EDTECHESTONIA

INNOVATION - EDUCATION - TECHNOLOGY

INFORMATION BROCHURE

Supporting education and innovation.

Education Technology refers to an area of technology devoted to the development and application of tools (including software, hardware, and processes) intended for education. EdTech Estonia brings together and represents Estonian EdTech companies, to make Estonia the leading EdTech country.

Empowering innovation in Estonian schools

As an innovation driven nation with very autonomous schools and teachers. Estonia is an ideal testbed to develop new educational technologies. We need to make sure that this innovation reaches every Estonian school and student by developing the education innovation ecosystem and raising awareness about it.

Supporting export for Edtech companies

Estonia has become a successful role model in education worldwide. Estonian basic education is 1st in Europe and among the best in the world. The aim for Estonian entrepreneurs is to take a significant stake of exportable education niches. Edtech Estonia supports companies through joint projects, metroring services and marketing.

Policy makings

Education happens within the context of a larger community. Our approach extends beyond the school to help ensure students have the necessary support to do their best learning.

"We need to empower everyone who wishes to contribute in improving the accessibility and quality of education"

Märt Aro
board member of
EdTech Estonia

EDTECH ESTONIA IS SUPPORTED BY

education estonia

EdTech Estonia is acknowledged by the Education Estonia. Education Estonia is an initiative for international education cooperation initiated by the Government of Estonia. PISA 2018 shows Estonia ranks 1st in Europe – we are an education nation, while also being a digital nation. We are eager to share know-how and offer innovative solutions created by Estonian companies and organisations that help to advance your education system, whether it be digital solutions, consulting, training or other. Education Estonia is your guide to smart solutions for education innovation.For more information visit educationestonia.org

STARTUP ESTONIA

Startup Estonia is a governmental initiative aimed to supercharge the Estonian startup ecosystem in order to be the birthplace of many more startup success stories to come. For that, we are working on making Estonia one of the world's best places for startups, partnering with and uniting the best of startups, incubators, accelerators, private and public sector.

REPUBLIC OF ESTONIA
MINISTRY OF EDUCATION AND RESEARCH

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

REPUBLIC OF ESTONIA
MINISTRY OF ECONOMIC AFFAIRS AND COMMUNICATIONS

Estonia is known for its strong and equitable education system and its flexible e-state. This approach is also supported by growing Estonian EdTech sector. Impactful technological solutions, over the distance learning as well as in classroom-based learning, have given our learners the opportunity to learn continuously. Technology is an unquestionable part of education and our cooperation with EdTech Estonia is a solid proof of it.

Liina Kersna
Minister of Education and Research of the Republic of Estonia

OVERVIEW

99math is a free tool for teachers and schools to engage students and it works as a platform for game-based math practice. Math problems are generated based on teacher preferences, and students play on their own devices. 99math has a multiplayer math game that teachers use in classrooms around the world. After debuting as a beta tool in 2019, 99math grew into a gaming platform for kids with over 500,000 users. Together, students in 99math have solved over 200 million math problems. It turns out one of the tricks to getting children into math is to get kids competing with each other in the classroom.

1-minute setup
Tasks are generated for you based on your selection. Students join with a game code, no accounts needed.
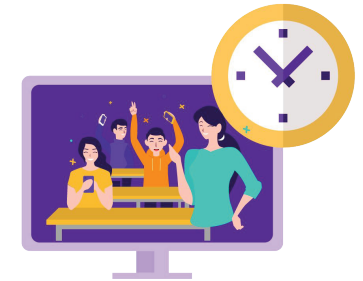
Exciting game on any device
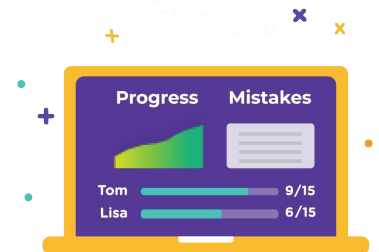Students play with excitement on Chromebooks, iPads or any other device.

Flexible timing
Invite your class to play in real-time or assign as individual practice. In classroom or during distance learning.

Clear and simple analytics
See students' results and progress. Understand where they are strong and what skills need focus.

Over 500 000 students love playing #99mathgame

As adults we have seen the everyday use of mathematics, to check our change, to stick to a budget or to calculate measurements on a recipe. For children, however, it is not so clear why additions and multiplications are so necessary in life, particularly when they are difficult to understand.

Feedback from teachers

Thank you for creating a math program my students love - I think they forget that they are actually working!
Tamara Fay, 3rd Grade Teacher, Indiana

I'd set the expectations for them that we were going to play the game and they'd say, 'Yay, 99math!'. At the and of it they were always really happy.
Mr. Claud, 3rd Grade Teacher, Colorado

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EDTECH ESTONIA

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

ALPA KIDS

E-learning games for less spoken languages!

We are looking for
• Contacts with preschools, elementary schools and local governments
• Strategic partnerships

Customers
• Local governments, educational institutions, families

Target markets
• The Baltics
• India
• Indonesia
• Global interest

Achievements
• Graduated from the TOP edtech accelerator xEDU
• Finished the Estonian official edtech co-creation programme
• Collaborating with Tallinn University
• Presented at the TOP global edtech events like XcitED, EdTech X, BETT UK
• 100 000+ users from more than 110 countries and 200+ educational institutions

Lets guide screen-time towards positive and educational content!

Want to know more?
www.alpakids.com
info@alpakids.com

OVERVIEW

ALPA Kids develops e-learning games for children aged 2-8, their parents and teachers to help children learn the essentials like colours, numbers, the alphabet etc through the examples of their own culture and local nature. **The ALPA Kids app is easily adaptable to any language and culture with the focus on localizing the e-learning games for less spoken languages.**

"Every child deserves the chance to use quality digital content in their native language"

Co-created. ALPA games are created in collaboration with Estonian TOP schools and preschools. The games are localized for new markets together with local teachers.

Age-appropriate. The games are divided into four difficulty levels to be as age-appropriate for the child as possible. ALPA curriculum consists of more than 60 e-learning games!

Offers personalized education. ALPA app suggests new learning content based on the analysis of the child's acquired knowledge and skill set.

"88.9% of teachers say that ALPA Kids is their essential teaching aid"

For on-site and remote learning. Teachers can use ALPA games on tablets, computers and smart boards. Parents can continue the lessons at home by downloading the ALPA Kids app.

GET IT ON Google Play

Available on the App Store

Available on Web Browsers Smart Boards
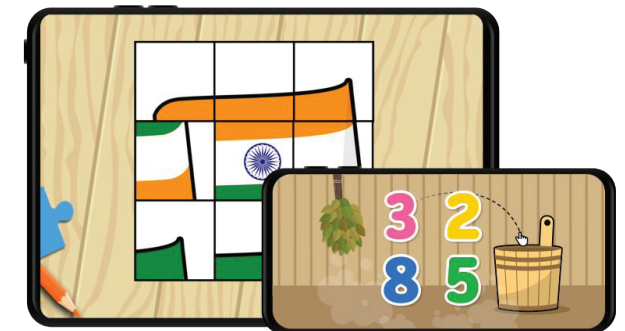
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BIZPLAY

Educational games to teach entrepreneurship through role-plays

We are looking for
• Contacts in schools
• Contacts in governments
• Strategic partnership

Target markets
• Europe
• Global interest

Education level
• Secondary education
• Primary education
• Pre-school education
• Non-formal education

Want to know more?
bizplay.ee
info@bizplay.ee

OVERVIEW

Bizplay

A unique combination of physical games and an online platform to teach about the economy and develop entrepreneurial mindset and teamwork skills.

Bizplay is not just screens and online. But real hands on experience with need to combine both physical and digital interaction. Players will play face to face, simulating real life challenges that need to be solved creatively. Online platform are web-based, so it can be used from every device.

Programs' topics and difficulty levels are suitable for various age groups to achieve their learning goals.

We have a solution to teach complex topics easily.

Games
Entrepreneurial role-playing games are for children and young people that simulate real life. Each game is run by facilitator, who supports and guides the students and helps to analyze the results, thus creating a learning game from a fun game. The gaming environment is a mixture of digital and physical. Using a web-based gaming platform, the game can be conducted in the classroom.

Courses
The course is a training program that consists of several practical activities, including independent learning as well as group work, e-learning and contact learning, and at least one Bizplay game.

Academy
The academy helps teachers to make lessons exciting and useful for students through Bizplay programs. The academy includes an online learning environment with instructional videos and instructions on how to facilitate each game and course.

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MINISTRY OF FOREIGN AFFAIRS

CLANBEAT

Personalised learning solution that empowers student autonomy and wellbeing.

