

NEO

BY CYPHER LEARNING

Product overview

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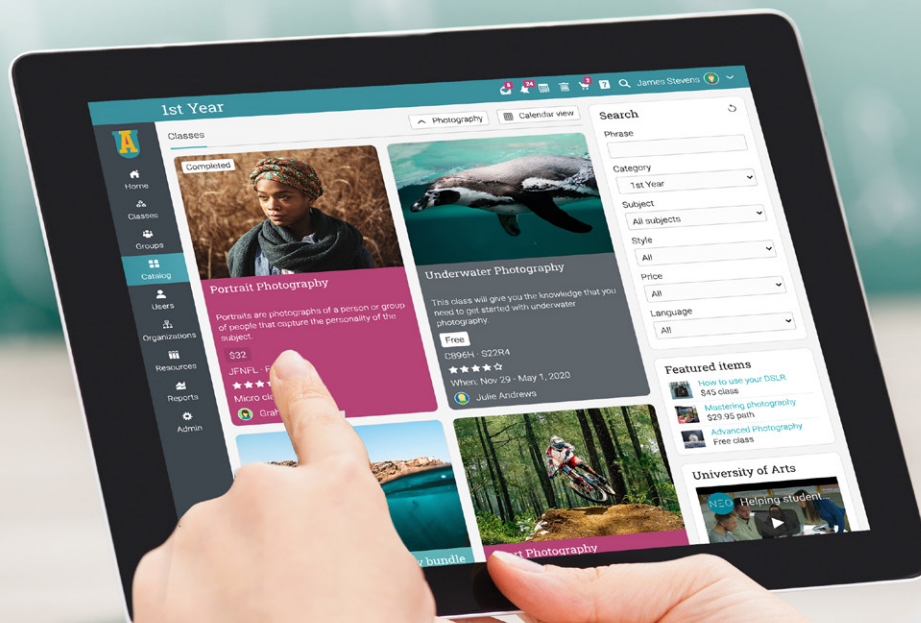
Product overview

Introduction

NEO LMS an intelligent learning platform (ILP) for schools and universities. The platform is known for delivering a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning.

NEO helps schools manage all classroom activities, such as creating and delivering educational content, assessing students, tracking student achievement, and promoting communication and collaboration between students and faculty.

NEO is a product of **CYPHER LEARNING**, a company that transforms education by providing an intelligent learning platform for every learning need, whether teaching students, onboarding employees, or selling online courses. CYPHER LEARNING provides a learning platform for business called **MATRIX** and an LMS for entrepreneurs called **INDIE**. The products of CYPHER LEARNING have millions of users, have won several awards, and provide support for over 50 languages.



Product overview

Awards



CODiE winner

In the category of best ed-tech product that supports remote learning for K-12. NEO is the winner for representing the most innovative and impactful apps and products from software developers, content, media, and related technologies.



Edtech digest

NEO is a finalist in the category "e-learning, blended, flipped solution, or remote solution" in the Tech Awards 2022. The annual program shines a light on cool tools, inspiring leaders, and innovative trendsetters across sectors.



ERA 2022

NEO is a finalist in the ERA awards 2022 in the category "Supplier of the year - £1 to £10 million annual turnover". The ERA awards highlight the quality and diversity of educational products and resources.



Awards of Excellence 2022

Tech&Learning names NEO as one of the Best Back to School tools for 2022, in the category Higher Education. Based on versatility, compatibility, value, and ability to help schools solve challenges and support continuous instruction.



The Teach Company

NEO is a finalist in the Teach Company awards 2022 in the hybrid learning category for helping schools create richer lessons, make the most of their materials, and run processes more smoothly.

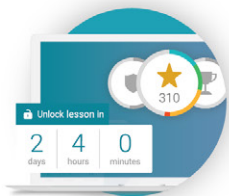


Bett 2022

NEO is a finalist in the Bett awards in the category "Higher Education – Digital Learning Product". The Bett Awards are a celebration of the inspiring creativity and innovation that can be found through technology for education.

Product overview

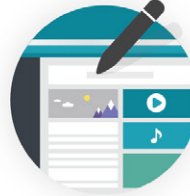
What makes **NEO** the best solution for schools and universities



POWERFUL
FEATURES



EASY
SETUP



EASY
TO USE



REDUCED
COST

Why do teachers think NEO is an essential tool for teaching?

