

aktin

We create the future of education
worldwide



www.aktin.pl



About us

We are a family-owned company named Aktin with a 25-year history. Founded by a father, we now consist of two daughters, their husbands, and long-standing employees.

Our strength lies in mutual support and a diversity of interests.

We aim to create the "school of the future."

The key to our success is the ability to work towards a common goal.

Our salespeople carefully listen to the needs of schools to provide the best solutions.

We continuously introduce new technologies to schools.

After participating in the largest educational fairs in Europe, we **began using VR and AR in multi-subject teaching, including 360-degree visualizations and 3D objects.**

We identify ourselves as the "pink Aktin family" and strive to create such an atmosphere at work every day.

Our goal is to make the school modern and inspiring.

We proudly call ourselves a team.

ARKADIUSZ
TRZEBIŃSKI
CEO
AKTIN SP. Z O.O.



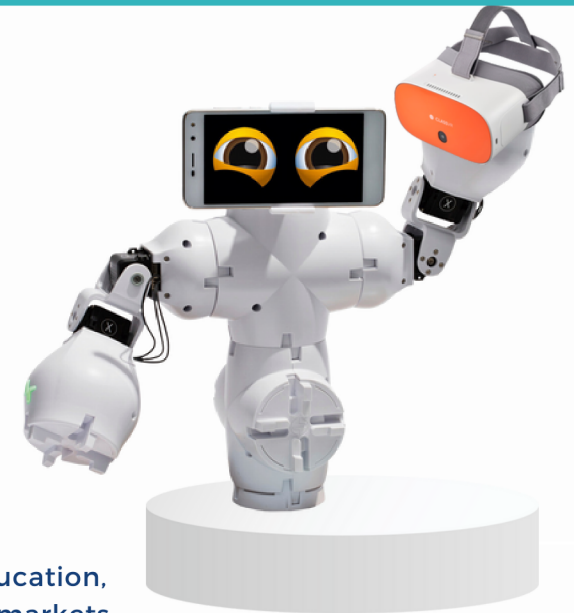
Meet Fable!

Educational modular robots for STEAM learning.

A 21st-century educational tool created to support teachers in all subjects and classes.

Fable Go and Fable Explore are easy to program modular robots for children age 8 or 9 years old and up, using Fable Blockly software.

Teachers use it to engage children in STEAM education, so the students are better equipped for the job markets of tomorrow. Solid STEAM education from an early age is crucial to developing an innovative mindset and to obtain the necessary skills for navigating in the future.



A complete learning tool

Fable comes with robot modules, programming tools and teaching materials adapted to common goals



Countless possibilities

You can click the different modules together in innumerable different ways and build countless different robots.



From idea to robot in no time

Ideas can be tested very quickly because a robot can be assembled and dismantled in less than a minute.



User friendly

The system is simple enough to be used by 8 year olds, challenging enough for 16 year olds, and flexible enough for high school and further education.



A robot that grows with the student

Fable is a modular robot that anyone can build in seconds. You can connect different modules to make your robot's body in a various countless way. Depending on your experience you can program the robot with simple-to-use or professional tools during a single lesson.

4.

www.aktin.pl

The Fable system consists of three types of modules:
function modules, build modules and extension modules.

- Robust design, strong enough for rough treatment at school.
- Quality components with powerful motors and accurate sensors.
- No wires or cables: wireless programming and rechargeable batteries.
- Strong magnetic joints, easily clicked together.
- Quick to get ready and clear up, leaving more time for teaching.
- Unique building system that can be scaled from just a few modules to many ones.

Dongle

Fable is controlled wirelessly via a dongle linked to your PC via USB.



fable go

- Fable Hub
- Fable Spin
- Pen Holder
- Accessory Adapter
- Phone Holder Up
- Fable Plow
- Foam Ball
- Cables



fable explore

- Fable Hub
- Joint Module
- Fable Stand
- Flex Phone Holder
- Throwing Arm
- 2x Ping Pong Ball
- Ball Stand
- 2x Accessory Adapters
- Fable Fork
- Maze + 2x Steel Ball



Make a Social Robot

What does it take to make a robot social and engaging? With the Fable Face app you can use your phone to give Fable a face! You have the ability to control Fable's expression using the eyes. Change the iris or eyelid colours, the shape of the eyes and the overall expression. Download Fable Face. It's free!

