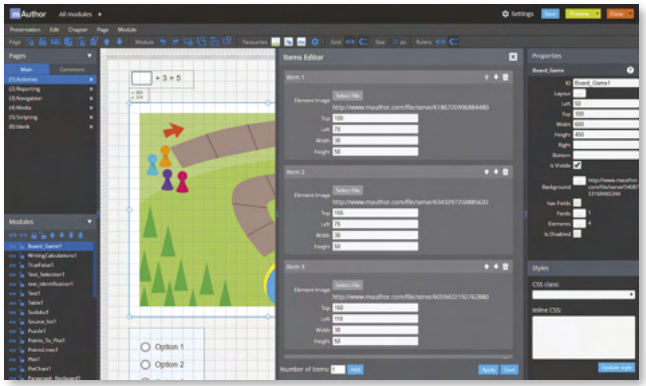
While solving the task a learner is asked to input some answers, discover hidden words, remember phrases or associate pictures with their descriptions.

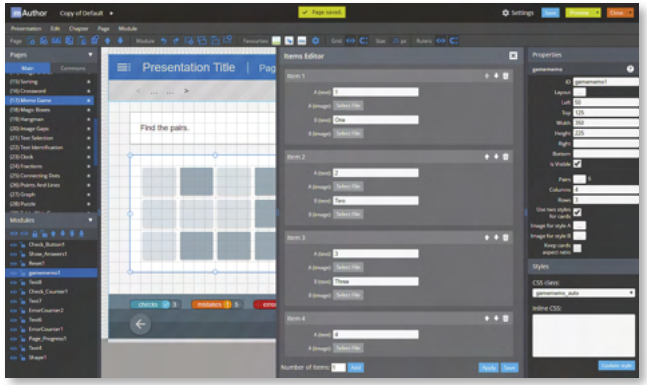


Game Modules

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

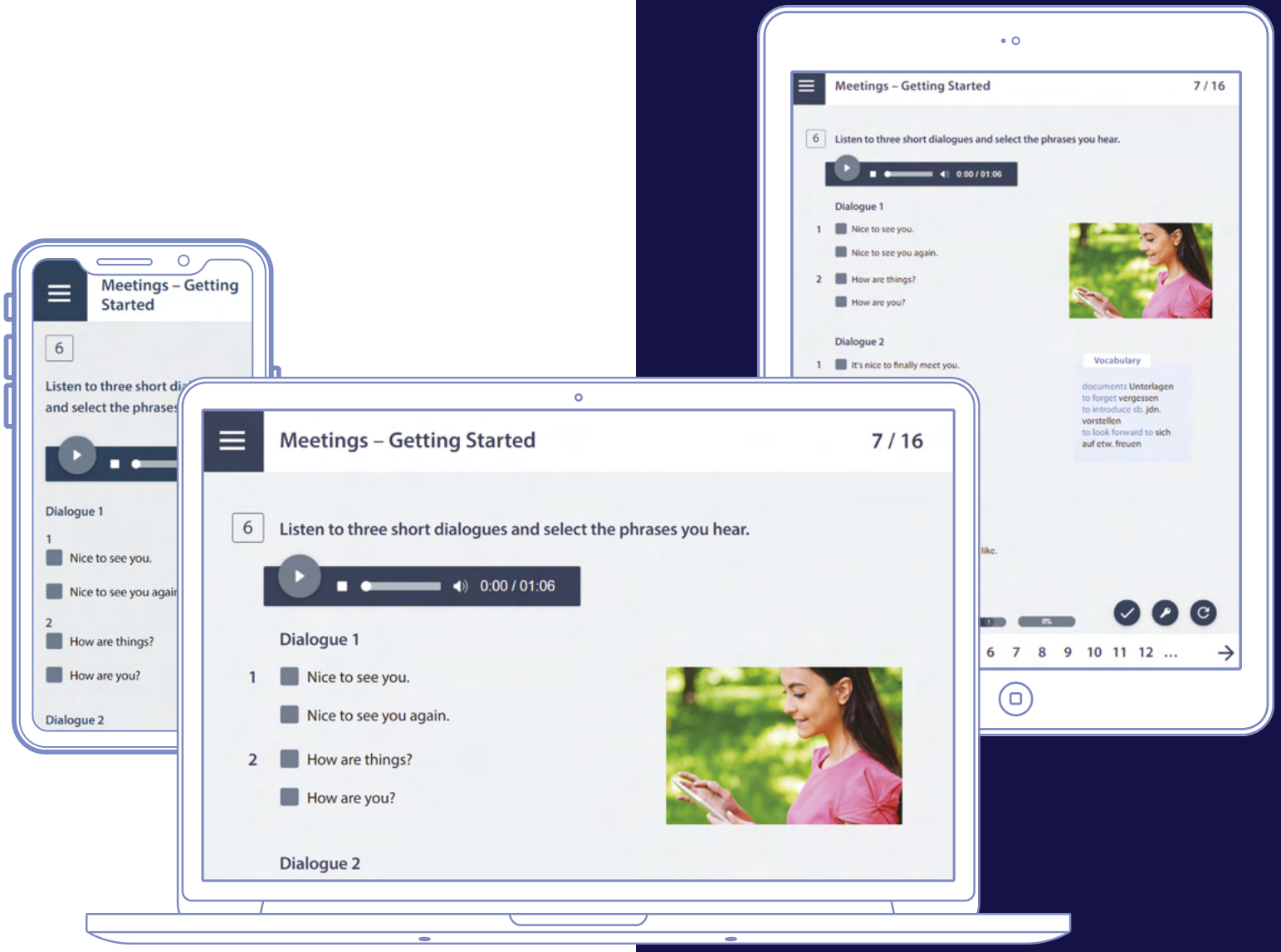






Responsive Design Capabilities – full control over the layout

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 to control over displaying the lesson in a vertical or horizontal screen orientation.


