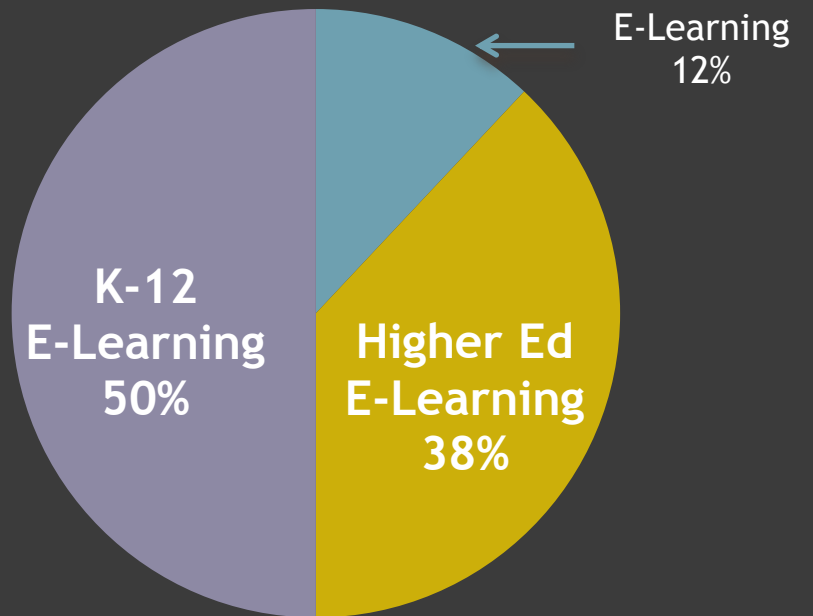


EDUCLOUD PRESENTATION

FABRICE MOIZAN
VICE-PRESIDENT
NVIDIA

E-EDUCATION - A FAST GROWING SEGMENT

E-Learning 2012-2017 Growth (CAGR)



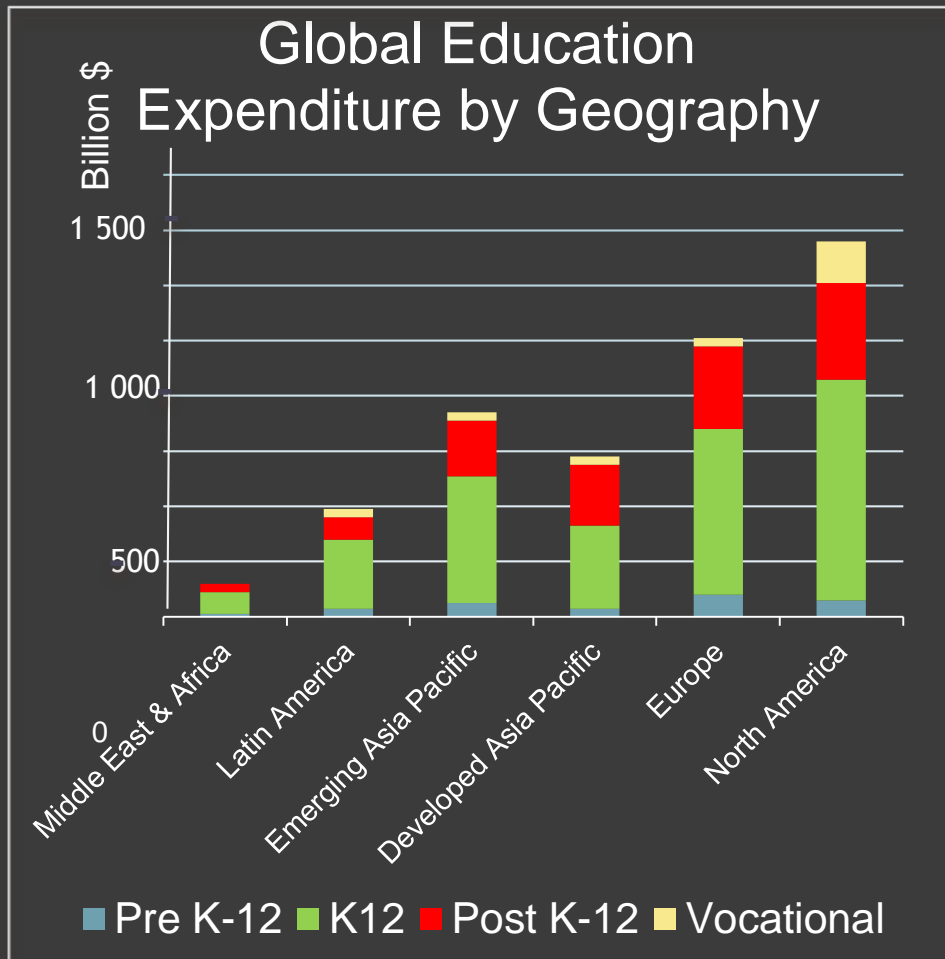
K-12 and post-secondary are the key sectors in the educational market

