Adjusting the digital school vision – a digital school that adjusts to children’s needs
Competitors in attention attraction

- Social networks
- Twitch, youtube
- Games
Average people in the world spend 3 hours a day playing with a smartphone and children spend 5 - 7 hours a day.
Make School Fun.
Involvement to education process

- Socialization
- Gamification
- Individualization
- Adaptation
How to win attention:
Deliver high quality content
Make school education fun
ФІЗИКА
РІВЕНЬ СТАНДАРТУ
10 КЛАС
ЗА НАЧАЛЬНОЮ ПРОГРАМОЮ
АВТОРСЬКОГО КОЛІКТИВУ
ПІД КЕРІВНИКТВОМ ЛОКТЕВА В. М.
ЗА РЕДАКЦІЮЮ Г. БАРЖАРА, С. О. ДОВГО

E = mc²
Bright world of adventures
Thanks for attention

Questions?