Meetings – Getting Started
7 / 16
6
Listen to three short dialogues and select the phrases you hear.
0:00 / 01:06
Dialogue 1
1
Nice to see you.
Nice to see you again.
2
How are things?
How are you?
Dialogue 2
Vocabulary
documents Unterlagen
to forget vergessen
to introduce sb. jdn. vorstellen
to look forward to sich auf etw. freuen
6 7 8 9 10 11 12 ...

"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/

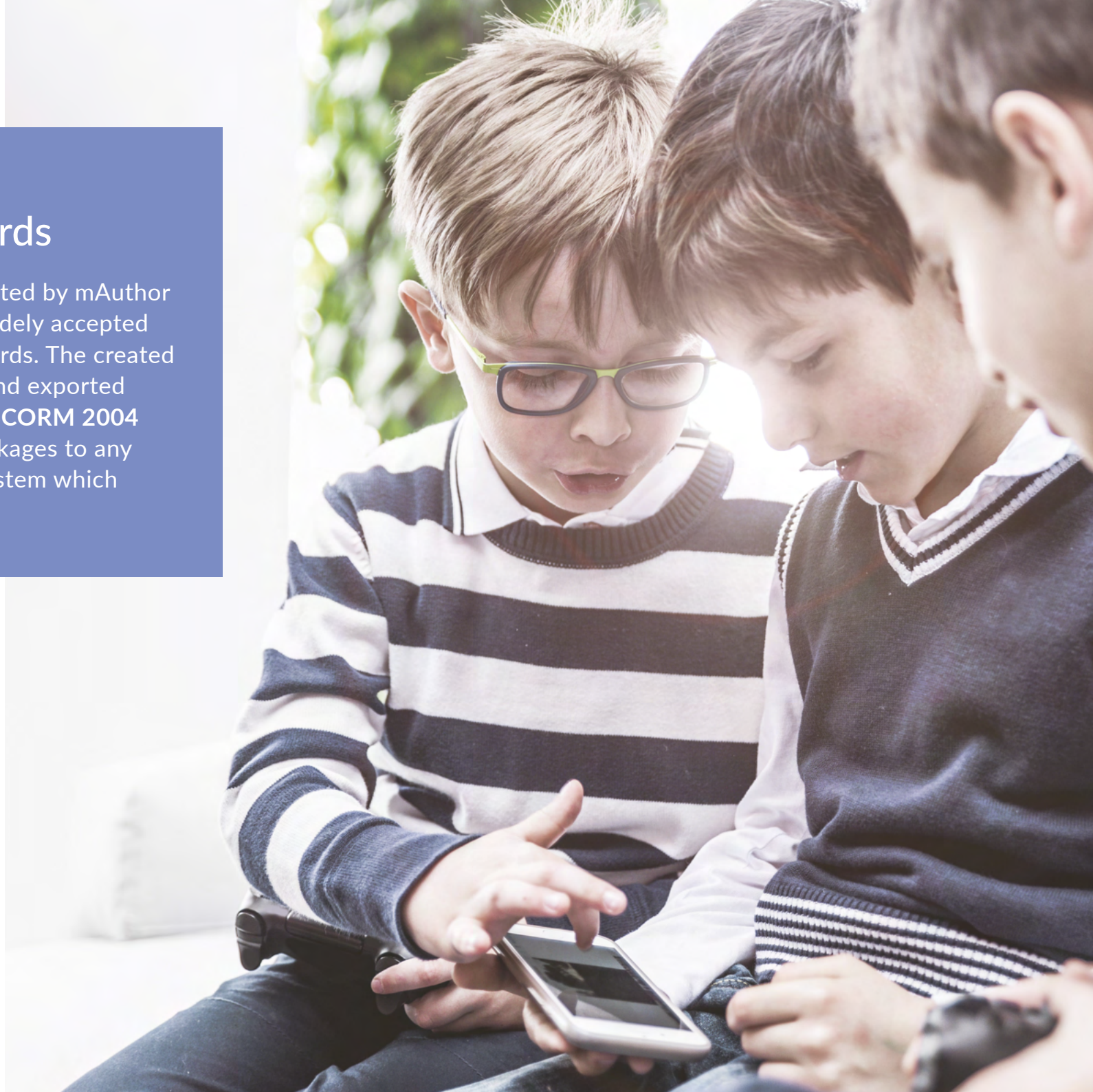
Ready-to-use Functional Templates

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

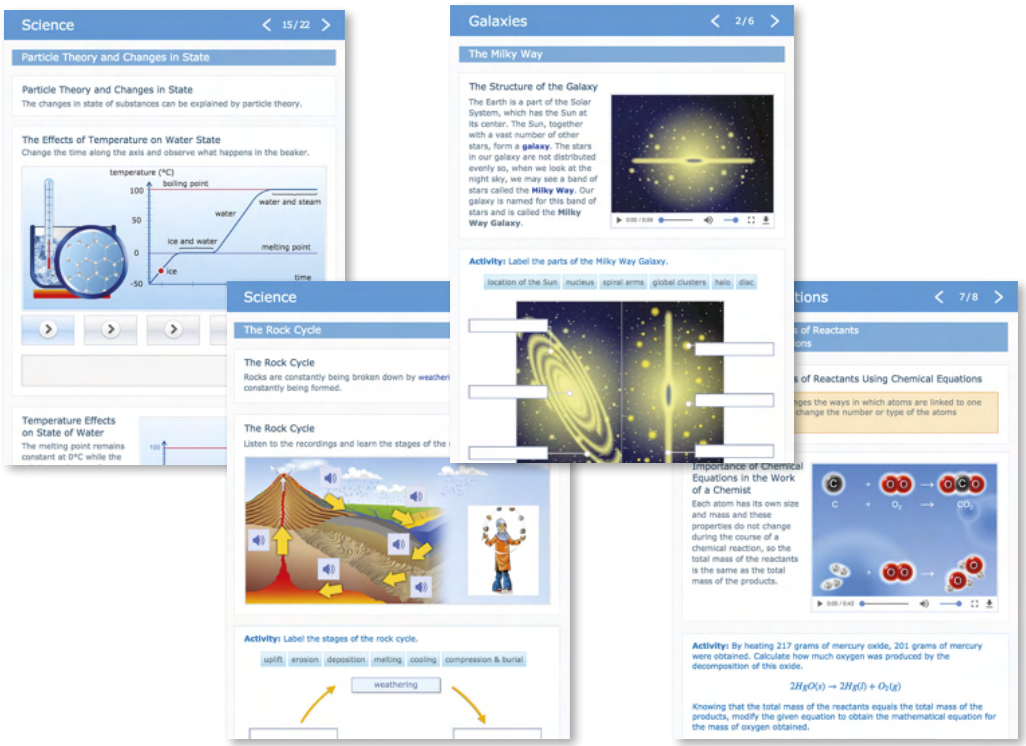
mAuthor enables a semi-automatic conversion of print-ready PDF or InDesign XML materials into the mAuthor's native digital format. After the import, most texts and pictures get initial layout and need to be finetuned to match the electronic formats and extended with a relevant functionality.