We are looking for
• Strategic partnership
• Contacts in schools
• Contacts in local governments

Target markets
• Europe
• Middle East
• Asia

Want to know more?
**clanbeat.com**
hello@clanbeat.com

OVERVIEW

Empowering happier, healthier humans
Your digital toolkit for building motivated, inclusive and flourishing learning communities.

Clanbeat provides a positive cycle of planning, acting and reflecting to support the self-directed learning and well-being of students. And monitors how students feel, perform and learn. Impact comes, in addition to developing positive habits and good relationship with themselves and their peers also from reflecting the data back in the form of insights for improvement. The end result is a solution that supports and motivates each student to nurture his or her passions, make connections between different learning experiences and opportunities - to design their own learning and processes in collaboration with others.

Save time and support your students' needs
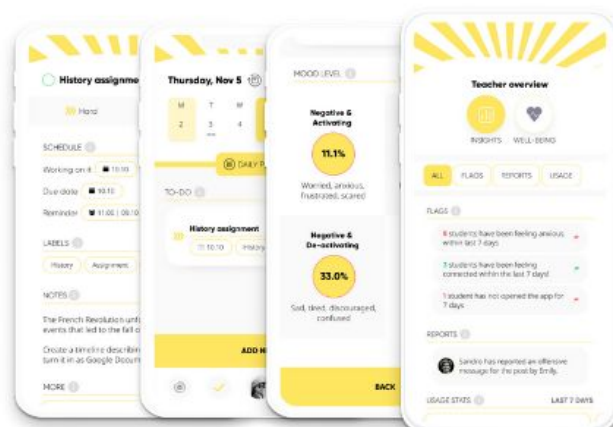
Teachers

• Identify potential issues and risks early with data-driven well-being and mood insights collected from student surveys.

• Help students develop healthy habits, get to the heart of their needs faster and save hours of time every week.

• Check-in and chat with anyone in your group. Give personal feedback and make class-wide announcements easily.

• Create a virtual safe space just for you and your learners to connect and form deeper relationships.

Students

• Make tackling school work easier by learning to understand and manage your moods.

• Chat, share pictures and celebrate your highs and lows together with your class group and teacher.

• Find the best support for you when you need it, quickly and calmly.

• Develop the skills, like planning and reflecting, to make learning work for you - forever!

School leaders

• Increase engagement, happiness and student success by understanding and acting on real-time data..

• Swiftly identify areas requiring attention and improve planning for greater school results with school insights.

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MINISTRY OF FOREIGN AFFAIRS

CoNurse

Guideline Adherence at the Point of Care

We are looking for
• Strategic partnerships
• Contacts from hospitals

Target markets
• Europe
• Latin America
• Africa (e.g. Kenya, Ghana)
• India

Milestones
2018/19: Pilot in Estonia, 4 hospitals and 14 departments
2020: 4 Early Adopters (Germany, Estonia, Kenya, Ghana)
2021: Implementations ongoing in 9 countries; 12 Hospitals and Nursing Schools
2022: 20 paying institutions

Want to know more?
conurse.net
info@conurse.net
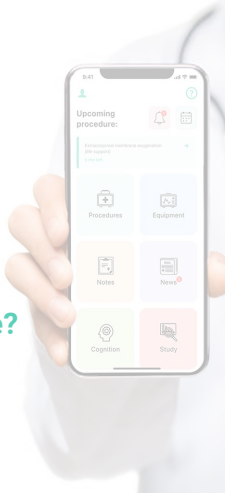
OVERVIEW

CoNurse is a voice-guided clinical protocol adherence and deployment mobile app. Our platform allows nurses and caregivers to access voice-guided step-by-step instructions directly on their smartphones. This way, we support the nursing team at the point of care by providing easy access and by enforcing adherence to protocols. Our aim is to improve care quality and standardisation across the care continuum.

Cognuse is a digital health company building IT solutions for healthcare professionals and patients. CoNurse, our main product, focuses on improving guideline adherence to improve care quality and outcomes.

Key functionalities include mobile app controlled via Bluetooth headset and that seamlessly integrates into the clinical workflow; and a content management system that allows users to manage and create customised clinical content.

Making clinical guidelines accessible and actionable at the point of care.

Key benefits include patient safety through reduced occurrence of adverse events, reduced cost for hospitals via more effective onboarding and decreased costs in relation to adverse events, and staff and patient wellbeing as CoNurse enhances the work environment, empowers clinical staff and decreases burnout and stress.

Hospitals and nursing schools in 9 countries trust our solution.

Our aim is to address preventable adverse events by making clinical guidelines accessible and actionable at the point of care. With CoNurse, we turn complex instructions and guidelines into compact, voice-guided step-by-step checklists that nurses can easily follow during clinical procedures.

Our team strongly believes that digital and easily accessible technology can improve the quality of both healthcare and education.
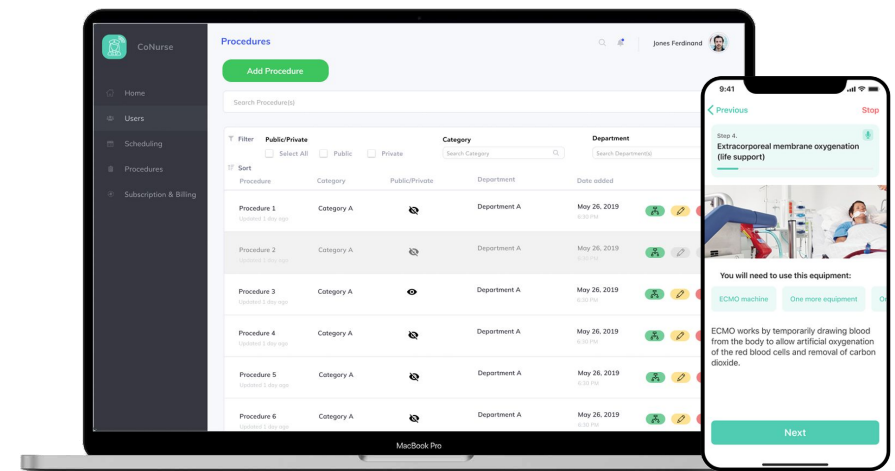
education estonia

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MINISTRY OF FOREIGN AFFAIRS

DREAMAPPLY

The next generation of student application management

We are looking for
• Strategic partnership
• Government contacts
• Contacts in education institutions
• Facilitate customer and market research

Target markets
• Europe
• South America
• Asia-Pacific
• Africa

Education level
K-12, secondary education, higher education, tertiary education and non-formal education.

Want to know more?
Dreamapply.com
information@dreamapply.com

OVERVIEW

dream!
APPLY

DreamApply offers a SaaS suite that revolutionizes the admission and enrollment experience for staff and students of universities, summer schools, governmental agencies, business schools, international agents and others. For more than ten years, the company has been helping education institutions to reach recruitment targets through innovative IT solutions.

Designed with and for education institutions looking to increase student enrollment while reducing workload and easily manage their admission and marketing efforts.

A world-class digital solution used by more than 300 satisfied education institutions worldwide

Proudly working with:

"We used to work with Excel files and a lot of papers. To make a comparison, adopting DreamApply has been like coming from the middle ages to the 21st century."
Budapest Metropolitan University - Hungary

"Overall the international student numbers in Estonia increased by more than 135%."
Study in Estonia

"DreamApply is a dream of an online application administration platform. The flexibility of the system and the enthusiastic engagement of the DreamApply team has consistently exceed expectations"
Uversity - Ireland

• 9 out of 10 users recommend DreamApply to their colleagues

• Proven to decrease in up to 60% the administrative workload

• Verified a 50-100% increase in international applicant numbers

• Over 1.000.000 applicants and 300 education institutions.

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MINISTRY OF FOREIGN AFFAIRS

EDUMUS

**We enable schools to engage working professionals in teaching -
one grade, one subject at the time**

We are looking for
• Strategic partnership
• Contacts in schools

Target markets
• Estonia
• Ukraine
• Uzbekistan

Milestones
2020 30 Edumus teachers
2021 200 Edumus teachers
2021 First international Edumus teachers

Want to know more?
edumus.org
hello@edumus.org
+372 5345 8805

OVERVIEW

Marketplace and platform connecting working professionals with schools.
21st century schools need new kinds of teachers. We need scientists, developers, engineers and other specialists to go to schools to teach and share their real-world knowledge. Edumus' training program and facilitating software system helps to connect working professionals with schools.

Edumus is marketplace and platform connecting working professionals with schools. 21st century schools need new kinds of teachers. We need scientists, developers, engineers and other specialists to go to schools to teach and share their real-world knowledge. Edumus' training program and facilitating software system helps to connect working professionals with schools.

