

🍯 моданк education

Powered by

# **Total Smart Solution**

Learning | Teaching | e-Library | Media Bank

**COCOK** is a world-class digital solution for learning, teaching, e-library and media bank; paving the road of success for learners and teachers.









**Educational Enhancement Platform** 





to learn more



# Key Benefit of **COCK** Educational Platform



Learning Console : supporting self-learning for each learner to explore resources independently and borderlessly in a playful and enjoyable manner

**Teaching Resource :** equipping teachers with world-class digital media including interactive 3Ds & VR, educational videos, games, digital lessons and photo & audio banks to escalate the quality of teaching

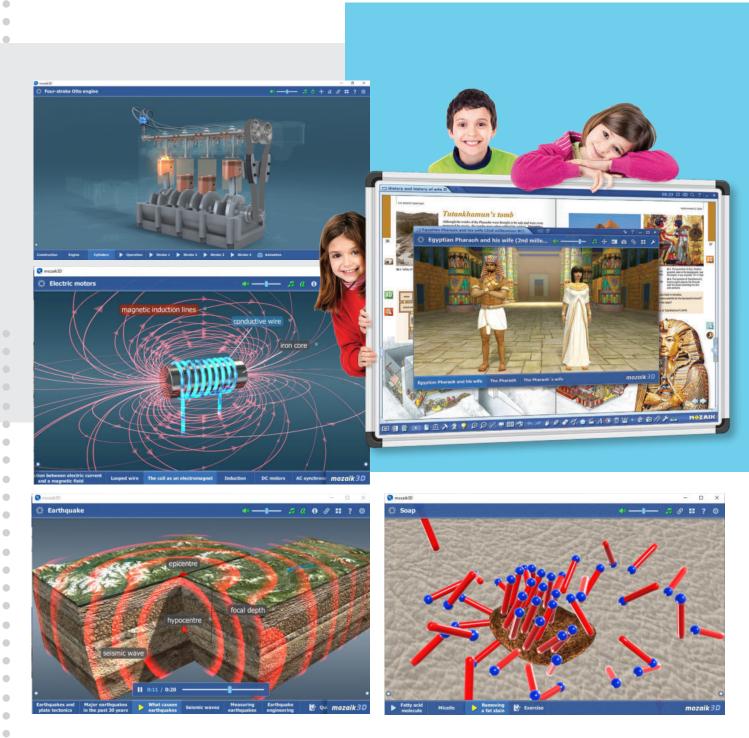
**Personal e–Library :** serving as a personal e–library with numbers of e–books, allowing learners to expand their knowledge endlessly

**Media Bank :** centralizing educational and school-related media with features that enable media management where resources can be utilized and maximized

and teaching with massive resources with the aim of paving the road to success in education. Obcock is guaranteed by top-notch awards since 2010.



- Learners will not only be limited to learning from books
- Linking textbooks to various educational media such as videos, 3D models, pictures, audio, and other interactive tools, which will elevate the learning experience for all learners
- Simplifying complex concepts with visual aids more than 10,000 educational media facilitate the understanding of all learners
- Supporting learner's growth and development, leading to success in education



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Learning Console

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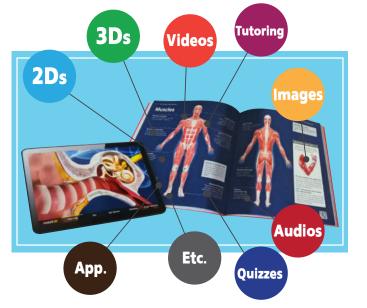
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# **New Perspective of Learning**



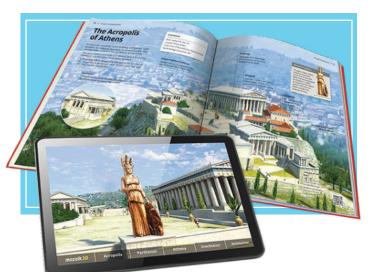
#### **Skill Development**

- New way of learning allows learners to develop their skills
- New learning experiences using educational digital media to learn, explore, and have fun developing 21st-century skills



### Learning Suite & Extra Media

- Teaching tools with extra educational media
  - Turning regular e-books into exceptional e-books full with enriched media





#### **Learning Console**



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- e-textbooks world-class multimedia
- World-class multimedia
- Unlimited resources



Learning Console

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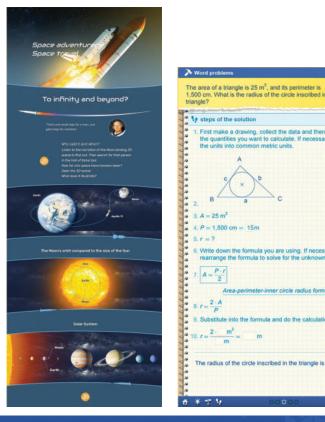
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# Newserspective of Learning

#### e-Lessons

With more than 120 digital lessons in all subject areas, in particularly STEM and STEAM, e-lessons provide opportunities for learners to gain knowledge and master their skills both in and out of the classroom



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### **Educational Gamification**