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

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.



Our team of experts is specialized in creating textbooks in many various subjects. On our website you may find a lot of interesting examples of Science, Mathematics or English Language Teaching digital resources.

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 customize 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.

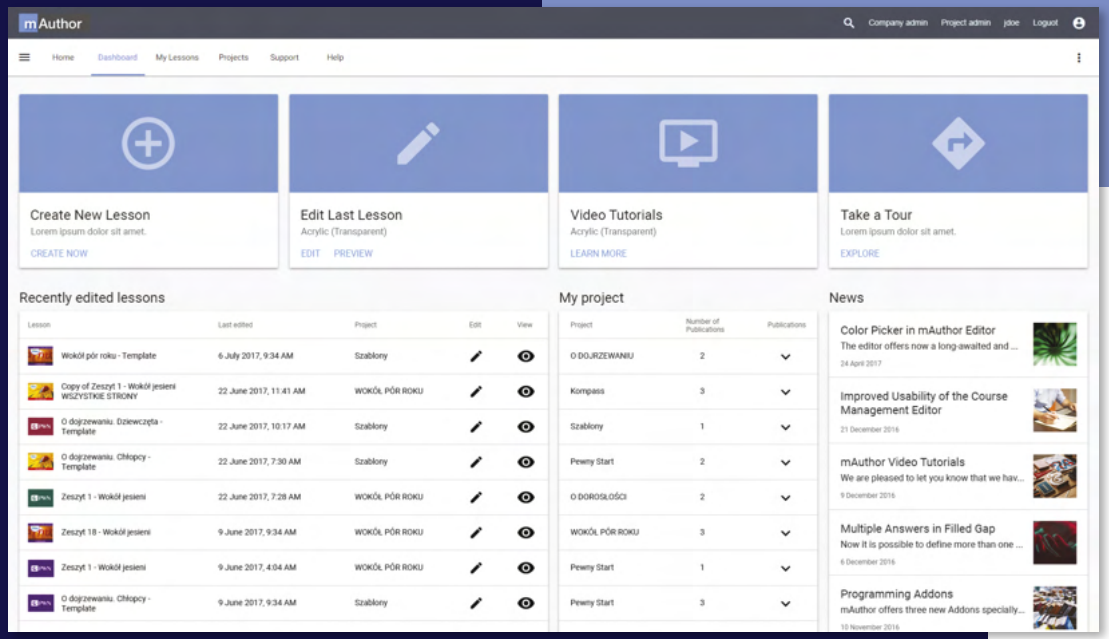
Workflow Management

Thanks to mAuthor's control capabilities, the eContent development project can be organized 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.



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 undisrupted 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.

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.