The education space has a large base of potential users (>1B)

Students will become future users of E-Learning training programs

SOURCE: GSV ADVISORS

K-12 KEY DRIVER FOR INVESTMENT



K-12 (kindergarten through 12th grade):
First 13 years of schooling before entering university

K-12 education sector includes:
Public & private education bodies
Primary and secondary sectors

Digital technologies for K-12 include:
Solutions for digital publishing
Textbooks
Tools for skills assessment and apps
Tools for teachers

SOURCE: IBIS Capital Market "Global E-Learning Investment review"

TRENDS, TECHNOLOGIES AND CHALLENGES FOR EDUCATION OVER THE NEXT 5 YEARS

CHALLENGES

Wicked Challenges

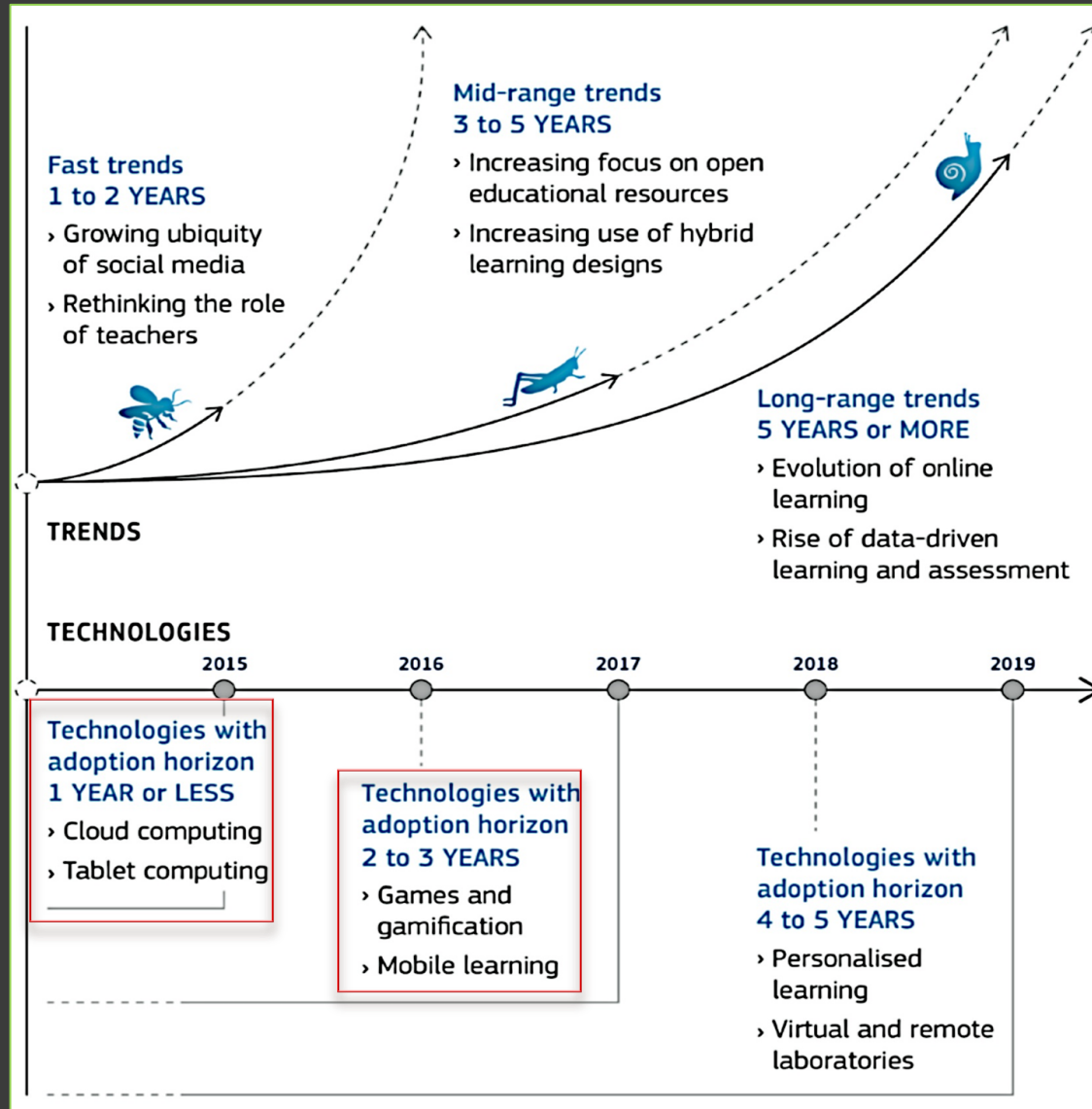
- › Supporting complex thinking and communication
- › Students as co-designers of learning