We bring real world experience to classrooms.

Teachers and schools, connected in one place.
From signup to closed deal – the Edumus platform helps to manage the whole process. It allows interested professionals to sign up into the program, and schools to browse, contact and sign contracts with Edumus teachers.

High-quality content for new kind of teachers.
Our training program is specifically developed for people without previous academic teaching background. It gives just enough knowledge to go in front of the class and ensures they have the best possible teaching experience.
Our curricula marketplace will host a selection of pre-developed courses for learning specific skills that are relevant in today's job market. New Edumus teachers can access the courses and teach them in schools around the world.

We're happy that Edumus helps motivated professionals to contribute to education and therefore enrich the modern schools.
Kaarel Rundu, Headmaster of Tallinn German High School

Edumus has been an extremely useful education initiative – the idea is scalable both in Estonia and abroad, which makes it a very flexible and valuable service.
Mailis Reps, Former Minister of Education and Science, Estonia
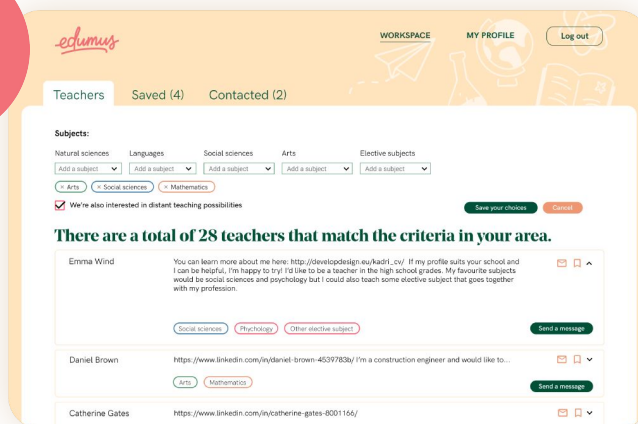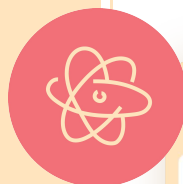
education estonia

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MINISTRY OF FOREIGN AFFAIRS

EINSTEINS SQUARE

Tutor led interactive classes

We are looking for
Global partners who are a marketplace for teachers and students

Target markets
Global, currently serving 138 countries

Achievements / Milestones
10 000 learners
138 countries
ARR 2 mn euros

Want to know more?
square.lepreschools.com
support@lepreshools.com

OVERVIEW

Interactive live small group classes on STEM and life skill subjects
Personalised | Interactive | 21st century skills

About Us
Einsteins square was formed by the founders of the global preschool chain Little Einsteins. Having a decade of experience in preschool and primary education, Einsteins Square was a solution to the online education system where classes are conducted in live sessions for a small group. These classes focus on the 21st century skills ensuring collaboration , communication , creativity and critical thinking.

Highly interactive classes in small groups ensuring learning is fun and personalized
Live sessions with highly trained and qualified teachers
Life skill subjects like coding, 3d modelling , chess, maths, science, yoga, and art.
Focus on 21st century skills making learning fun , engaging and highly personalized
Using gamification for critical and divergent thinkers

Students from 138 countries | 10 000+ learners | 4.78/5 rating

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MINISTRY OF FOREIGN AFFAIRS

eKool

School management solution

We are looking for
• Strategic partnership
• Licencing
• Schools and teachers

Target markets
• Estonia
• Japan
• Germany
• Africa

Achievements
• Saves up to 50% of a teacher's time spent on administrative tasks
• Reduces skipping and increases learning results
• Notable parental involvement and instant reaction - 6 visits in a week on average
• School dropout reduced by 80% in 10 years

Want to know more?
ekool.eu
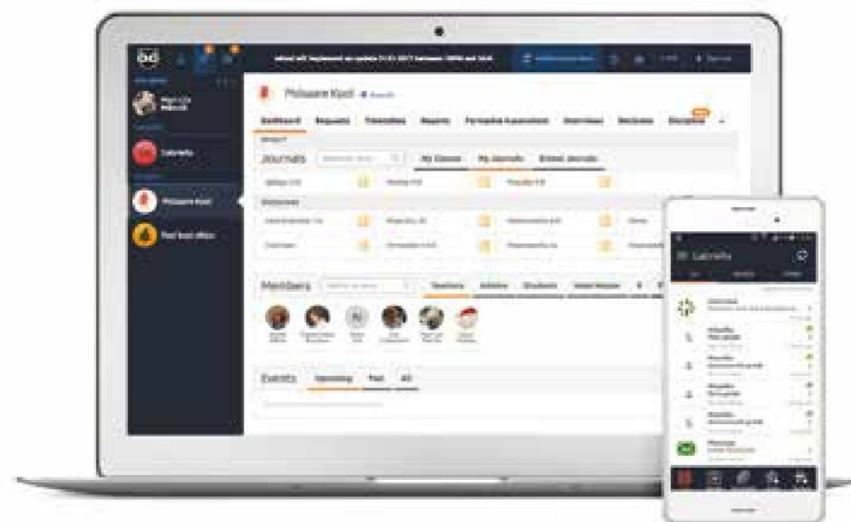hello@ekool.eu

OVERVIEW

eKool

eKool is a school management tool bringing together students and their families, schools and supervisory bodies. It all began in 2002 as a project financed by private and public sector to develop the first eKool system based on the needs of four schools. Schools in Estonia use it on a daily basis for communication between the school, home and government.

eKool is an easily accessible web-based school management system that has made traditional paper format class diaries obsolete in Estonia. It supports students in their learning process, parents are aware of their children's progress in school, teachers have less administrative work and authorities have a good overview of what is going on in schools under their management. Whether the user is a headmaster, teacher, parent or a student, he or she can log in with their personal computer or mobile phone and see the necessary information.
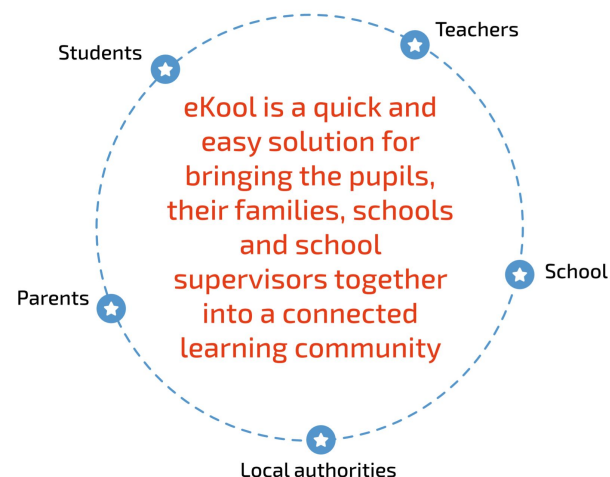
eKool supports a student during the entire school journey – from parents submitting a child's application to a school; having an overview of grades, home assignments, study materials, lesson descriptions, absences during school time until graduation and final grades.
eKool is a module-based school management platform that can be easily launched in different markets and language environments. eKool is a member of a group of companies with about 2 million clients in five countries.

Students

Teachers

eKool is a quick and easy solution for bringing the pupils, their families, schools and school supervisors together into a connected learning community

Parents

School

Local authorities

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ELIIS

Daycare management platform

We are looking for
- Strategic partnership
- Contacts with kindergartens
- Contacts with local governments

Target markets
- Europe
- Middle East
- Asia
- Africa

Want to know more?
eliis.eu
info@eliis.ee
+372 5666 8389

OVERVIEW

ELIIS is a platform for preschools, daycares, kindergartens and nurseries helping teachers and parents to enhance preschool operations, child development and communication. ELIIS was founded by five education and technology enthusiasts with the goal to improve the quality of early childhood education. Since launching, more than 600 early childhood institutions in have joined ELIIS.

ELIIS includes numerous functions for teachers, parents, daycare management and local government. Our solution is available for all devices using a web browser or mobile application which makes it easy for parents to send and receive notifications. ELIIS is intuitive, even for those unfamiliar with technology. Platform is transparent, auditable and fully protected against non-authorized users.

Feedback has been very positive: kindergarten teachers have been freed from filing large quantities of paperwork, especially reports, and can dedicate more time to children. Parents are happy because of the fast, easily-accessible feedback about their children and their daily activities in preschool or kindergarten. Mutual communication has become more convenient, accurate and timely.

Statistics show that more than 20 000 teachers are using ELIIS every day and ELIIS saves more than 30 minutes of teachers time per day.

Over 80% of Estonian kindergartens are using ELIIS every day.