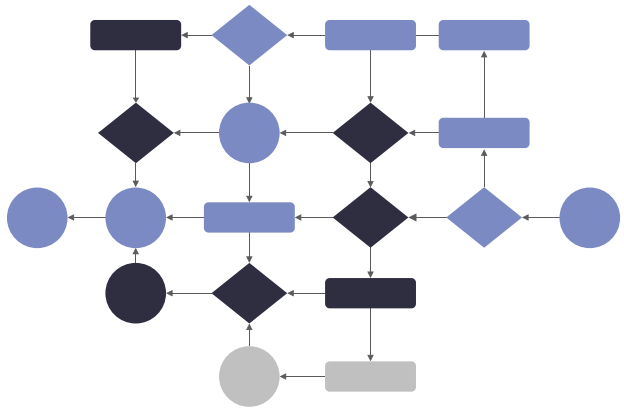
Adaptive Learning Paths

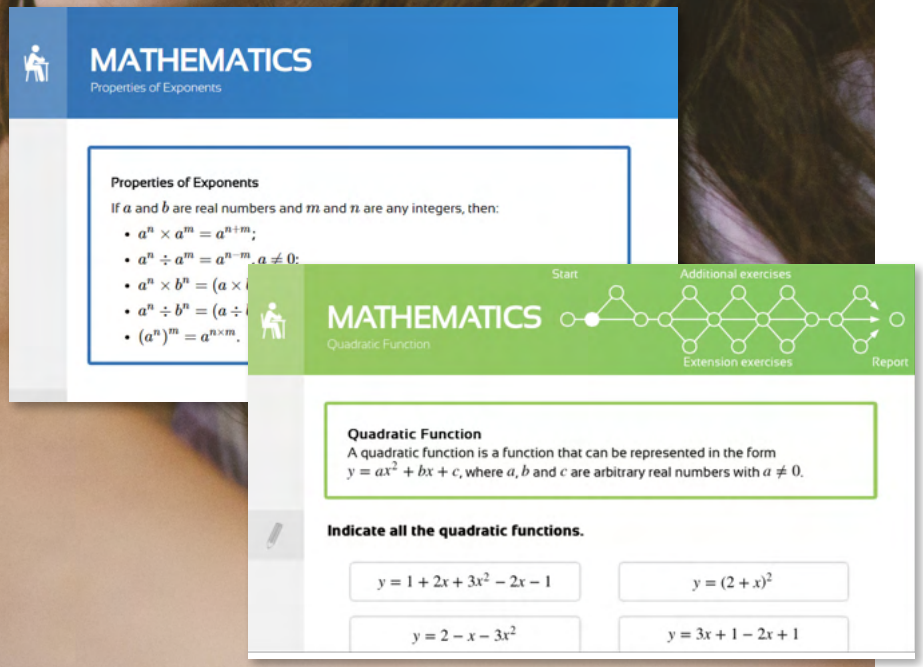
Thanks to a large quantity and variety of functional modules, mAuthor is the best positioned product to be used for projects aiming at highly interactive courses incorporating **Adaptive Learning** design.

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.





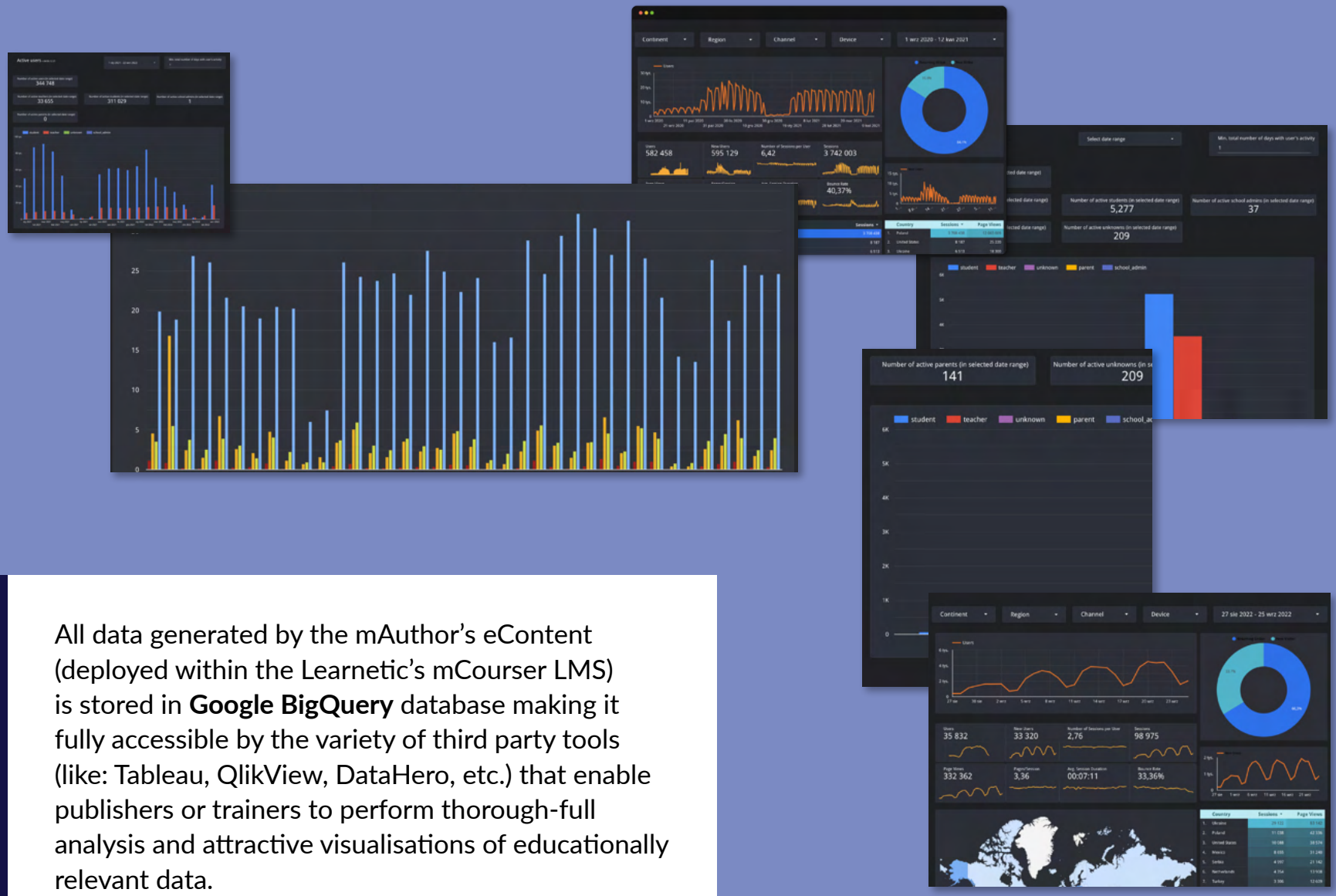
“We have made with mAuthor many successful solutions especially in Mathematics, Science, History and Social Sciences for primary and upper secondary levels.”