Easy to program

User-friendly programming tools are a crucial part of Fable.

Design of the programming tools means you can differentiate teaching that helps students to gradually progress from the simple, visual programming language to the more powerful, textual one. Today, we support the Blockly visual programming language which provides an easy-to-understand introduction to programming and the Python textual language.

Compatibility

It supports as many of the technologies applied in the educational sector as possible, and the 'bring-your-own-device' approach.

- Windows Vista, 7, 8, 10 and Mac OSX
- Data processing with MS Excel, Google docs

The programming interface

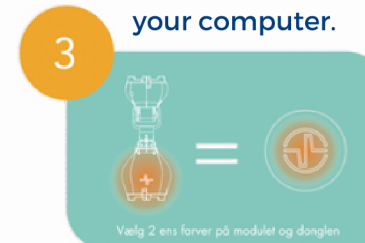
Using a USB dongle, the students program their Fable robots wirelessly on an interface running on their own PCs. The interface is divided into different levels depending on the students level of competence—from very simple visual programming with Blockly, through more advanced visual Blockly programming, to the powerful textual programming with Python. It's also possible to perform simple data processing on the interface with graphs or to log data to the files for later processing, e.g. in MS Excel.



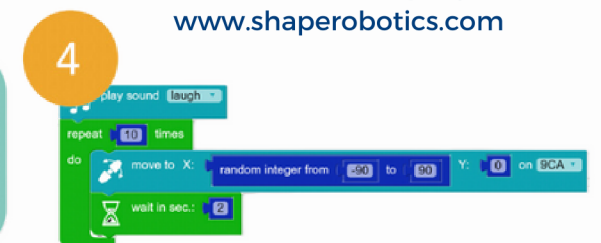
Put the USB dongle in your computer.



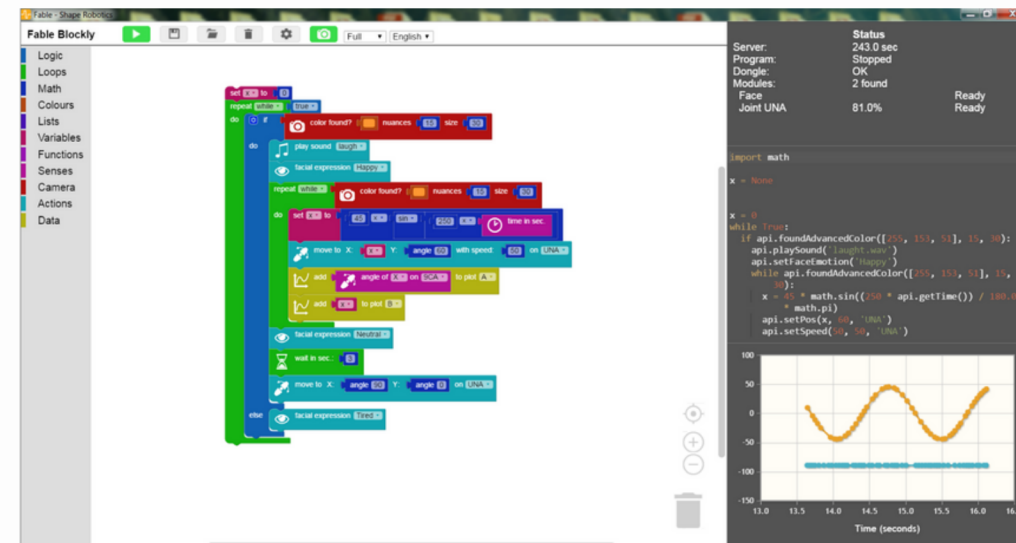
Download and install the program from www.shaperobotics.com



Click on the dongle and the movement module until they are the same colour.



Start the program and use your mouse to combine programming blocks like a jigsaw puzzle. Run the program. Now your computer will emit a sound and Fable will move as you have requested.