More than 250 000 children have been added to ELIIS. 100 000+ parents are using Eliis via mobile application and web browser. More than 100TB of photos has been uploaded to ELIIS. Over 100 million notifications has been sent via ELIIS.

98.4% of teachers said that ELIIS saves them time.
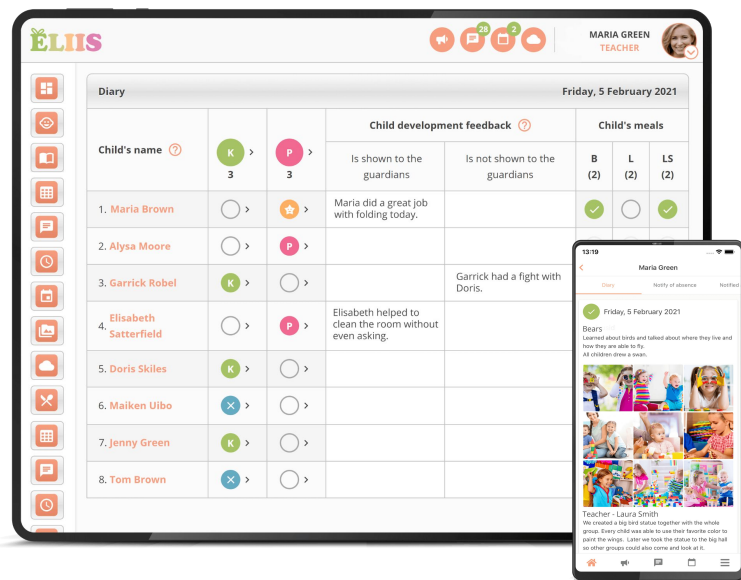
ELIIS is free for parents and teachers! Try ELIIS free of charge, up to 6 months.

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EVENTORNADO

The all-in-one toolkit to organize your Hackathon

We are looking for
• Partnerships
• Event organizers

Target markets
• Global

Achievements
20,000 people across 150 hackathons have already used Eventornado to generate 2,000 ideas.

Want to know more?
eventornado.com

OVERVIEW

eventornado

The easiest way to organise an online hackathon from anywhere. Our team will show you how you could be using eventornado for your hackathon.

Best way to organise a Hackathon
No stress. No managing between different tools. Run your event smoothly with the all-in-one platform and provide a fantastic experience for your participants and partners.

It's really all-in-one!
You get everything you need to manage your hackathon inside 1 simple to use tool. Without juggling between using spreadsheets, chat tools, emails and having to try to get all the team on the same page while looking for the latest version of the sheet

✓ Manage 10 or 10, 000 participants

✓ Take the event through the different stages

✓ Manage ideas and teams

Easy for you and your guests
Create the event page, add members, gather ideas, organise teams all from within Eventornado. Let the teams discuss and organise themselves in their own dedicated space. Then gather the votes and declare the winners.

✓ No need to install the software, use only your browser

✓ Smooth and clear flow of creating and managing the event

Get started organizing amazing Hackathon
Our team will help you get started and will set up the initial environment for you. We can also partner you with a recommended event organisers who are experts at running hackathons using Eventornado
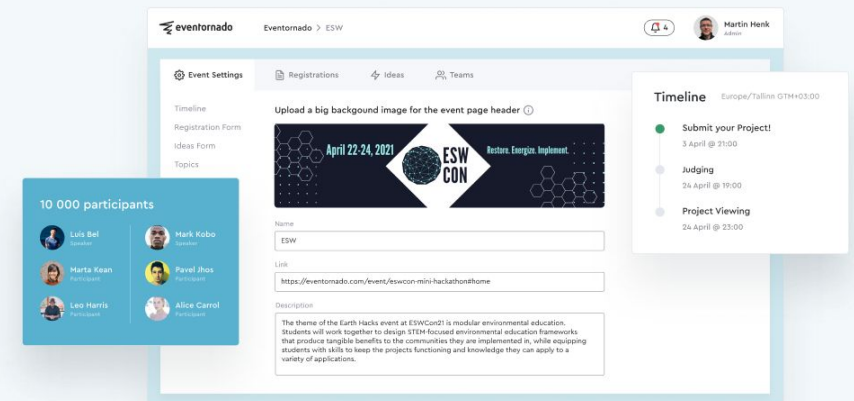
All the features to run a successful hackathon at your fingertips

Eventornado is so easy to use! We had over 1,000 people for our online innovation challenge and the event felt smooth.
Luke, Creative HQ

We worked with Eventornado on two online hackathons and every time I was amazed with the speed to set up the event and the support the team gave us.
Zane, Startup Wise Guys

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FUTUCLASS

Science education in VR. Developed together with schools for schools.

We are looking for
• Innovative private and public schools interested in increased student engagement
• Innovative science teachers contacts
• Partnerships with resellers

Target markets
• Europe
• North America
• Innovative private schools world-wide

Education level
Secondary education (grades 6-12)

Want to know more?
futuclass.com
info@futuclass.com
sales@futuclass.com

OVERVIEW

Futuclass is an educational platform with gamified lessons for upper middle school chemistry and physics topics. Co-created with leading natural science teachers and schools, Futuclass VR lessons are highly effective and deliver ~ 60% avg improvement in results over traditional methods.

Futuclass for Schools
Teachers use Futuclass VR lessons for science classes across the world. Teachers can track students progress on an easy-to-use web page and see their VR lesson results.

Best way to learn chemistry
Students report super high engagement rates (especially the rowdy ones) while achieving much better test results after 30-60 minute play sessions.
~60% avg improvement in test scores.

Easy-to-follow lesson plans
Each VR lesson comes with a lesson plan assembled by experts (including reflection topics, online tests and teachers notes).
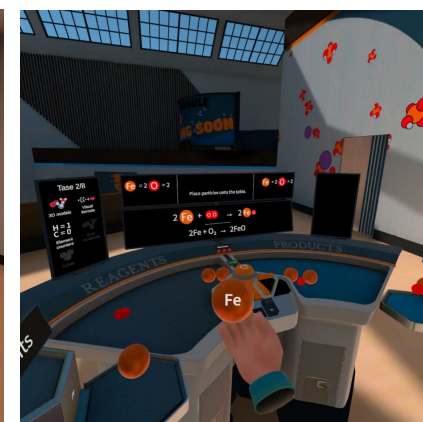
Easy setup like any VR app
Futuclass is easily accessible though major VR platforms like Oculus or Steam. License is required to access all content.

Science Education in Virtual Reality

Futuclass was developed in collaboration between schools, science teachers, educational designers and game designers. Every Futuclass VR lesson is designed to fit the curriculum. The development process of VR lessons involved many iterations based on the feedback that was gathered from usability tests with hundreds of students in public schools. Teachers and educational designers have given feedback at every step of development, providing ever more learning value and leading to higher educational results.

Futuclass provides exactly the kind of VR content— memorable, challenging, and fun puzzles— that students need to engage with and truly learn complex subjects like physics.
Joh Orengo, former teacher and XR Nation Ambassador

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MINISTRY OF FOREIGN AFFAIRS

HELGE

Helge helps youngsters understand themselves

We are looking for
- Contacts in schools
- Strategic partners

Want to know more?
https://helge.app
Get in touch:
Kersti Peenema
kersti@helge.app

OVERVIEW

Helge **Helge helps young people track their thoughts and feelings to understand themselves better.**

Helge has a toolset that helps youngsters and adolescents become better self-aware by providing them information about their mental health situation and guidance.

We serve 13-19 year old students a regular quiz that measures their subjective mental well-being and provides with suggestions.

Youngsters will understand themselves better and if needed, we help them approach teachers, school psychologists, or parents.

Helge helps a young person

Youngsters
Become better aware about their well-being

Schools
Become better aware about the dynamics in their classrooms

Parents
Understand better well-being of their children

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DILESY

Enjoy playful learning

We make books and games for home, pre-school and school.

Looking for:
- Strategic partners in publishing, education and/or retail industries.
- Contacts with pre-schools, elementary schools and local governements

Target markets:
- Baltics
- Europe
- Central Asia

DILESY books and games with Smart Learning Pen are used by thousands of teachers and parents across Estonia and Latvia.

Want to know more?
info@jutupliiats.ee
info@dilesy.com
jutupliiats.ee

Digital Learning Systems Ltd

OVERVIEW

Screen-free and interactive - yes, it's possible!
Explore, learn and create through play with Smart Learning Pen.

Interactive learning system for home and school

HOW IT WORKS?
- A pen-like digital device to be used with special printed books and games.
- Touch the paper and the pen will talk – the words and pictures become alive.
- One pen works with all our books and games.
- Our library keeps growing.