Teachers enjoy using NEO because it makes their lives easier. Educators save time on daily teaching activities when using NEO, by creating engaging classes fast and organizing their materials in a centralized repository.

Why do students love NEO?

Students simply have an enjoyable learning experience with NEO. Points, badges, and leaderboards make learning more fun and engaging, while collaboration tools provide a safe environment for online participation in a class.

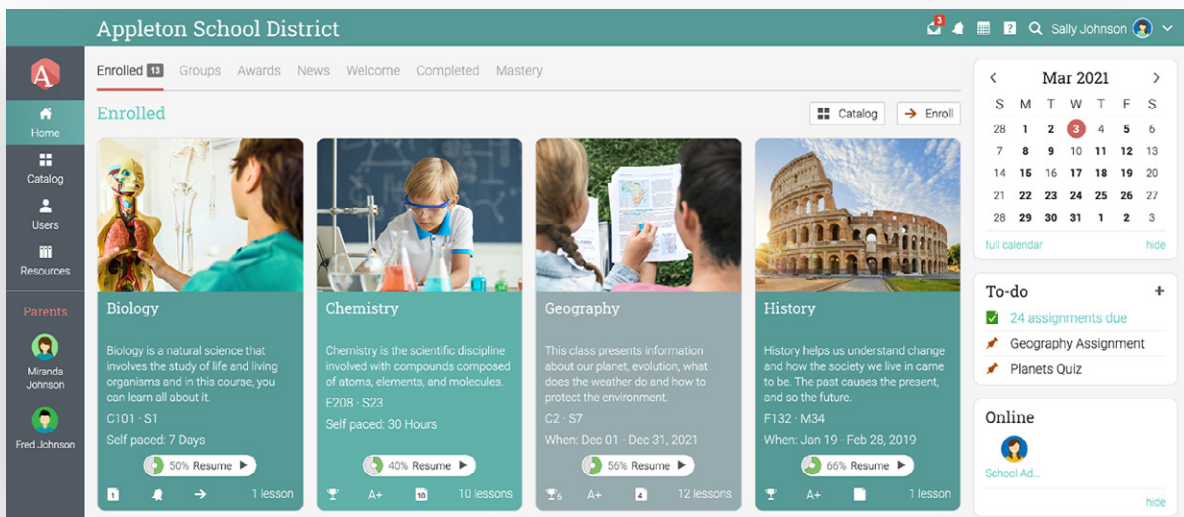
Also, being able to access NEO on any mobile device, makes students more self-directed learners and involved in academic activities even when they are not at school.



Product overview

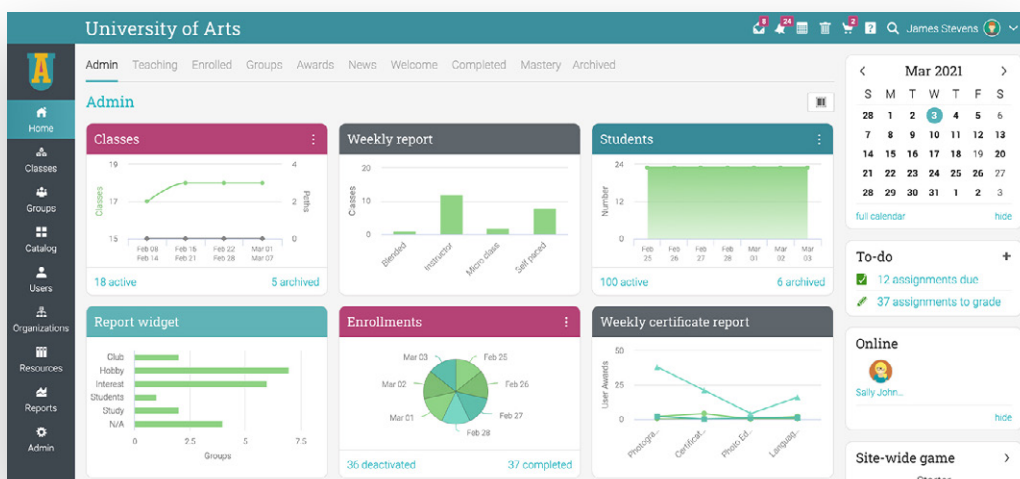
Easy to use

Our platform has an intuitive design that makes class creation easy and learning an enjoyable experience.