Juha-Pekka Heinonen
CEO Lasten Keskus ja Kirjapaja Oy
Edukustannus /Finland/

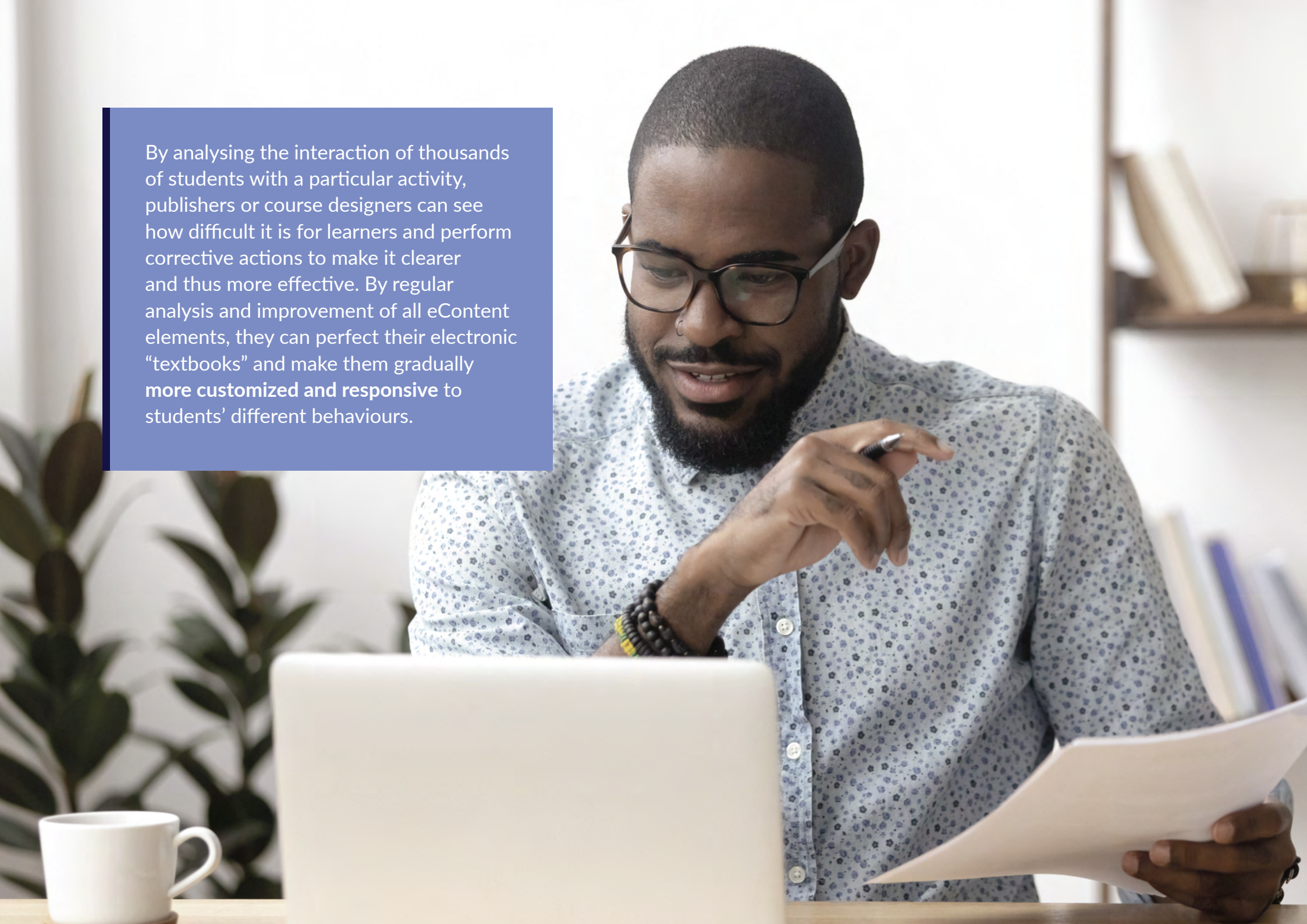
Big Data Analytics

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.

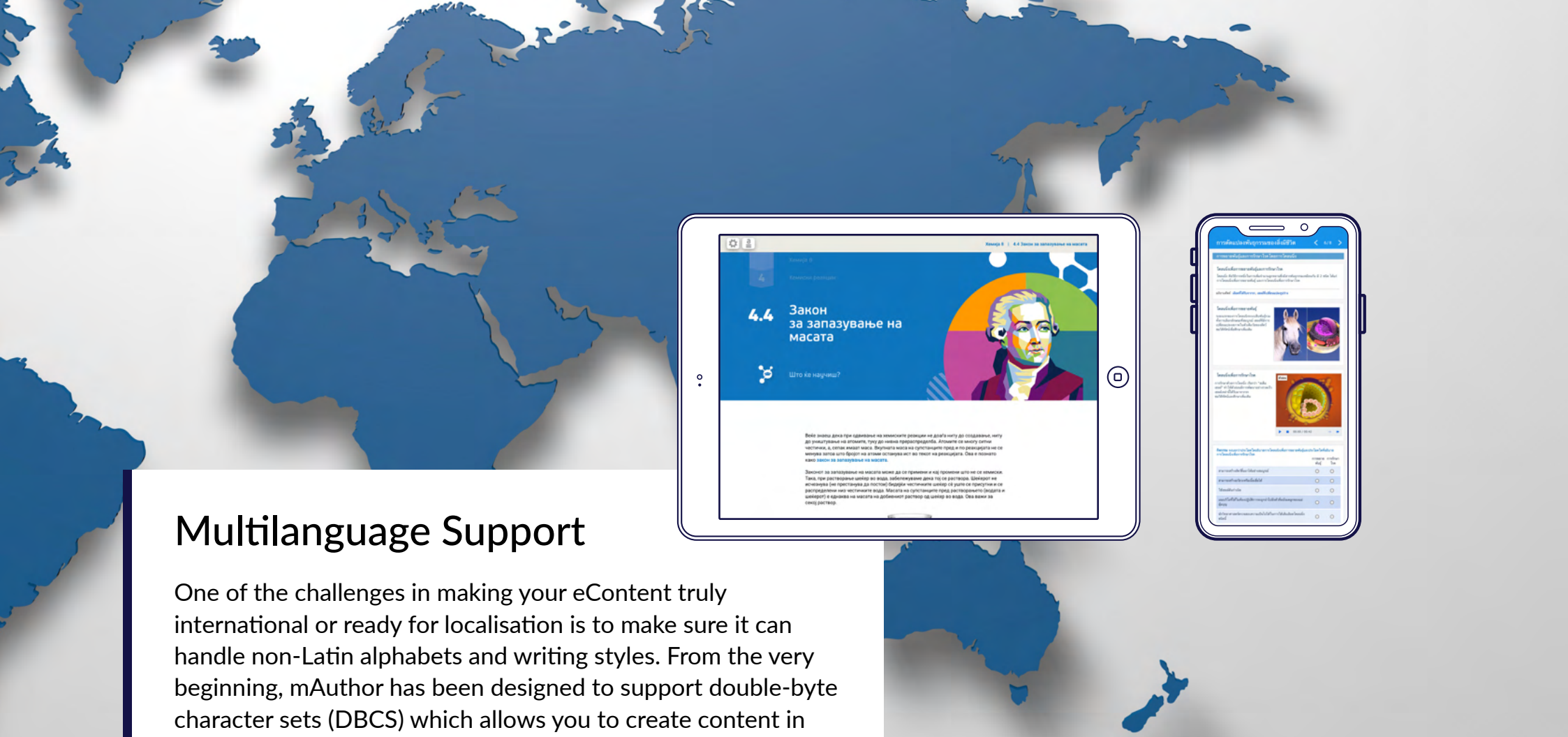
All such information is used to give instant feedback to the learner. However, it can also be collected in a general database which stores information of **all learners' results**.