WHAT IT DOES?
- Covers literacy, languages, basic math, nature, music, etc.
- Develops creativity, memory, and learning skills.
- Adaptive learning pace, immediate feedback.
- For individual and group use.

" This kind of learning is a very cool idea. A great combination of the advantages of a book and a digital device, a welcome alternative to electronic screen."
Regina, mother of a 3 year old and kindergarten teacher

Available: Russian, Estonian and Latvian.
Coming soon: English
Easily translatable and adaptable.

education estonia

EDTECH ESTONIA

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

LINGVIST

Learn new languages smarter and faster

We are looking for
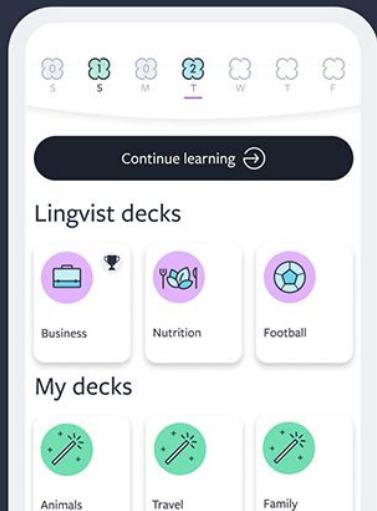- Language learners
- Partnerships
- Schools

Target markets
- Global

Milestones
- 6M+ application downloads
- 8.25M new words learned monthly
- 104 nationalities learning with Lingvist

Want to know more?
lingvist.com
hello@lingvist.io

OVERVIEW

Lingvist is built by top scientists, engineers, and language experts, combining the latest research in machine learning with personalized language courses. To support users from all over the world, Lingvist is available in 13 languages: American and British English, French, German, Spanish, Russian, European and Brazilian Portuguese, Estonian, Traditional and Simplified Chinese, Japanese, and Hindi.

Learn a new language faster
With Lingvist's scientific approach and advanced technology, you can learn up to 10x faster.*
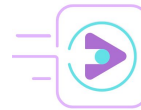
Learn real-life vocabulary
Start by learning the most common words that cover 80% of everyday scenarios.

Speak with confidence
By learning new vocabulary in real-life context, you'll acquire the syntax and grammar on the go.

Speak with confidence
Track your progress from Beginner to Advanced level and see how many new words you have learned.

In just 20 minutes, our best users learn 30 words per day. They learn 4000 word families (B2 level) in 4 months, which takes an average of 4 years in language schools.

Desktop and mobile learning
Use on the desktop at home or study with the app on the go. All you need to improve your language skills is five minutes.

Reach the next level of language learning

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EDTECH ESTONIA

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MINISTRY OF FOREIGN AFFAIRS

LOQUIZ

Create. Play. Grow.

We are looking for
• Contacts to educational technology clusters
• Contacts to School Sport Federations - Associations

Target markets
• Europe

Achievements / Milestones
• Partner of Sportsday for 3 years and over 4500 students playing at once.
• Partner of Estonian School Sport Union
• Tele 2 event "ZZ Championship" in Latvia with 180 outdoor games and 4500 students playing

Want to know more?
www.loquiz.com
eric@loquiz.com

OVERVIEW

LoQuiz

Our mission is to help children become more active and add an element of fun to learning. Every teacher can gamify their subject with Loquiz and turn it into a game. Loquiz is also a great tool to take classes outside and help pupils be more physically active.

Loquiz platform allows turning educational content into a physically active game. According to teachers using Loquiz, game based learning is the best way to truly engage pupils as well crafted games provide the necessary challenge to hold attention, physical activity to induce endorphins and increased creativity, and at the same time effectively fulfil the desired learning goals.

Loquiz brings an innovative gamification platform for school teachers to provide pupils with more engaging learning experience regardless of the study discipline. Loquiz focuses on gamifying study content in a way that makes pupils more active physically- indoor and outdoor. With Loquiz teachers connect logic exercises, abstract questions, orienteering with GPS, creativity exercises like photo hunting, with physical movement to achieve learning goals.

Loquiz is a partner of Estonian School Sport Union

Loquiz was founded in 2010 and since is used in more than 35 countries by schools, event companies, outdoor activity providers, team building trainers. Games created with the platform have been proven to engage, entertain and educate people from school children to executives of world leading corporations.

Over 200 000 players yearly experience games created with Loquiz

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MENTORNAUT

Mentornaut is a platform that connects students with tutors

We are looking for

• Partnerships
• Tutors
• Students

Target markets

• Europe

Want to know more?

mentornaut.com

info@mentornaut.com

OVERVIEW

mentornaut

We know that education is not "one size fits all" and therefore our goal is to provide personalised learning for students at the local level. Through that we can support each and every student in reaching their maximum academic potential. Great students also need great teachers, which is why we put a lot of effort into finding the best tutors, who know how to bring out the best in students and help them learn in a safe and creative environment. Mentornaut is our way of making the world a better place and we would love for you to join us.

Set your own schedule

As a tutor at Mentornaut you can make your own schedule. Do it as a side business or make it a full-time job.

Make the world a better place

Becoming a tutor is a great opportunity to help build a better world.

Tutor wherever you are

Lessons can take place face to face or virtually, making it possible to tutor regardless of where you are.

Earn extra money

You set the price of your lessons and we add our fee.

No need to worry about payments

We handle the payments so you get paid after every lesson. No need to hassle with bookkeeping and reminders - all you have to do is tutor.

Share your knowledge

No need for prior experience, just considerable subject matter knowledge.

How to become a Tutor?

1. Register as a tutor

2. Create your tutor profile and set the price of your lessons

3. Schedule your available times

4. Wait for a student to book a lesson with you

5. Start tutoring

education estonia

EDTECH ESTONIA

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MINISTRY OF FOREIGN AFFAIRS

MOBI LAB

Augmented reality solutions to assist in teaching and learning complex subjects

We are looking for

- Teaching and learning solutions providers
- Educational companies and publishers
- Kindergartens, schools, museums and science centres

Target markets

- Europe
- Middle East

Achievements

- Golden Egg 2021 design award winner
- ADC*E 2019 design award winner
- Google Certified Agency 2018

Want to know more?

https://lab.mobi
https://youtu.be/YQWgzkLNGGM

OVERVIEW

mobilab.

We focus on digital products design and development for augmented reality and mobile.
Our mission is to make technology easy to use by people on mobile devices.

With **Mobi Lab's augmented reality solutions** developing better digital products for teaching and learning becomes easier and cheaper. Educational companies and publishers can **quickly integrate the solution into their existing systems** and access all the benefits offered by augmented reality technology.

Key features

- Web UI for uploading the assets (3D models, 3D animations, audio and metadata)
- Mobile UI for creating scenes (combinations of assets) and placing (anchoring) them into indoor or outdoor environments
- Mobile UI for discovering and interacting with the scenes
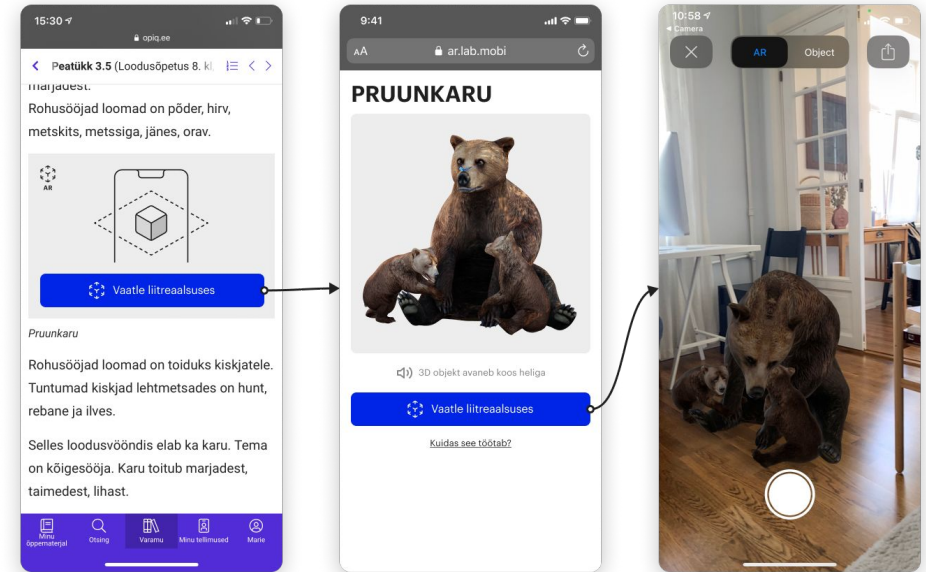
We may learn best through real-life experiences, but when that is hard to achieve in a classroom or at home, augmented reality is an awesome alternative that makes kids excited to learn. The variety of such solutions is unlimited – similar learning tools can be used by different age groups for different purposes in different settings.