Easy to implement

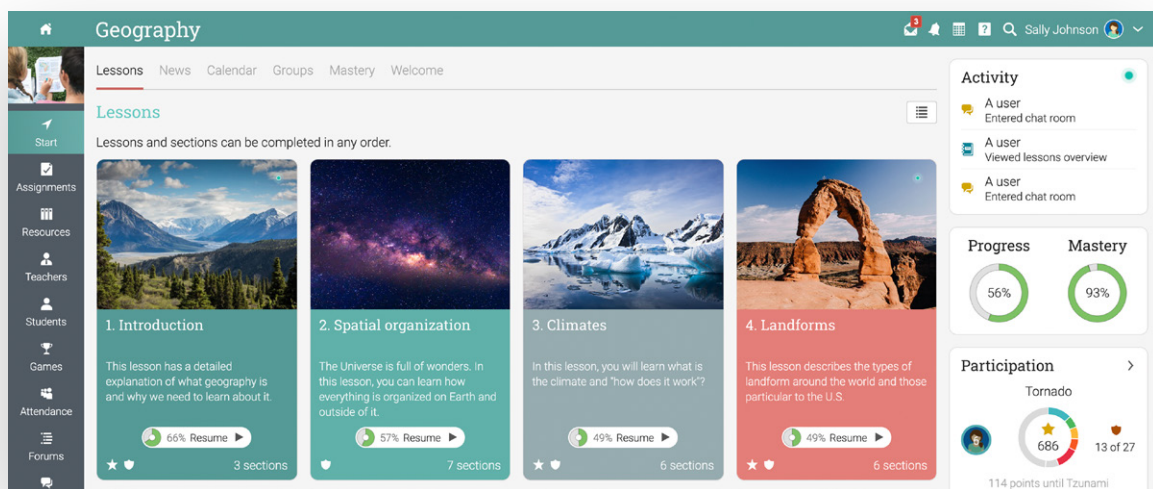
Our platform is built to ensure a smooth implementation. Most clients configure and customize their site within a few hours, not months. NEO is very easily adopted by students, faculty, and parents. Here are the typical steps in an implementation www.cypherlearning.com/neo/implementation.



Product overview

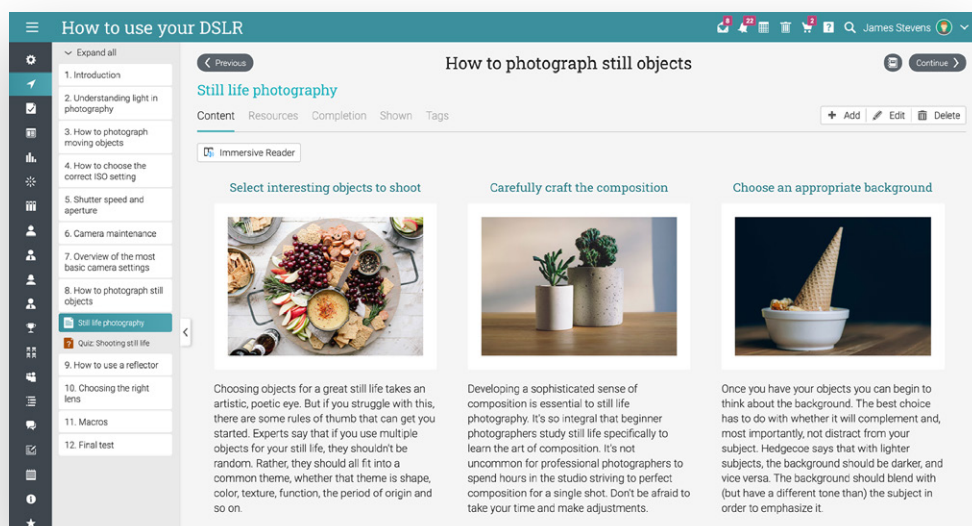
Choose your class style

Select the type of class that best suits your teaching style, whether it's instructor-led, blended, self-paced, or micro learning. It's easy to create and deliver educational content and each class has useful features based on its style.