All data generated by the mAuthor's eContent (deployed within the Learnetic's mCourser 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 customized 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.

Chinese alphabet

Supporting Chinese language can be 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.

Cyrillic alphabet

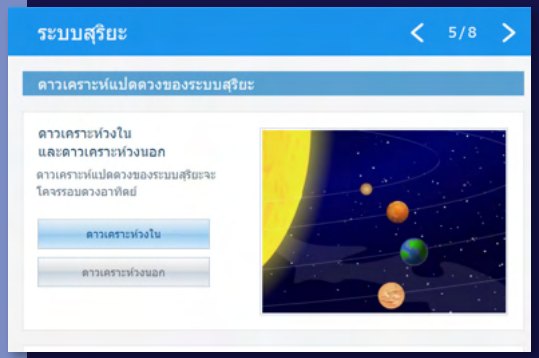
Handling Cyrillic alphabet brings less technical challenges. With mAuthor you can export the texts embedded in the created eContent to the industry standard XLIFF file format and use the professional translating software. After the translations are done, you can import the files back and just take care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

Arabic alphabet

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

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.



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 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.

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

Michael Chan
Senior BD Manager – NetDragon Websoft
/China/

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.

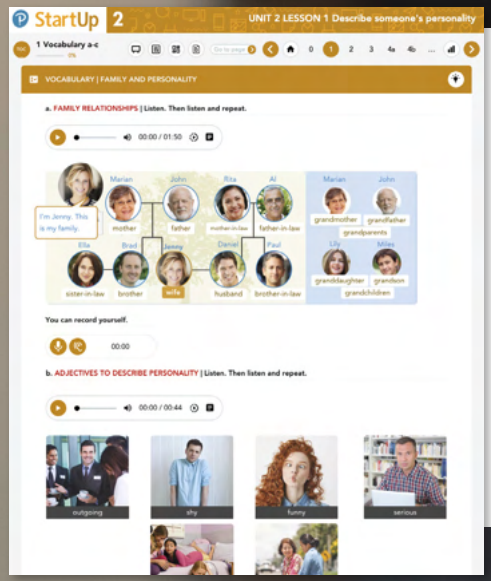
Bett Awards 2023 Finalist

mAuthor was shortlisted for Bett Awards 2023 in the Transformational Impact category. Bett Awards Judges appreciate mAuthor’s possibilities in creating WCAG-compliant, accessible educational materials, bridging educational gaps and helping people with special educational needs.

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.