Difficult challenges

- › Creating authentic learning opportunities
- › Blending of formal and non-formal learning

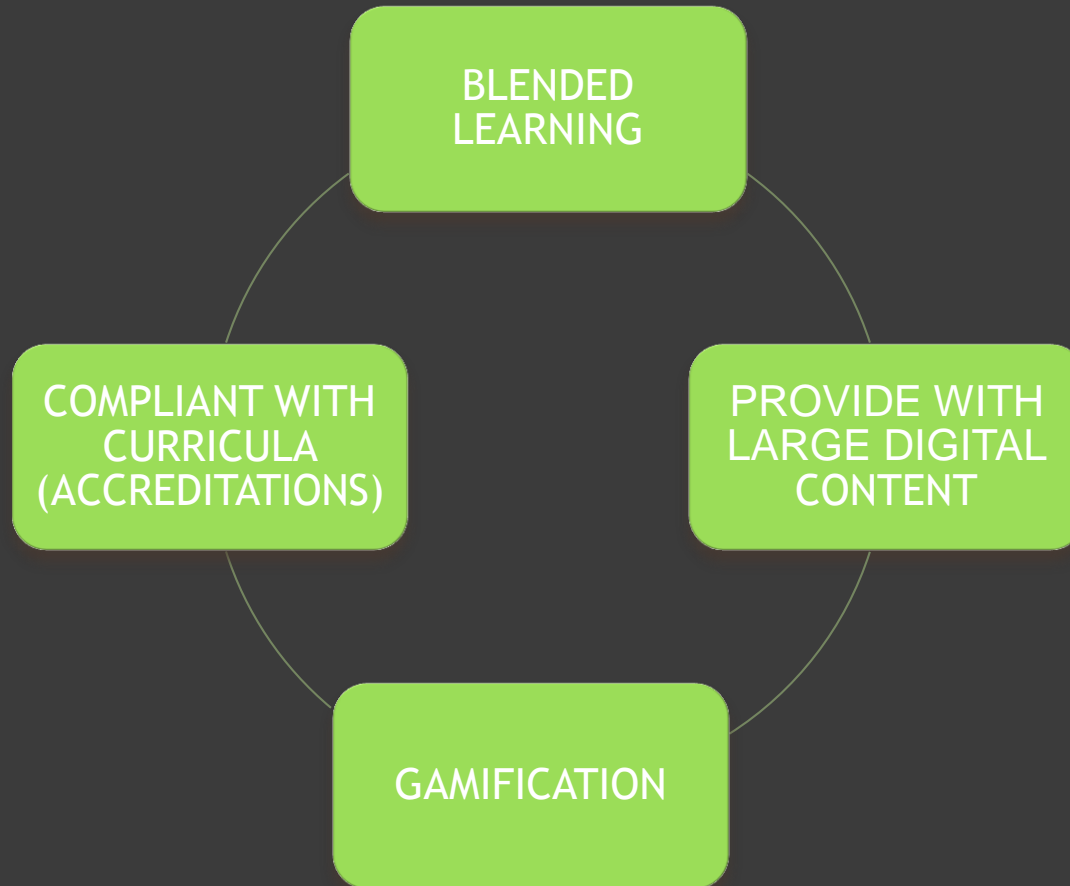
Solvable challenges

- › Integrating ICT in teacher education
- › Students' low digital competence



SOURCE :
NMC Horizon Report,
European Commission