Built-in content authoring

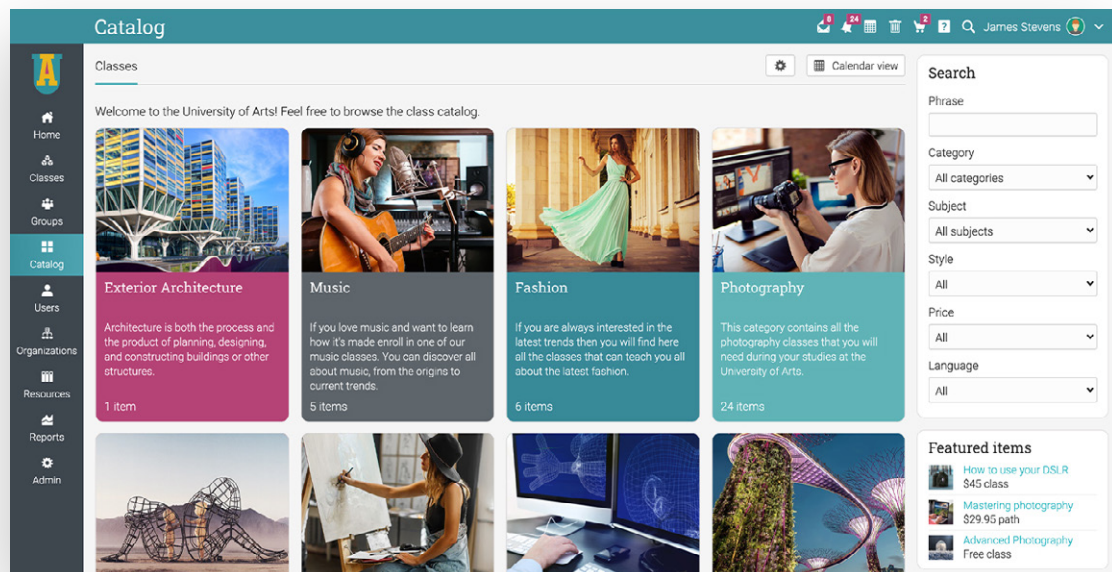
Create engaging classes fast and without any technical knowledge using our built-in content authoring tool. Embed any kind of content and media including audio, video, Office documents, Google Docs, and OneDrive files.



Product overview

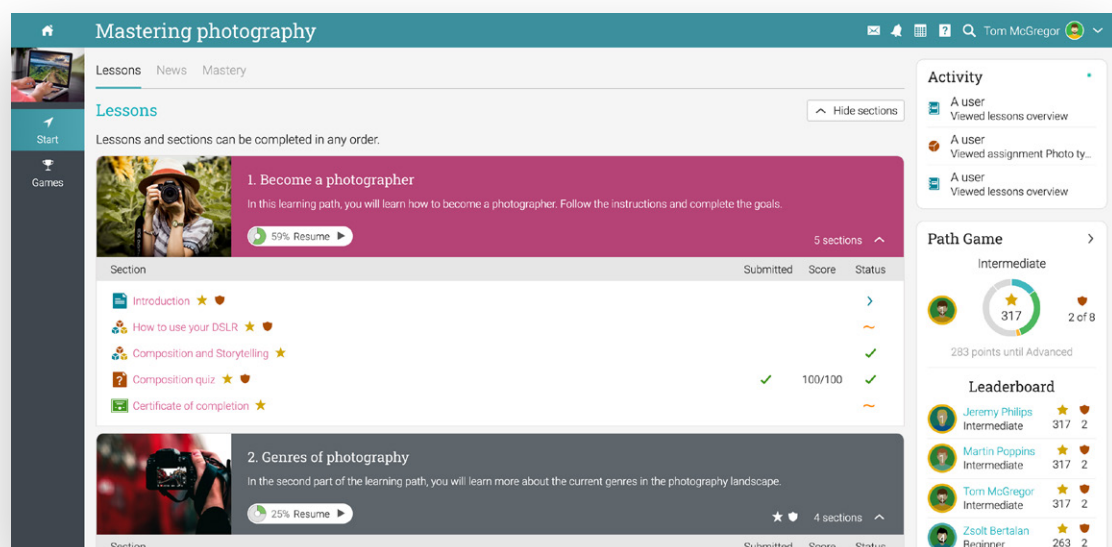
Graphical class catalog

Showcase your classes to students using the class catalog. Each class has its own overview page with important details such as the class description, ratings and reviews, and lessons outline.