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EDTECH ESTONIA

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MINISTRY OF FOREIGN AFFAIRS

OVERVIEW

☺ multikey

Social network, language learning marketplace, teacher-student education platform, all in one.

We are looking for
• Investors
• Contacts in schools
• Contacts in local governments

Target markets
• Europe
• North America
• Asia

Want to know more?
multikey.app
hello@multikey.app
+372 56658222

click for interactive prototype

Multikey
Next generation language practice network and marketplace. We already launched an app which guarantees maximum success in language learning. Multikey beats competitors by creating new algorithms and social mechanisms - involving people that previously were not part of the market, utilizing previously unseen potential - making language learning a natural part of daily life.
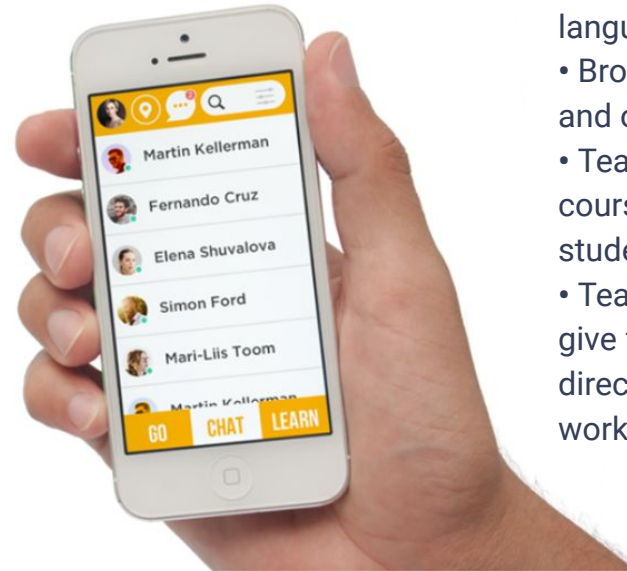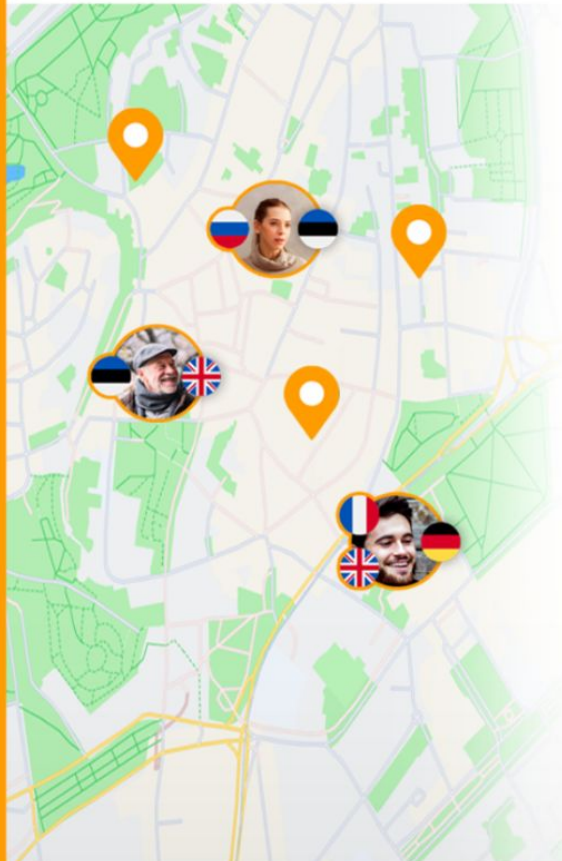
Key features:
• Find people nearby for language practice
• Chat with them offline or online
• Filter for languages you want
• See venues that welcome language practitioners
• Browse a catalogue of offline and online language courses
• Teachers can create structured courses on the platform for students to take
• Teachers can grade homework, give feedback, chat with students directly and earn money with their work

Martin Kellerman
Fernando Cruz
Elena Shuvalova
Simon Ford
Mari-Liis Toom
Martin Kellerman

GO   CHAT   LEARN

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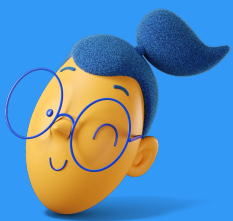
OPIQ

Digital Textbook Standard

We are looking for

- Educational publishers
- Third-party integrations
- Consultancy partners

Target markets

- Europe
- Middle East
- Africa
- Asia

Star Cloud LLC is the developer of Opiq software & services suite since 2014. Currently operating in Estonia, Finland, Kazakhstan, Kenya & Uganda.

Want to know more?

Visit www.starcloud.ee
E-mail info@starcloud.ee
Watch explainer video

OVERVIEW

opiq

Opiq offers a wholesome approach to digital learning—digitized curriculum, improved access to high-quality education & data-driven decision making. We collaborate with the leading educational publishers and public sector institutions & process user data in compliance with GDPR and protect publisher's IP.

Publishers & Content Creators

Opiq CMS for publishers combines traditional word processing and design software in a web-based, secure cloud environment. We offer publishers account and access management, content repositories, branding tools & more. Opiq Study Kit Format works on any device and has a rich assortment of content and exercise types.

Role-based Learning Environment

Opiq has dedicated roles for teachers, pupils, parents, school administrators, private users, editors & system admins.

Teachers create courses, assign tasks and set bookmarks, manage classroom and homework, add their own learning content to chapters and create exercises.

Pupils have personalised and relevant courses, highlighted tasks and chapters and can access any content by search and related content.
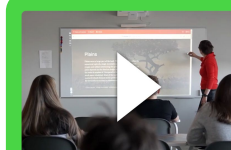
Proven Through COVID-19

Opiq was already widely used in schools when the global pandemic struck. We helped the education system to succeed during the difficult times.

Data-Driven Decision Making

Opiq collects usage data and provides highly structured analytics to different stakeholders to improve the content, user experience and insights to learning processes.

Opiq Software & Services Suite

Opiq (DLE & Library)	Opiq CMS	Opiq Data Dashboard
Opiq is a digital learning environment where the study kits from the library become accessible and personal.	Opiq CMS is a publisher's workspace for creating cutting edge learning materials, study kits.	A data analytics tool for all stakeholders – publishers, schools, educational leadership and policy makers.
Study Kit Format	**APIs & Third-party Integrations**	**Digital Transformation**
The study kit bundles together a pedagogically essential textbook format and the new opportunities of ICT. It is a highly structured, responsive, HTML5 content format.	Opiq integrates to the digital ecosystem. Examples include eKool, Stuudium, MPASSid, Mobi Lab, ReadSpeaker, Elasticsearch etc.	We can digitize your content, create strategies and business models, localizing Opiq to fit your market needs and school your employees to master Opiq.

Watch explainer video

education estonia

EDTECH ESTONIA

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

PRAKTIKAL

Praktikal is building an ecosystem of tools so teachers can focus on teaching.

We are looking for

• Contacts with educational institutions

• Contacts with local governments

• Strategic partnerships

Target markets

• Estonia

• Europe

Achievements / Milestones

2021: Testing the MVP with 30 teachers in Estonia

2022: Entering 3 new markets and testing with 500 teachers.

2023: Opening a marketplace for TLS for use with Praktikal

Want to know more?

praktikal.ee/eng

info@praktikal.ee

OVERVIEW

PRAKTIKAL

Natural sciences and maths lessons are not fun and inspiring. Teachers are not comfortable with science and struggle to prepare effective but still engaging lessons. Students don't enjoy science lessons and aren't able to use science to solve real-life problems. Schools lack the required materials for practical activities.

Natural sciences are the only subjects that are mostly the same around the globe. So the problems are ubiquitous: there are not enough science teachers and existing resources are outdated and expensive. There are around 70M students in 54000 schools in Europe alone and most schools don't have the resources to provide practical learning opportunities.

Praktikal is working to solve these problems. We are developing practical teaching-learning sequences based on hands-on activities to help teachers provide effective and engaging lessons. Our experiment kits will cost the school the same as printed textbooks and workbooks do today.

Teaching-learning sequences (TLS) that are practical, project-based and adaptable are at the core of Praktikal. Our TLS are created, managed, shared and used in a single web-solution. We provide schools with project kits and materials which are affordable, reusable and multifunctional.

Practical software binds all of Praktikal's elements together. Our TLS's consist of reusable learning objects that teachers can use, edit or create by themselves. The software can do everything from the essentials like slides to complicated solutions like tests and teachers can exchange their materials in a marketplace.

🗨 The world is facing a critical shortage of STEM teachers.