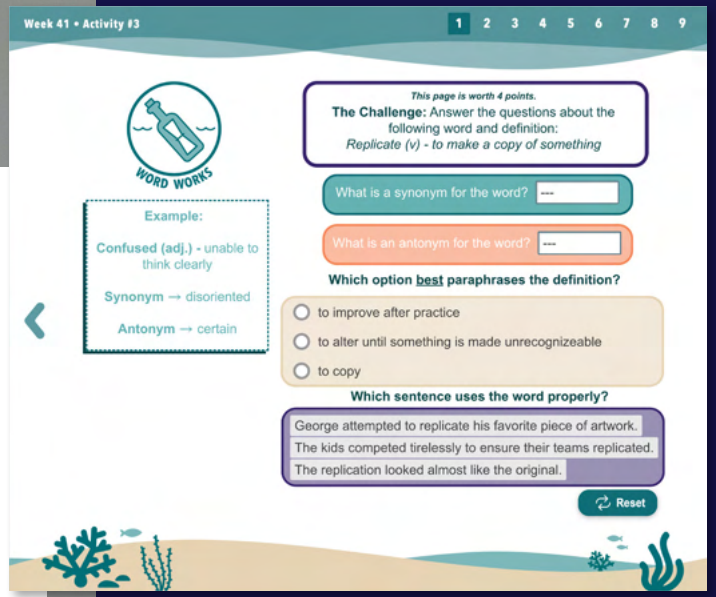


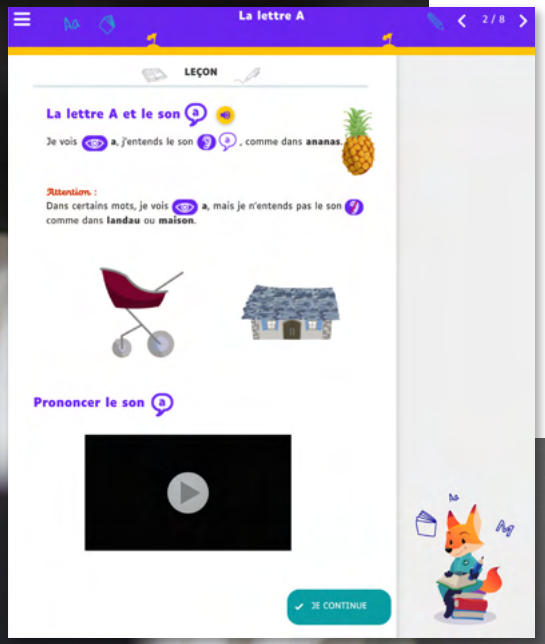
Audio Descriptions & Subtitles

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

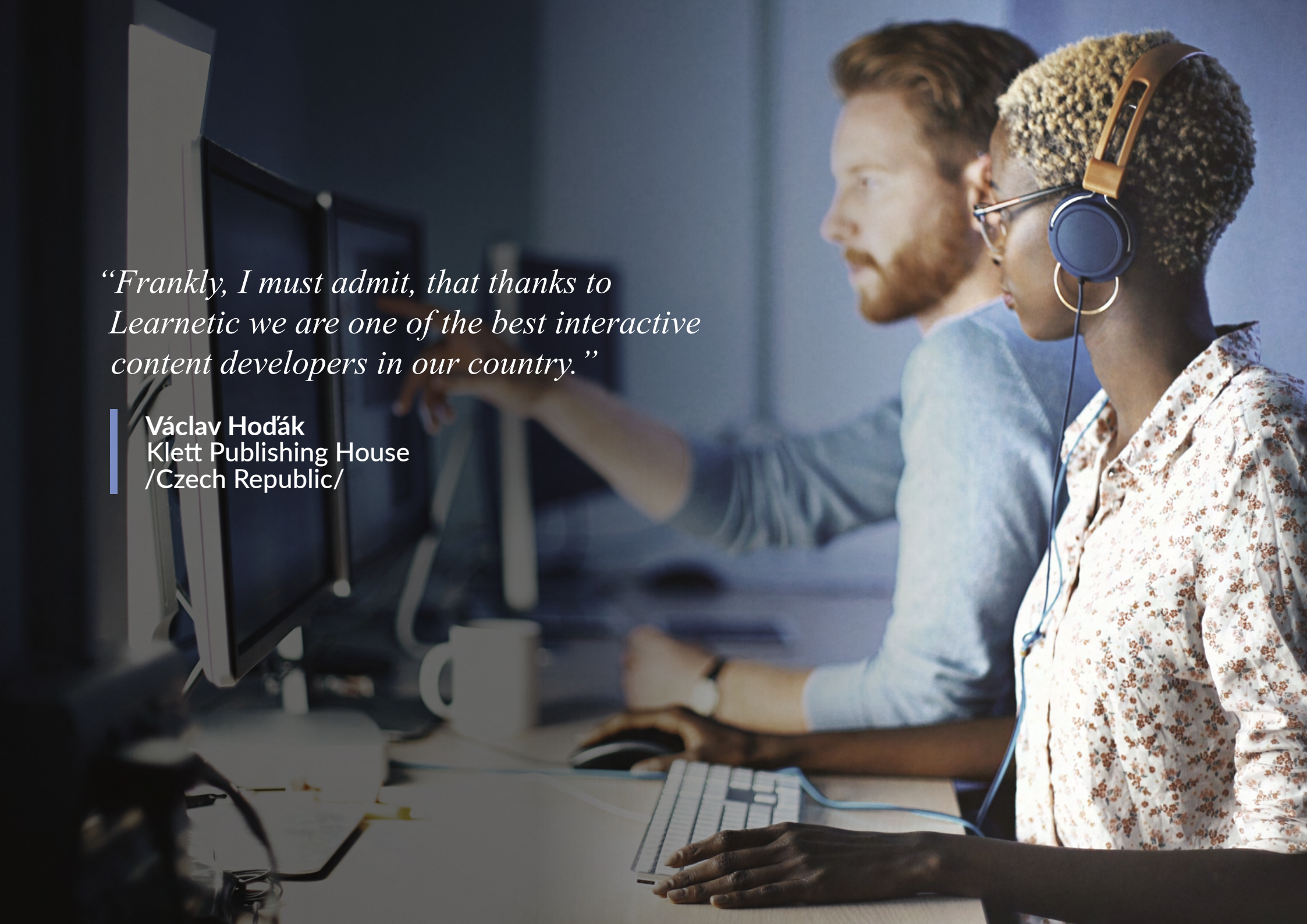
Besides the new options addressing the generic screen readers, mAuthor offers its own screen reading assistive technology integrated with the created content. This approach provides far better user experience and comfort in comparison with the generic screen readers. The solution offers a voice synthesis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