Learning paths

Inspire students to achieve goals using learning paths. Each goal in a path can represent a class, a certificate, or another path, and students can be rewarded with points and badges as they complete goals. When the path is finished, students can receive a certificate of completion.



Product overview

Innovative automation

Set up rules that should be performed when students enroll in groups, complete classes and learning paths, or fall behind on their mastery levels. This powerful feature helps educators save time on teaching activities and makes learning more personalized.

The screenshot shows a lesson titled "How to use your DSLR" with a sidebar listing 12 sections. The main content area is titled "How to choose the correct ISO setting" and includes tabs for "Lesson overview", "Sections", "Competencies", "Completion", "Shown", "Unlocked", "Tags", and "Notes". The "Completion" tab is active, showing "Completion requirements" and "Completion actions".

Completion requirements

The lesson is considered completed when all its required sections are completed.

Class completion

☒ Require this lesson to be completed for class completion.

Completion actions

Add actions here that should be performed when the lesson is completed.

Action	Added	Edit	Remove
★ Award 100 points for game Participation	Jan 25, 2016		—
📄 Hide assignment Essay on shutter speed	Mar 26, 2018		—
📄 Show lesson Shutter speed and aperture	Apr 18, 2018		—
🏆 Award badge Best Student for game Participation	Apr 23, 2018		—
👤 Add to group The use of light	Apr 23, 2018		—
🔒 Unlock lesson How to choose the correct ISO setting after 2 days	Nov 26, 2018		—

Game based learning

Make learning fun and competitive with gamification by creating games where students can earn points and badges for completing tasks during class activities. You can create games for classes, paths, and site-wide games.

The screenshot shows a game interface titled "Geography" with a sidebar containing icons for Start, Assignments, Resources, Teachers, Students, Games, Attendance, Forums, and Chat. The main content area is titled "Participation" and includes sections for "Levels" and "Badges".

Levels

Name	Awarded
Drizzle 200 points	Jan 25, 2021
Rain 300 points	Jan 25, 2021
Storm 400 points	Jan 25, 2021
Tornado 500 points	Jan 25, 2021
Tsunami 800 points	-

Badges

Description	Awarded
Positive attitude For completing assignment Where would you like to live?	Jan 25, 2021
Best team member For having your submission for assignment Survey on what you expect to learn in this course scored > 10%.	Jan 25, 2021

Tornado

686 13 of 27

114 points until Tsunami

Leaderboard

Rank	Name	Points
1	Livia Mendes Tzunami	1130 11
2	Ann Jones Tzunami	1130 20
3	Bex Besto Tzunami	810 6
4	Katie Johnson Tzunami	790 2
5	Travis Diss Tzunami	765 4

Teams

Team	Points
Junior Go Green	5806 68
Hiking group	3756 59

Product overview

Adaptive learning

Deliver better learning experiences to students by personalizing the content made available to them based on their progress and skills. Adaptive learning allows teachers to hide/show content and assessments in classes, based on automation.

The screenshot shows a lesson overview for 'How to use your DSLR'. The left sidebar lists 12 sections, with '7. Overview of the most basic camera settings' selected. The main content area is titled 'Overview of the most basic camera settings' and includes sections for 'Lesson overview', 'Completion requirements', 'Class completion', and 'Completion actions'. The 'Completion actions' section contains a table of actions to be performed when the lesson is completed.

Action	Added	Edit	Remove
★ Award 50 points for game Participation	Oct 26, 2016		—
🏆 Award badge <i>Great job</i> for game Participation	Oct 26, 2016		—
🔒 Hide lesson Understanding light in photography	Apr 4, 2018		—
📋 Show assignment Which lens do you prefer?	Mar 1, 2021		—

Competency-based learning

Make sure class content is compliant with standards by adding competencies to it. Create your own or use the preloaded US Common Core and Next Generation Science standards. Track student progress on a competency-basis and get a detailed view of how students are understanding the concepts.