Motivating and inspiring learners to take parts in learning the fun way

- Inspiring learners with interactive educational games
- Motivating learners to take interests in specific learning topics
- Engaging in knowledge exchange between teachers, learners and classmates
- Incorporating some fun as a part of learning experience with educational games

# **Improving Teaching with Full-Scale Tools**

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 Helping teachers create original contents and media
 Expanding teaching contents
 Easing the work and time of class preparation and planning

Adding effectiveness in teaching and learning

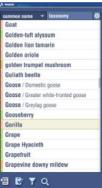
**Teaching Resource** 

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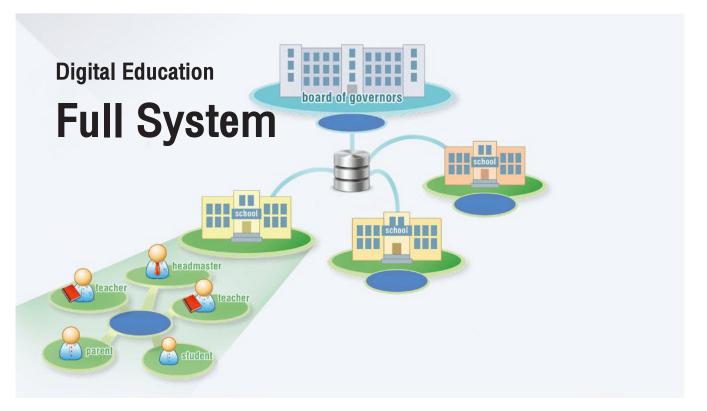
• Tracking and monitoring student progress closely

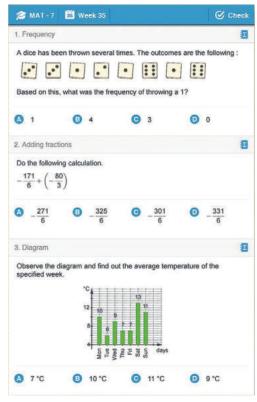






# **Improving Teaching with Full-Scale Tools**





**Teaching Resource** 

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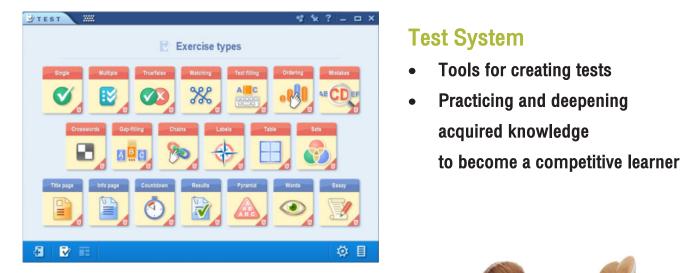
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Teaching Tools Tools for creating teaching contents and media



World-Class Teaching Resources Equipping teachers with world-class resources

# **Improving Teaching with Full-Scale Tools**



### Assignment System

- Assigning homework
- Submitting assignments and homework on the platform
- Convenience in checking and tracking assignments and homework

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### All-in-One Solution

#### that manages

- Content Management (CM)
- Media Management (MM)
- Knowledge Management (KM)

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#### e-Library

e-Library is a large digital learning center that helps in enriching the learnin With more than 450 e-books that cover contents in core and supplementary curriculum, for instance, science encyclopedia, language skill development stories and general knowledge books etc.



**Biology: Ecology (Thai)** Textbook Edition 1 - 2010 TH-GEN-BIO-S07-TH



**Chemistry: Atom (Thai)** Textbook Edition 1 - 2010 TH-GEN-CHM-S02-TH



**Chemistry: Non-metals (Thai)** Textbook Edition 1 - 2010 TH-GEN-CHM-S04-TH



**Biology: Evolution (Thai)** Textbook Edition 1 - 2010 TH-GEN-BIO-S08-TH



**Chemistry: Biochemistry (Thai)** Textbook Edition 1 - 2010 TH-GEN-CHM-S05-TH



**English Grammar Grade 12** Textbook Edition 1 - 2020 TH-GEN-ENG12G



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**Chemistry: Chemical Reactions** (Thai) Textbook Edition 1 - 2010 TH-GEN-CHM-S01-TH



