DIGITAL DISRUPTION IN EDUCATION

STUDENT-TO-ENTREPRENEUR EVOLUTION

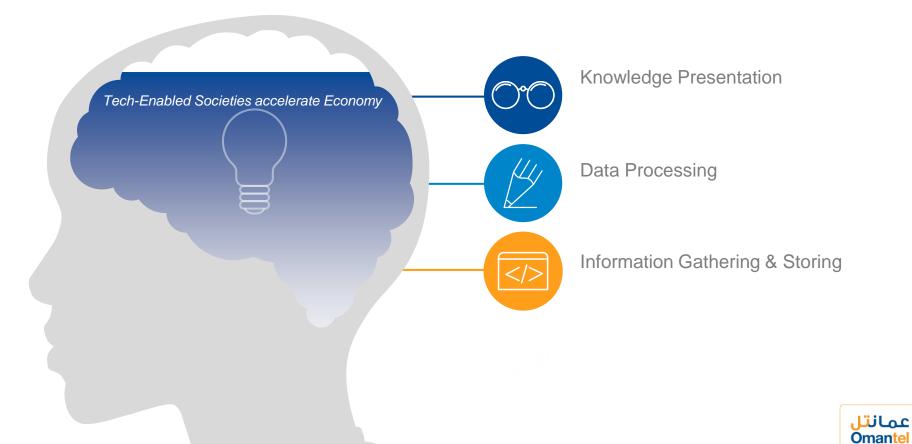








LEARNING AS A "SOCIAL AFFAIR"



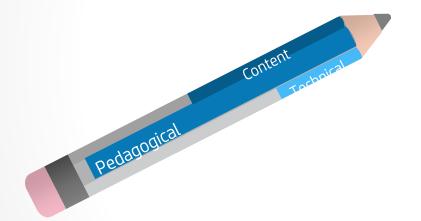


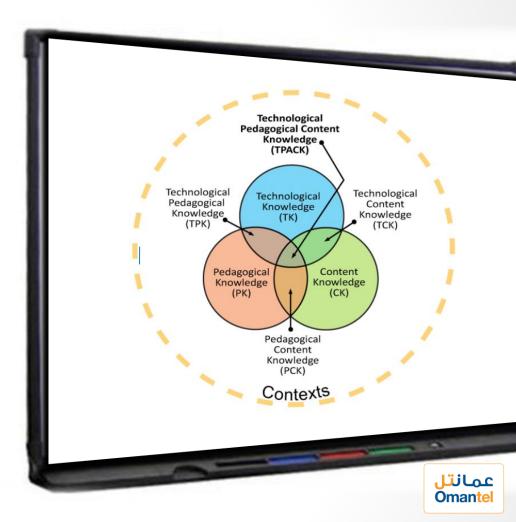


... Concentration, creativity, Artistic approach, Math, Science, hand-eye coordination, Memory, Reasoning skills, Spatial skills, Music, Languages, EQ and Social skills



TECHNOLOGY FIT IN





LEARNING IS CUSTOMIZED







LEARNING IS ALWAYS ON

Gamified "Immersive Realities"

Social "Crowd-Sourced"

Fun "Interactive"



At Will "Mobile"