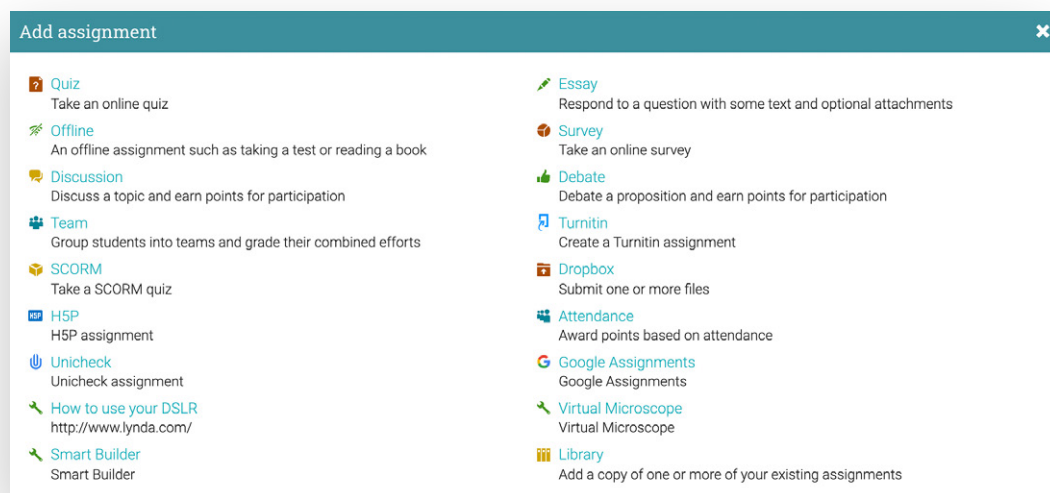
The screenshot shows the 'Mastery' page for the 'How to use your DSLR' lesson. It displays a table of student progress on various competencies. The table has columns for Competencies, Code, and a grid of progress bars for each student. The progress bars are color-coded: green for 60% or higher, yellow for 40-59%, and red for 0-39%.

Competencies	Code	1	1.1	1.2	1.3	2	2.2	3	3.1	3.2	3.3	4
Student	Average	67%	66%	71%	63%	70%	70%	66%	71%	59%	67%	76%
Balla, Arnold	62%	13%	23%	2%	13%	82%	82%	36%	84%	23%	0%	83%
Byrne, Damian	52%	58%	37%	72%	66%	60%	60%	47%	30%	28%	82%	51%
Murray, Danielle	64%	9%	1%	17%	10%	9%	9%	82%	91%	74%	80%	80%
Glass, Graham	81%	94%	94%	94%	93%	93%	93%	76%	50%	82%	97%	69%
Hopper, James	80%	84%	92%	88%	72%	92%	92%	61%	65%	77%	40%	93%
Powell, Jamie	71%	57%	82%	21%	67%	76%	76%	73%	80%	80%	60%	81%
Roberts, Jen	54%	12%	8%	27%	0%	30%	30%	93%	93%	93%	93%	97%
Sanders, Ken	70%	81%	68%	96%	78%	74%	74%	74%	70%	66%	87%	68%
Poppins, Martin	75%	71%	94%	90%	30%	32%	32%	85%	88%	84%	84%	70%
Staton, Natalie	82%	67%	22%	100%	79%	29%	29%	93%	90%	94%	95%	97%
Deboaca, Olivia	61%	87%	87%	89%	86%	79%	75%	46%	67%	2%	70%	70%

Product overview

Complete assessment solution

Choose from 16 types of assignments such as quizzes, essays, debates, team, Dropbox, discussion, survey, and more. Grading is simplified using our reliable gradebook. You can see a centralized view of all grades and quickly add results and make changes.