(2014)

FACTORS FOR SUCCESS IN THE K-12 DIGITAL INDUSTRY

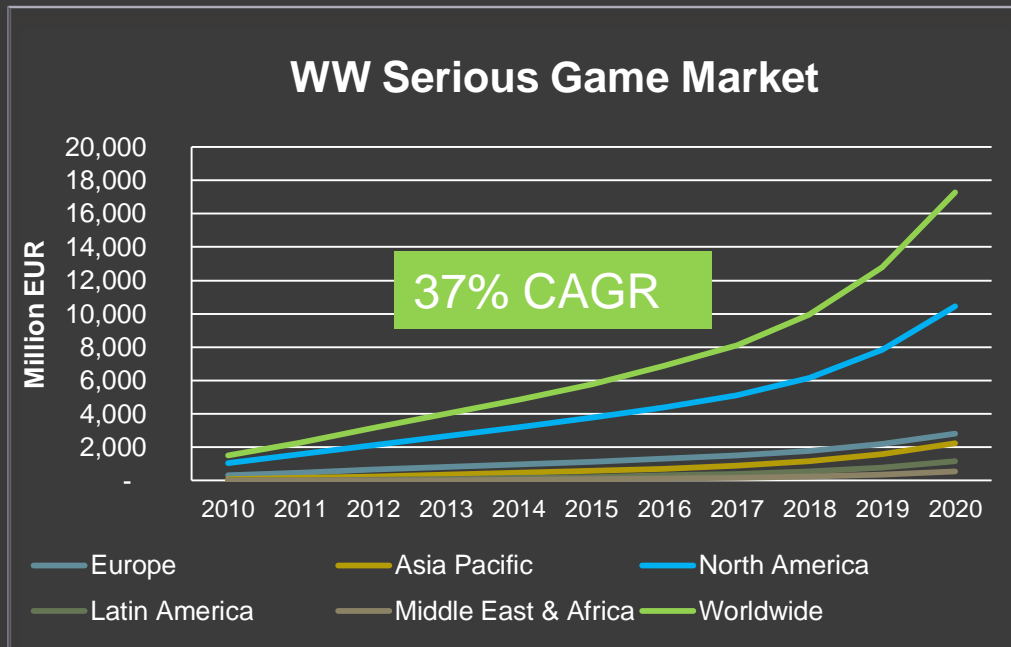


MOBILITY AND UBIQUITY DRIVING STUDENTS' LIFE

- Within the K-12 sector, the most used mobile device is the tablet
- The Cloud = Easy access to educational content
Anytime, Anywhere and on Any Device