Benefits

Praktikal is designed and built from the perspective of the teacher. There are too many natural sciences teachers who are in that role not by choice but need. Praktikal provides the teachers with needed knowledge and resources so that the teacher can focus on teaching and learn together with the students.

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SCHOOLABY

AI Powered
Learning Management
System

We are looking for

• Governmental institutions
• Local municipalities
• School Information Systems
• Study apps and digital publishers

Target region

• Europe
• Middle East
• Africa

Digital Learning 2.0

• Open market for materials and apps
• Efficiency from learning analytics
• All at one platform and secure system
• Personal dashboards and recognition

Want to know more?
schoolaby.com
info@schoolaby.com

OVERVIEW

Let's get to school in 30 seconds and bring education to the next level. Together.

Schoolaby is a AI powered Learning Management System for online and offline education to manage learning process and content.

Science meets technology.
We teamed up with scientists, teachers and educational technologists and built a study platform, where everything you need to provide education is available in one place and it takes less than 30 seconds to attend school.

Less reporting, clearer results.
Schoolaby provides school administrators with a clear insight into the progress of teaching and learning by each individual student, class, study level and subject. Visualized reports are generated automatically and study programmes are in sync with real life.

All data conveniently together in one place.
No more adventures between various environments, because they are already available in Schoolaby. No more new passwords now and again, only one log in needed. Rubric assessment availability allows the use of grading models as needed. Automatic study results from external apps come together to one central view.

The best materials save time.
AI powered personal approach and digital teaching materials can be brought together in one place for teachers and students that allows them to achieve world class study results without much effort. When looking into the Schoolaby platform, you find personalized study journeys, visualized analytics, a gateway to external teaching materials and more. An AI powered customized study journey can be created, using any external study materials - upload your own or link already existing world top ranked materials from other study environments.

PISA #1 know-how
Schoolaby comes from Estonia, a OECD country ranked 1 in
reading and Science by PISA 2018. We have joined the pedagogical approach used in Estonia and best practices of learning management software (LMS) through decades and spiced it up with fresh architecture and modern approach.

Country specifics taken into account
We know how different every country is and you all have challenges   and
ways of conducting study. Schoolaby allows you to export study results and all other vital data to grades depository as it is used in your country. Our 120 developers and over 20 years of experience in software development are there to turn your dreams into solutions.

app.schoolaby.com

education estonia

EDTECH ESTONIA

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

SPEAKLY

The fastest way to learn a language

We are looking for
• Partnerships
• Language learners

Want to know more?
speakly.me
hello@speakly.me

OVERVIEW

SPEAKLY

Speakly imitates the way we learn languages as children: naturally and holistically. We focus on learning words in their context, whole sentences, and statistically relevant study content. We offer courses in English, Spanish, French, German, Italian, Russian, and Estonian. We also offer additional courses tailored to getting by on your travels or speaking a language in a business setting.

The science
Speakly is committed to advancing the field of language learning by using complex scientific approaches and providing validated research to make learning a language simple for everybody.

Experience real-life situations
Speakly gives you the opportunity to practice real-life situations right on your phone or computer. This will give you confidence when speaking a foreign language in your everyday life.

Adjusts to your learning speed
Speakly uses spaced repetition to push newly learned information into your long-term memory in the most efficient possible way. This way, you're sure that you'll remember everything you've learned.

Saves time
We cherish your time. With Speakly, you will attain confident speaking skills in a mere 100 hours of study. In traditional language courses, it would take years. Speakly gives you full control over where, when, and for how long you study.

Saves money
Speakly is at least 10x more affordable than any language class. For the cost of just one tutoring session, you will receive several months of studies with Speakly. Then, why not reward yourself with a culture trip with the money you'll save?

You can use Speakly on your computer AND your smartphone — no need to choose. You can now learn conveniently throughout the day.

Speakly has many advantages compared to traditional language learning. I like the flexibility, individual approach and the fact that I'm learning really useful words. I also like the fact that there are many different exercises and detailed information about grammar.
Katrin Kask, learns English
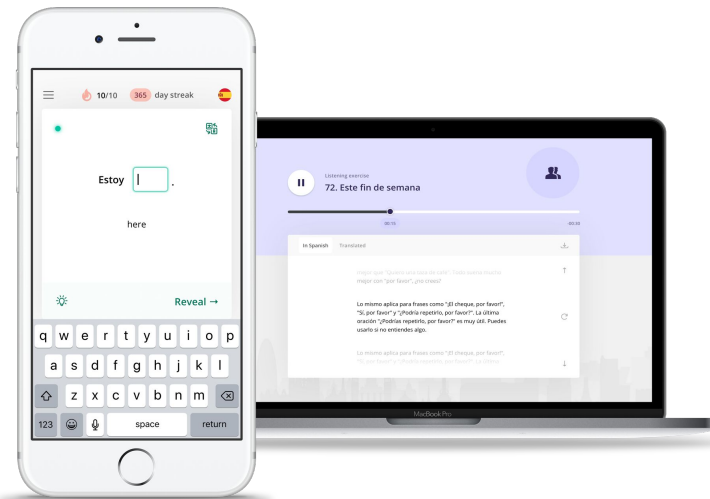
education estonia

EDTECH ESTONIA

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MINISTRY OF FOREIGN AFFAIRS

SpeakTX

Interactive Exercises for Speech Therapy

We are looking for

Contacts with educational institutions
Contacts with local governments
Strategic partnerships

Target markets

Europe, America, Asia, Africa

Milestones

2021: Entering 5 new markets.
2022: Video consultations, new user management system.
2023: Android and iOS developments.
2024: Large-scale commercialisation, integration with local systems.

Want to know more?

Speaktx.com | Kõneravi.ee
info@koneravi.ee

SPEAKTX.COM

OVERVIEW

SpeakTX (in Estonia: Kõneravi.ee) is an online platform with exercises for anyone seeking to improve their speech. The exercises have been designed by experienced speech and language therapists for both children and adults. Exercises can be done either in collaboration with a specialist (a speech and language therapist or a teacher) or independently, together with parents.

For Children

SpeakTX contains **more than 150 exercises**, which are made up of several thousand individual tasks and most of which are designed for children. The exercises are **interactive**, contain lots of sounds and images, and are **visually and functionally diverse**, making the therapy experience interesting and engaging. SpeakTX provides **great flexibility** as the exercises can be done in the chosen place at the chosen time.

For Specialists

SpeakTX enables a specialist to create a **personalised exercise plan** for each child to help them reach their individual therapeutic goals. After the completion of an exercise, results are shown that help them monitor progress and identify areas of improvement. The specialists can also **create their own exercises**, using various templates, and even modify the existing exercises to suit their needs.

SpeakTX is currently being used in more than 400 kindergartens, schools and hospitals in Estonia.

Benefits

Specialists have praised the following benefits of SpeakTX:
- The digital and interactive exercises of SpeakTX are **much more attractive for children** than traditional speech and language therapy exercises.
- SpeakTX exercises are done significantly more often. The number of repetitions increases and **skills attach faster**. This helps **reduce the total length of therapy**.
- SpeakTX provides an opportunity to **engage more children**.
- SpeakTX helps **save costs for everyone**.

SpeakTX contains a wide range of digital exercises, which children can do safely at a distance while still being under the supervision of the specialist. Thus, it has become an invaluable tool for many educational institutions in the COVID era.

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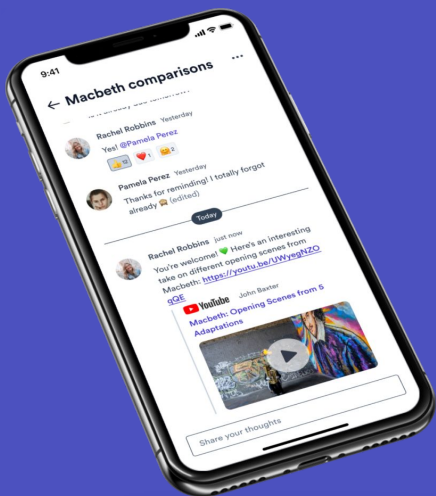MINISTRY OF FOREIGN AFFAIRS

TAUT

Create engaging classroom experiences that are focused on outcomes

We are looking for
• Contacts in schools
• Partnerships
• Contacts in governments

Target markets
• Europe

Want to know more?
tautapp.co
contact@tautapp.co

OVERVIEW

taut

Taut combines all of the essential tools for modern classrooms — communication, whiteboard, assignments, materials, school radio, and much more. It means less time spent struggling with learning and setting up different apps, and more time for teaching and learning.

Classroom discussions
Structure your community and classroom talks in topics and send private messages. Private messages can be controlled by school admin.