Rich analytics and reporting tools

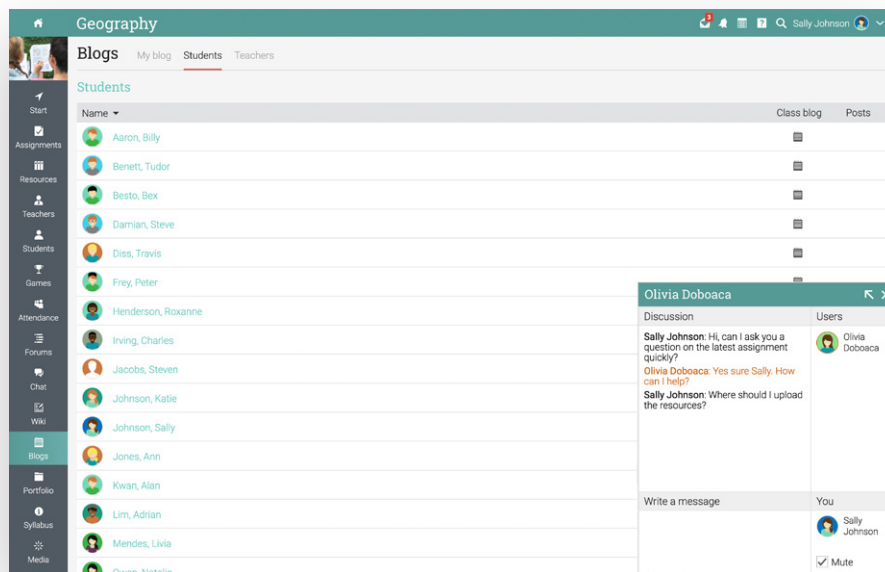
Get instant analytics on student progress and identify where students might need some extra help. See graphics with insights for different areas such as lessons, assignments, mastery, and completion. Stay informed using our built-in reports or create custom reports.



Product overview

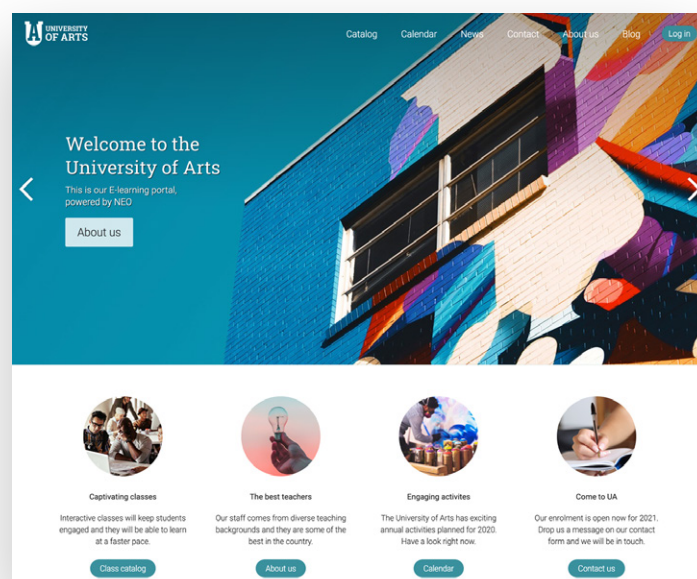
Collaboration tools

Boost classroom collaboration using interactive tools such as chats, wikis, forums, groups, and teams.



Customizable

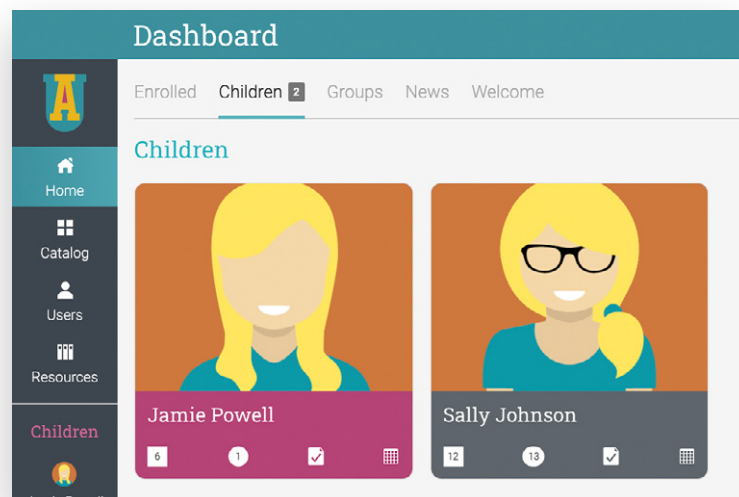
Our platform can be matched to your school's identity by adding a personalized logo, URL, color scheme, terminology, and more.