Compatible with ClassVR

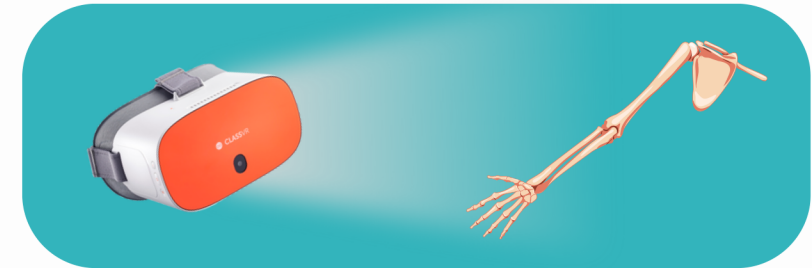


What should I do?



We've prepared ready-to-use lesson plans for you.
 Program the robot in uncountable different ways.
 Utilize our database of ready-made 3D models and print additional robot parts with a 3D printer.
 Use ClassVR goggles to enhance reality.

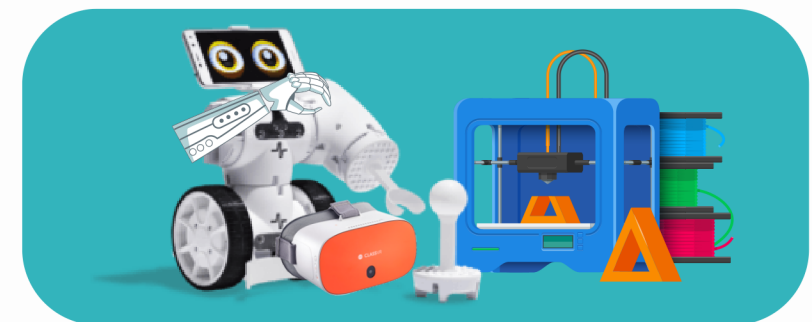
1. Visualize the model using ClassVR.



2. Print the missing part using a 3D printer.



3. Program the Fable according to the instructions.



CLASSVR® This is the most advanced technology created for education. Thanks to it, your students will absorb knowledge more effectively and participate more eagerly in classes. Not familiar with this technology? Don't worry, you will receive from us a complete package of support materials, and we will provide you with professional training on how to use virtual reality in your lessons!

The set features an intuitive menu and easy access to educational content located on the teachers' portal. All content is displayed simultaneously and transmitted from the teacher's computer to the VR goggles used by the students. Every student is at exactly the same point in the lesson, allowing the teacher full control over the tasks being performed and ensuring that students are fully engaged and focused on each task.

VIRTUAL REALITY

Globally, virtual (VR) and augmented (AR) reality are becoming key elements in STEAM education.



The system has been designed to fully engage students in creative and exciting teaching. Visualizations of places in 360° mode, three-dimensional objects, and complex structures at your fingertips - all of this takes lessons to a completely different dimension.

ClassVR offers over 3500 available resources covering more than 20 thematic areas, including:

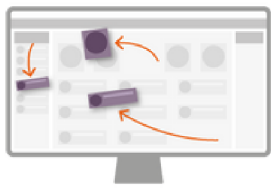


We are the leading sellers of ClassVR goggles in the world!

- Biology
- Chemistry
- Physics
- Geography
- History
- Mathematics
- Art
- Music
- Religious Education
- Physical Education
- Design, Technology and Industrial Arts
- Literacy and Language Arts
- Personal, Social and Citizenship Education
- Drama, Theatre and Performing Arts

Plan and manage the lesson

You have full control over the students' view at any given moment. Plan your lessons and use them later during your classes. Create your own libraries that you will use for years to come. During the classes you will have a full control of what is happening in the goggles of each student.



Selected lesson is available with just a click.

You can independently create lesson scenarios and select content from the database.



Simultaneous Display

The ClassVR portal enables the teacher to deliver a defined playlist of resources to all goggles simultaneously.



Dynamic Points of Interest

With ClassVR's dynamic point of interest feature, teachers can guide students to look at a specific part of the VR experience simply by clicking on any area of the 360° image being played.