Keyboard Navigation

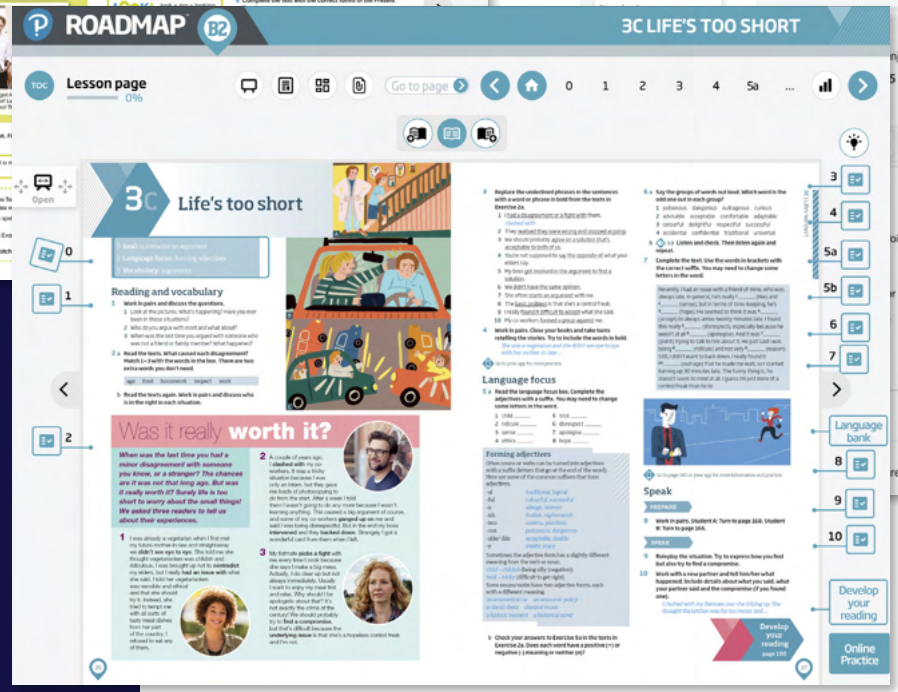
mAuthor offers users to easily work with the content solely with the use of the keyboard. All the commonly used mAuthor modules support the keyboard accessibility. This allows students to navigate through the course, solve even the complex activities and check the results without using a mouse or touchscreen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

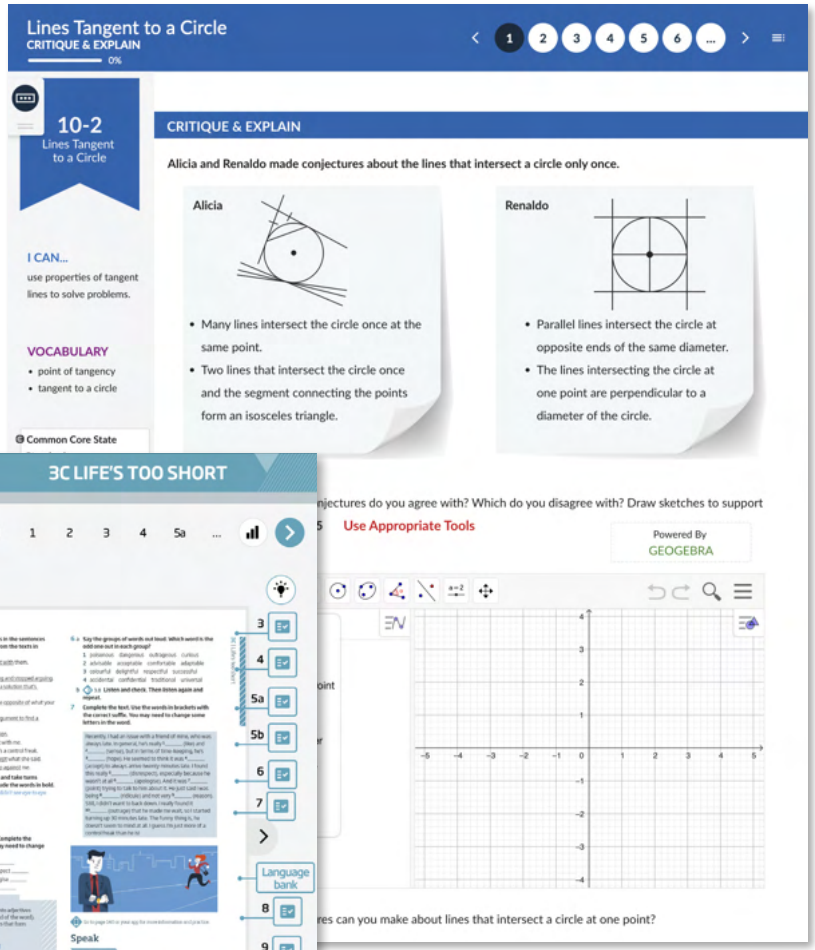


“Frankly, I must admit, that thanks to Learnetic we are one of the best interactive content developers in our country.”

Václav Hoďák
Klett Publishing House
/Czech Republic/

gogetter 2
3.2 Grammar
Lesson page
I'm taking a photo
Grammar


ROADMAP B2
3C LIFE'S TOO SHORT
Lesson page
3C Life's too short
Reading and vocabulary
Was it really worth it?
Language focus
Speak


Lines Tangent to a Circle
CRITIQUE & EXPLAIN
10-2
Lines Tangent to a Circle
I CAN...
use properties of tangent lines to solve problems.
VOCABULARY
point of tangency
tangent to a circle
Common Core State
CRITIQUE & EXPLAIN
Alicia and Renaldo made conjectures about the lines that intersect a circle only once.
Alicia
Many lines intersect the circle once at the same point.
Two lines that intersect the circle once and the segment connecting the points form an isosceles triangle.
Renaldo
Parallel lines intersect the circle at opposite ends of the same diameter.
The lines intersecting the circle at one point are perpendicular to a diameter of the circle.
njectures do you agree with? Which do you disagree with? Draw sketches to support
Use Appropriate Tools
Powered By
GEOGEBRA
res can you make about lines that intersect a circle at one point?

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NORWAY

USA

KAZAKHSTAN

USA

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

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