TECHNOLOGY DISTRACTIONS

EdTech as-a **Service** E2E Services

Technology Solutions

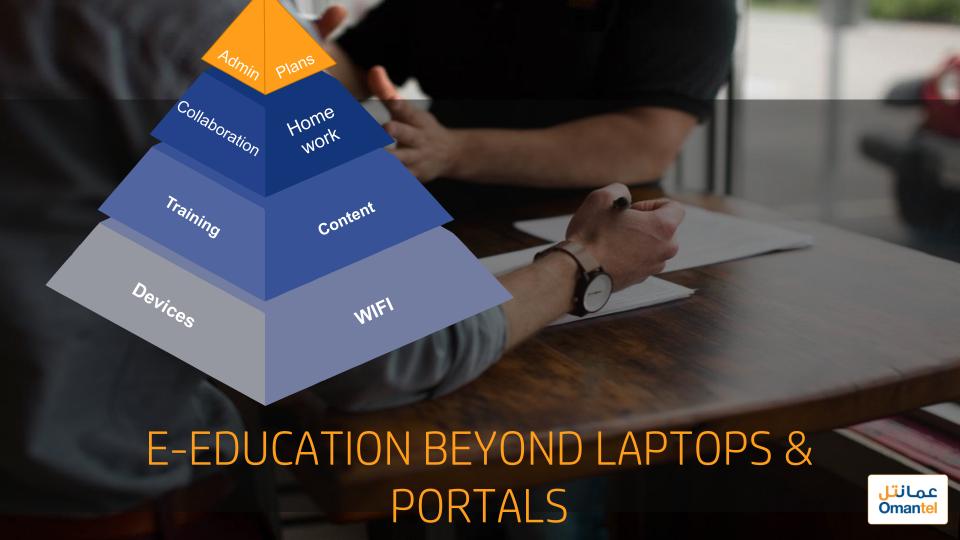
Vision Advisory











AT SCHOOL: DIGITAL EDUCATION INTERFACES





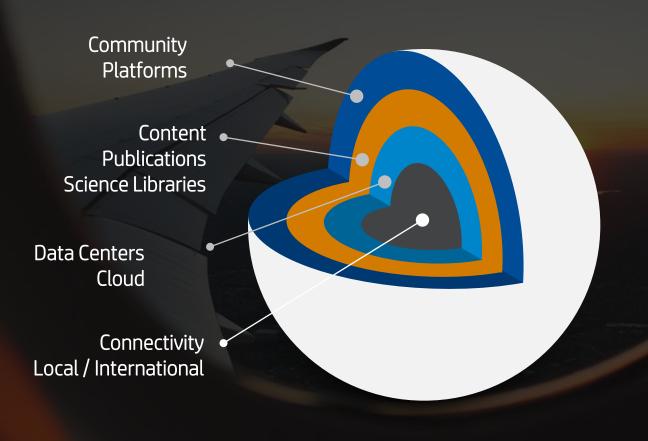
DIGITAL SAILS

K-12 EDUCATION VIA EAAS PACKAGES





HIGHER EDUCATION





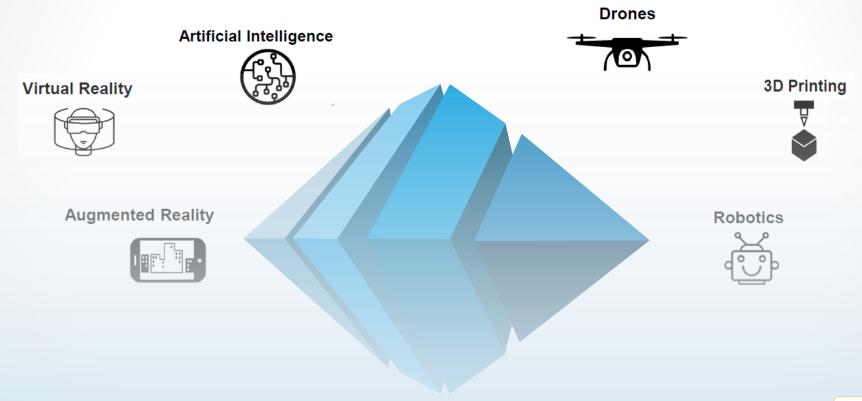
COMMUNITY IS THE TRUE NORTH

DARB AL SALAMAH

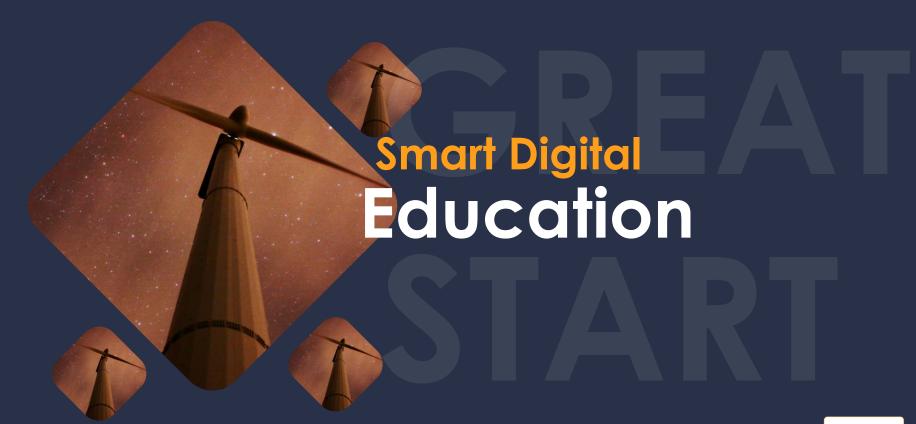
Unified Collaboration
In-Vehicle WiFi
Student in-bus tracking
Student-Info-Systems (SiS)



THINK IT. CREATE IT. JUST DO IT.















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