GAMIFICATION AS A NEW PARADIGM SHIFT



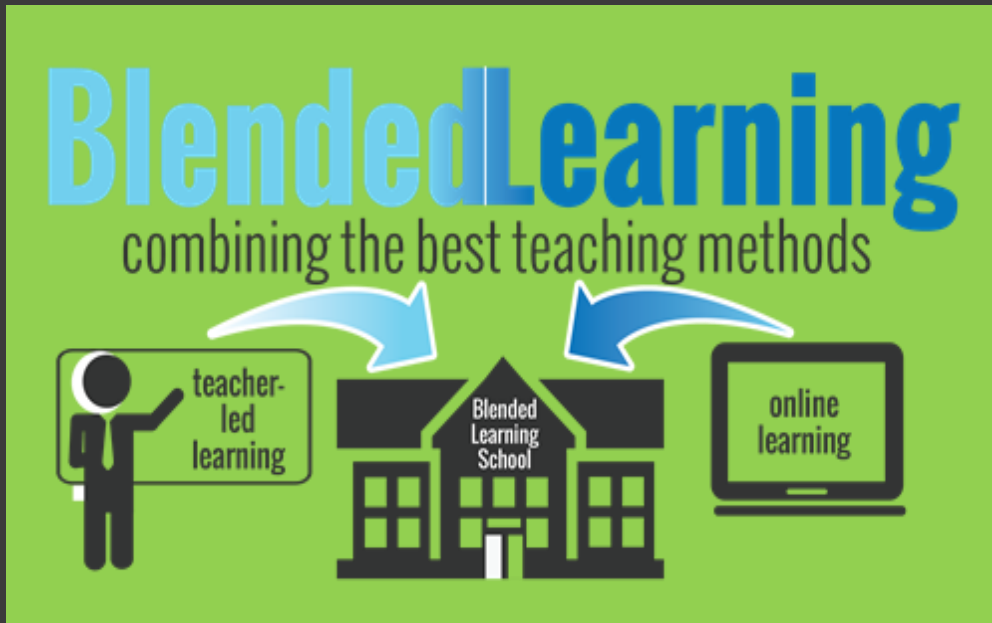
Source: IDATE 2013

Video games usage is increasing as gaming becomes the #1 media industry

Gamification tools to play a major role as a market driver for K-12

Gamification brings a mix of skills empowered by “playing” a single or social serious game

BLENDED LEARNING BRINGS NEW TOOLS TO TEACHERS



Short term stakes :

- Bring teachers in the creation process
- Provide with new digital contents
- Increasing use of social media



Mid term stakes :

- Development of open educational resources
- BYOD

'SCHOOL AS A SERVICE' PLATFORM



3D VIDEO
GAMES



CLOUD,
MOBILITY



BLENDED
KNOWLEDGE

A DISRUPTIVE APPROACH FOR THE CLASSROOM

EDUCLOUD PLATFORM AT A GLANCE

3D PORTAL

Search Engine

SERIOUS
GAMES

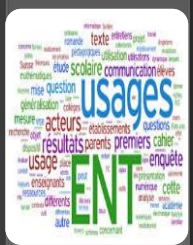
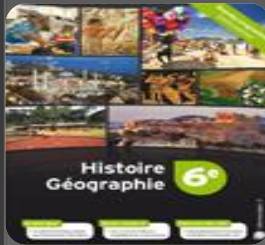
E-BOOKS/
DOCS

VIDEOS

WEB
CONTENT

WEB
APPS

BIG DATA



THE CLOUD

PLATFORM UBIQUITY

Master Cloud
Data center



Local Cloud



Data exchange

Local Cloud used when no optical fiber
connection available



Wifi



SUPPORT FROM THE FRENCH AUTHORITIES AND INDUSTRIAL PARTNERS



Educative, Paris, Nov 2014

EDUCLOUD in live demo

Sponsored by the Cote D'Azur
region the Ministry of Education and
industry leaders

Tested by Najat Vallaud-Belkacem,
French Minister of Education



EDUCLOUD: A GAME CHANGER

Enabling the first “School As A Service” platform:

Software video streaming platforms editor

Video Games editor

Educational contents aggregator

Curricula solutions provider

THANK YOU