Manage assignments
Create, assign, and give feedback to different kinds of student work — text, video, photo, whiteboard drawing, and more.

Live classes with whiteboard
Start live classes, create breakout rooms, and use Taut whiteboard when explaining concepts. It's perfect for remote and hybrid learning.

Give voice to your community
Start an audio conference with parents or colleagues, participate in classroom audio chats and discussions, or let students run school radio.

Storage study materials
Upload or create study materials or other documents for students, teachers, and parents. Then, make them private or share them with the whole Taut community.

In-person learning tools
Use Taut teacher tools to engage and work with students inside the classroom. Whiteboard, timer, random student selector, video streaming, QR-reader, and much more is available to use for every teacher.

Built for education
Making remote, hybrid, and in classroom communication easier for educators is in the core of what we do. Taut gives all the necessary features for teachers and schools to prepare their students for college and and workspace leadership.

Give your students a voice
Students are engaged when they learn together and can voice their opinions. Taut empowers you to help them share ideas, start discussions in classrooms or on the school radio, and experience a digital classroom environment in a beautiful, easy-to-use application.

education estonia

EDTECH ESTONIA

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TRIUMF HEALTH

Placing children in the center of their health and wellbeing

We are looking for

- Strategic partnerships
- Contacts with government officials at all levels
- Contacts with public/private schools
- Non-dilutive funding

Target markets

- Europe with worldwide potential

Achievements

- **2018:** The best impactful enterprise in Estonia & the best company in the wellbeing sector in Finland. Launching Triumf Hero and conducting our first clinical study
- **2019:** Top 2 European health technology startup & Top 20 most promising European startup. Conducting multi-national clinical studies.
- **2020:** Appearing on NY Times Square based on our achievements. Expanding the platform, launching Triumfland Saga.
- **2021**: The best startup in the health field in Scandinavia. Paying global customers beyond research collaboration.

Want to know more?

Founder and CEO Dr. Kadri Haljas
kadri@triumf.health
https://.triumf.health/

OVERVIEW

Triumf Health has developed an evidence-based digital therapeutics platform for children to deliver personalized psychological support through a game environment. We have started from chronic illnesses and the mental burden related to disease management but have significantly expanded the platform in response to the coronavirus pandemic. Now, the mobile platform is also supporting children without health issues who are experiencing environmental stress (currently due to the coronavirus crisis).

Award-winning mobile health platform engages

children through a fun storyline of saving the Triumfland city from the Disease Monster. Through interactive daily tasks and missions, **children aged 7-14** are learning about health and wellbeing, which is necessary to induce positive behavioral change.

Based on the **research findings**, our mobile health platform can improve children's mental well-being and quality of life while boosting their engagement.

The platform is divided into two products: therapeutic **Triumf Hero** for children with health issues & educational **Triumfland Saga** for all children in the middle childhood age group.
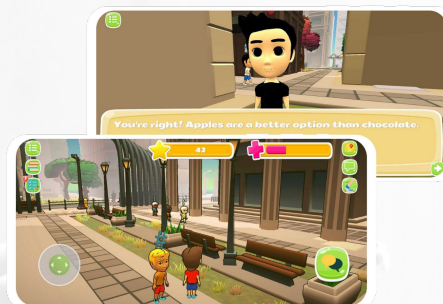
Triumfland Saga offers knowledge, skills and support

In our **educational health game**, we offer children knowledge on their health and wellbeing in an age-appropriate way. Pupils can learn all about healthy eating and physical activity, but also how to cope with stress and regulate emotions.

Children apply the new knowledge in the interactive and fun gameplay through **activity-based learning**. By helping the citizens of Triumfland, they apply problem-solving skills, identify emotions, and help other children live healthily.

The personalized game supports children's mental health and offers external support to induce internal motivation. Psychological support is provided based on the strengths and difficulties of the child.

Available in various languages*

*Localization and adaptation to any language takes ~2 months

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TUTOR.ID

Tutoring 3.0: AI matching of tutors and students with a learning management system

We are looking for
• Strategic partnership
• Government contacts
• Contacts in Universities

Target markets
• Middle East
• South America
• Asia
• Africa

Education level
K-12, Academic, languages, lifelong learning, soft skills (informal education)

Want to know more?
https://tutor.id
karen@tutor.id

OVERVIEW

Tutor.id is a growing online teaching platform that matches students with private tutors using AI. Tutor.id is more than a marketplace. We also provide tutors with advanced management tools (on a freemium subscription model) to help automate their business and teaching operations so they can focus on their students, the quality of their teaching, and their own professional development.

Tutoring 3.0: Designed with tutors and students' needs in mind

Tutor.id is the only online tutoring marketplace that uses AI to match tutors and students and is also a "one-stop-shop" of business and operations management tools, including: advanced calendar and scheduling, full payment, personal marketing,lessons, materials, and student acquisition. Our freemium subscription model allow us to retain competitive commission fees from marketplace purchases.
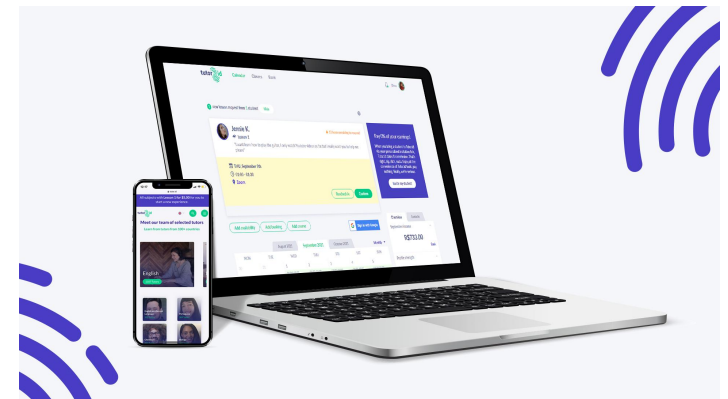
Tutor.id has 5,985 tutors from across 113 countries including those from Harvard, NYU & MIT with a 98% student satisfaction

Market Entry

We are marketing primarily to established online and offline tutors to join Tutor.id and (optionally) purchase a subscription plan. We will also incentivize these tutors to invite and manage their own current students. Our data shows that 1 experienced and established tutor invites, on average, 10-25 students. In this way, we will build a strong supply of qualified and experienced tutors for our marketplace as well as initial student demand.

We are not only a school subject platform

The platform has nearly 400 Tutor.id team-approved subjects ranging from school subjects of various national curriculums to soft skills or unusual subjects as Canine Behavior, Neurocognitive Development and Podcasting for Beginners. While registering on Tutor.id platform is free, the over 2,500 registered students on the platform only pay for purchased lessons. Tutor.id keeps a 15% fee per lessons or package of lessons booked. It offers tutors a $10 monthly Lite Plan or $40 Premium Plan subscriptions.

education estonia

EDTECH ESTONIA

REPUBLIC OF ESTONIA
MINISTRY OF FOREIGN AFFAIRS

VIVITA

Creativity Accelerator for Kids and Youths

Let's collaborate

If you want to support us with equipment or materials, you have an awesome idea you want to carry out together with children in our studio or if you wish to collaborate on any other cool project, contact us!

Possibilities

VIVITA engages children in different real-life projects and is very happy to collaborate with companies who wish to contribute in the children's success. If there is no precise idea we can come up to a solution together.

Target markets

• Global markets

Achievements

• Studios in 6 countries: Japan, Estonia, Singapore, Lithuania, Philippines, New Zealand

Want to know more?
vivita.co

OVERVIEW

VIVITA has no teachers and no formal curriculum. The activities are driven by children themselves, and adults play a supportive and inspiring role in this journey. We believe this will increase their confidence and help them grow into talented, smart and responsible world-changers.

Creative learning environments for all the children

VIVITA provides a creative learning space called VIVISTOP, equipped with modern creative tools such as 3D printers and inspirational creative stuffs such as recycled materials. We give all the children free access to that creative learning environment, regardless of economic, social, or regional constraints.

21st-century creative toolset and platform for children

VIVITA builds open software and hardware ecosystem to enhance children's creativity. We develop modularized, scalable, easy-to-use software and hardware toolset called VIVIWARE for rapid prototyping with less programming, and provide unified open data platform called VIVITA Account to manage their creative work for further collaborations.

A global community of creative children and supporters

VIVITA is a community that transforms children's inspirations into real skills. We support them to make their idea into reality by taking advantage of our global expert's network. Through those activities, we give children 'sense of no limit' to foster their creativity so that they can grow well as great creators or innovators to change the world better.

VIVITA Vista accelerator programme - From idea to prototype in 10 weeks

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