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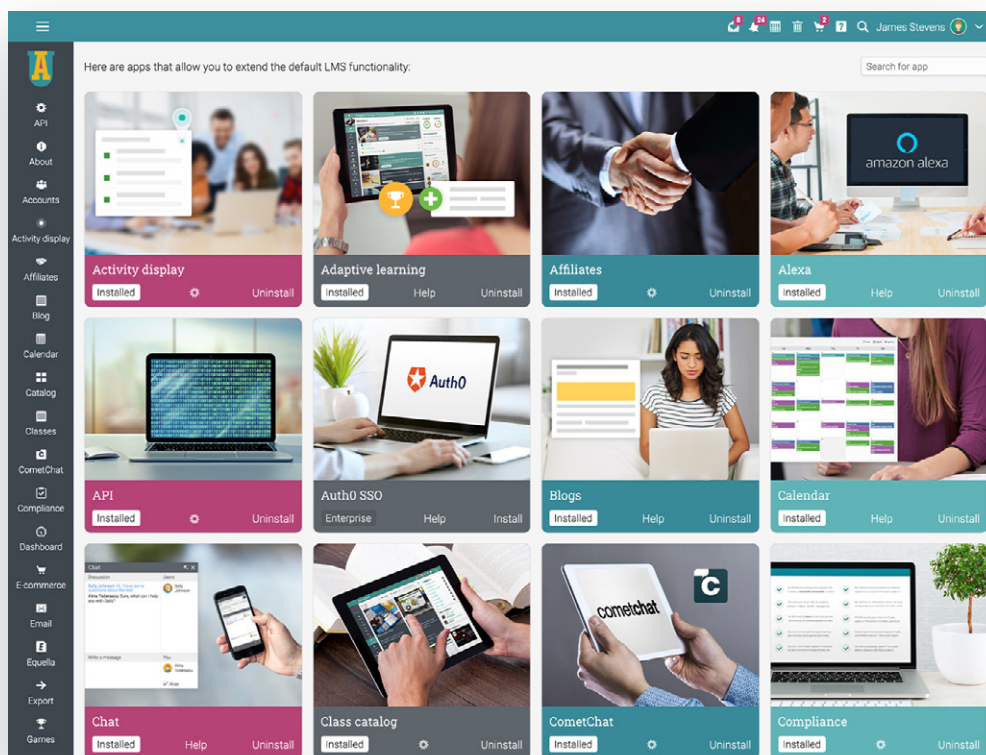
Access for parents

Parents can use NEO to communicate with school staff and access their children's' grades and track their progress.



Integrate your favorite tools

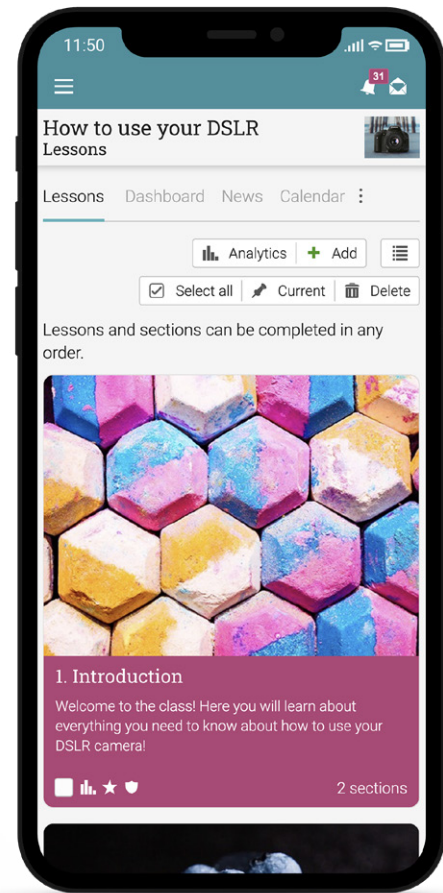
We offer seamless integration with the most popular third-party tools for education.



Product overview

Mobile access

Use our mobile apps for iOS and Android to enjoy the full functionality of NEO on the go. Students can easily keep track of their schedule and become more involved in academic activities even when they are not at school.



Product overview

Summary

NEO is a powerful learning platform that delivers a great user experience, while incorporating all the essential tools schools need to support efficient teaching and learning. For more details about NEO and CYPHER LEARNING products, please visit our websites or contact us at info@cypherlearning.com.

www.cypherlearning.com