Join the community of ClassVR enthusiasts.



February 2020

That's when it all began. We brought the ClassVR system back from the largest educational fair in Europe. At that time, VR and AR technology were unknown to the Polish schools. We faced a very challenging task. First, we had to demonstrate how important experimental learning is in the educational process. Later, it was essential to convince directors and teachers to believe in ClassVR as strongly as we did. Our mission is to modernize education. It's no wonder that at that time, we set ourselves the goal of introducing the most advanced educational technology to as many institutions as possible.



Currently, we are already in over 3,500 Polish schools! In 2021 and 2022, we earned the title of the best seller of the ClassVR system WORLDWIDE! What does this mean? Polish schools are among the most advanced educational institutions in the world! We have become the general distributor of ClassVR in the country. Up to this point, we have trained over 10,000 teachers. We have conducted more than 100 webinars, discussing the ways of usage of a virtual reality in the classroom.



AVANTIS WORLD®

Imagine being able to take your students to the Moon, swim with them through blood vessels, meet dinosaurs or climb a beanstalk - all from any device, no matter where you are.

Avantis World allows students to discover, explore, and experience unimaginable things - all from the metaverse, in the first educational virtual reality amusement park!

Educational Virtual Reality Lands

Just like any other theme park, Avantis World is divided into lands with various zones and scientific scenes for students to explore independently. Each scientific scene offers a fully immersive experience where students can discover, delve into, and investigate the environment as if they were there in person.

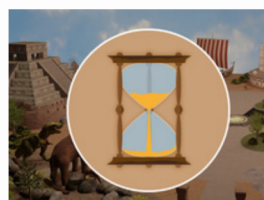
Take your students to the places you never imagined possible. From the moon to the inside of a plant cell, Avantis World allows for the exploration of the impossible!



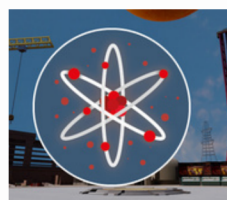
LITERACY LAND



GEOGRAPHY LAND



HISTORY LAND



SCIENCE LAND



Use ready-made lesson plans available on the teacher's portal.



Explore the world of science together with your students.



Create your avatar and conduct lessons in a virtual classroom.



Funfloor Interactive Floor

FunFloor Interactive Floor is an advanced multimedia device which amazingly transforms any floor space into a thrilling interactive world. It consists of a projector, motion detector system, specially designed software and a computer - all of which are set into one casing. The adapted technology allows to move about on the displayed image which senses our movements.



Education

When using FunFloor Interactive Floor, children engage all their senses, which combined with movement, makes the FunFloor teaching method extremely effective and attractive. Specially designed games enhance learning, build curiosity and develop children's desire to discover. While playing and performing tasks on FunFloor Interactive Floor children take great joy in learning.

DEVICE DESCRIPTION

- ⚡ 3200 ANSI
- 🎮 110 games:
 - ▲ EDU Package (50 games)
 - ▲ FUN Package (50 games)
 - ▲ Ecology Package (10 games)

THE SET INCLUDES

- 📦 Interactive FunFloor EDU
- 🔧 Ceiling mounting bracket
- 🔧 Installation kit
- 📶 Remote control
- 📖 User manual

 SCHOOLS KINDERGARTENS NURSERY SCHOOLS	 REVALIDATION REHABILITATION THERAPY TREATMENT	 ACTIVATION OF SENIORS NURSING HOME CARE COMMUNITY
 GYM AND FITNESS SPORT CLUBS PRIMARY SCHOOL (PE LESSONS)	 PLAY CENTRES RESTAURANTS HOTELS	 FOR COMPANY USE EVENTS TRADE FAIRS



Cyber Fox - where multimedia meets education for preschoolers

The application can be used on monitors and interactive boards. It also works great with regular tablets and android-based touch-screen devices. The product allows the teacher to rework issues from the core curriculum in a varied and engaging way. Tasks and educational content are tailored to the needs of preschoolers, allowing to positively affect the development of children.

The game starts by watching an animated story introducing the game's plot, then the teacher can choose one of two game modes:

- **Adventure mode** - where children go through all the tasks until all the game's objectives are reached.
- **Teacher Mode** - where the teacher can test the assignments before the work with the kids.



Activities available in the application:



Adventure on the Digital Plantation



Adventure in the Hot Desert



Adventure at the Machines Museum



Logic games



Math games



Memory games

The Cyber Fox app is a combination of entertainment and education that supports a development of preschool children in various areas and topics:



Math



Logical thinking



Memory



Language and vocabulary



General knowledge



Environmental awareness

Teaching aids

We also provide:

Teacher's book - containing the app manual, guidelines on how to use the app during preschool activities, and descriptions of all the games and activities.

Worksheets - offline games and exercises ready to print and use with your students.

Lesson plans - sample lesson plans describing how to conduct a full class using the app.



Kids love this app!



Modern language labs for your school

Discover a new quality of language learning in your school! Our language labs offer a solution conducive to effective learning. High-quality equipment, software, and furniture come together to create a space tailored to your students' needs.

Our ergonomic furniture is designed to provide the highest level of comfort for both students and teachers. The special saw-shaped cutout in the student desks ensures a much larger workspace for your charges. A desk with a special cutout for a touchscreen monitor will keep your workspace tidy at all times.

Forget about cables! Everything will be hidden in special trays under the furniture. This is the most modern teacher's workstation on the market. It improves the comfort of work not only for teachers but also for students.

You will never again block the view of the board with your computer monitor. EThe is complemented by a custom-selected wallpaper, making your laboratory unique.

Integrated system

Language Lab is an innovative tool that enables pronunciation training, simultaneous work of all students, and time savings thanks to intuitive operation. It also allows for any configuration of conversational groups, which enhances teaching effectiveness through interactive exercises and immediate pronunciation analysis.



Every one of our laboratories is tailor-made!

We start with a free arrangement and 3D visualization, and finish with professional installation carried out by our team of specialists.



Workstation

The teacher's workstation, with the implementation of a touchscreen monitor, provides the teacher with a modern control center for the language laboratory. The use of a desktop computer allows for the necessary cabling to be hidden within the desk, thereby granting additional workspace and maintaining an aesthetic appearance.



Simultaneous translations

The simultaneous translation system in the language laboratory allows for the immediate translation of words and sentences into another language in real time. Thanks to the use of specialized equipment, teachers can translate lessons on the fly and communicate with students who speak different languages.



Modern furniture

Opt for furniture with a special saw-shaped cutout. This solution ensures a comfortable position for the student, who does not have to sit sideways to the board and the teacher.



Additional equipment

Choose additional equipment such as an interactive monitor, laptops, or desktop computers. Create a modern space conducive to learning foreign languages. Do you dream of a unique laboratory? Select an original wallpaper pattern.



01

Training and improving foreign pronunciation

The language laboratory allows for a focus on the correct pronunciation of students through various phonetic exercises. Teachers can easily assess and refine each student's pronunciation using available tools and technology.

02

Freedom to manage the laboratory

The language laboratory is designed so that the teacher can manage its operation from anywhere in the classroom. This allows them to monitor progress and provide support to students individually or in groups.

03

Time saving, intuitive operation

The language laboratory provides an intuitive interface that enables easy conduct of various language activities. Teachers can quickly adapt materials and exercises to the needs of the students, resulting in time savings and lesson efficiency.

04

Simultaneous engagement of all students

The language laboratory enables the simultaneous work of all students. Teachers can organize various activities, such as writing exercises, pronunciation, or interactive language games, which engage every student in the learning process.

05

Flexible configuration of pairs and groups

The language laboratory allows for the flexible configuration of conversational pairs and groups. Teachers can adjust the composition of groups based on language level and individual needs of students, contributing to a more effective teaching process.

06

Increased teaching effectiveness

With the use of the language laboratory, teachers can focus on developing a variety of language skills. Interactive exercises, immediate feedback, and an individual approach contribute to higher teaching effectiveness and faster student progress.





We create the future of education worldwide

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Polish
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ANY QUESTIONS?

Call us - Customer Service is open from 8:00 AM to 4:00 PM
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