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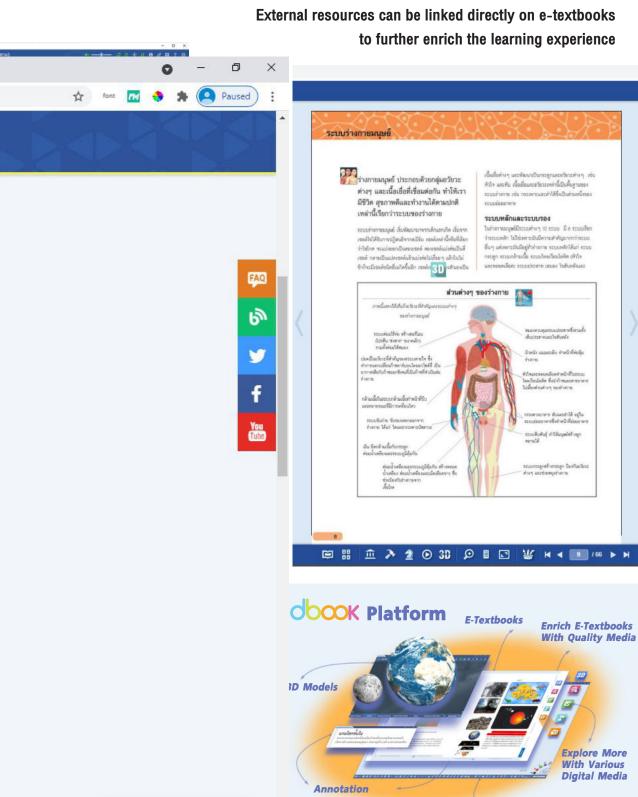
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**Responsive Control** 

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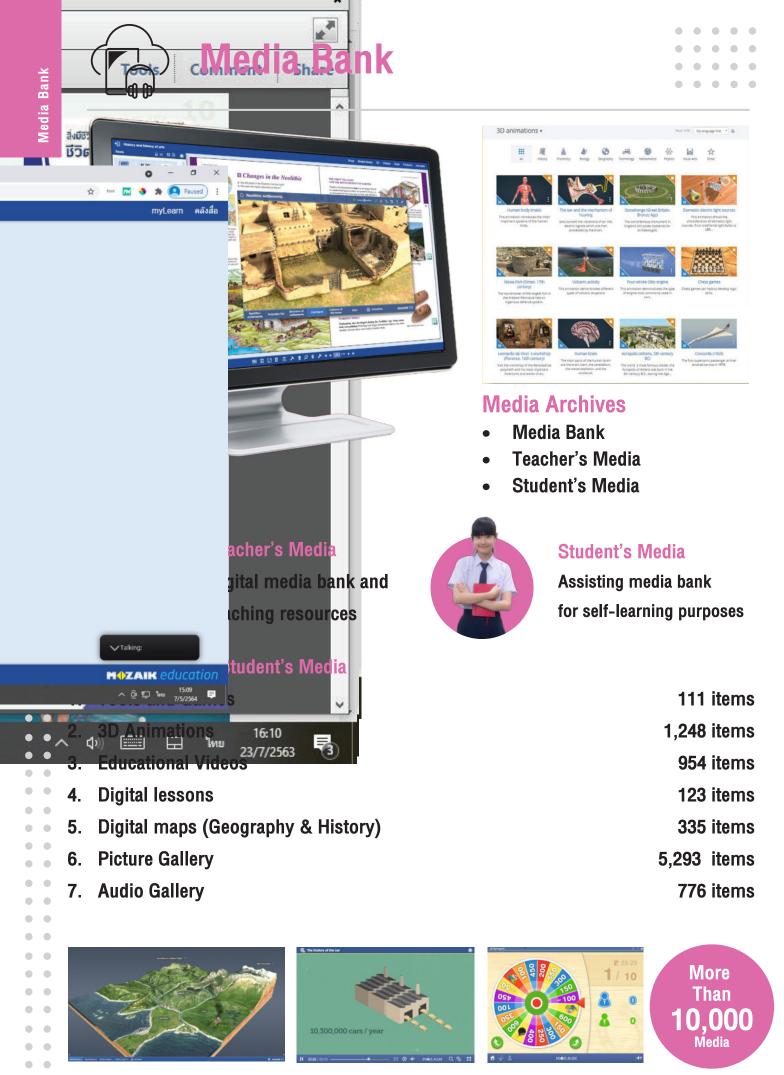
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# Media Bank

### 1 Tools and Games



Tools and Games	
Skill Development	37
Illustration	51
Practice	60
Subject Library	10
Virtual Experiment	8
Total	111

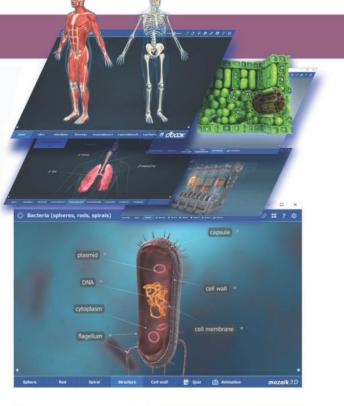


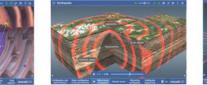


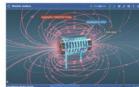


### 2 3D Animations

3D Animations	
Arts	79
History	413
Mathematics	61
Music	13
Technology	181
Biology	209
Chemistry	217
Physics	54
Geography	131
Science	94
Total	1,248







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# Media Bank

### 3 Educational Videos

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Education Videos	
Arts	46
Biology	227
Chemistry	47
Geography	249
Physics	41
History	162
Mathematics	25
Society	43
Stories	8
Technology	56
Total	954

### **Digital Lessons**

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Digital Lessons	
Biology	58
Chemistry	8
Geography	9
Physics	18
Science	24
History	13
Technology	2
Total	123

### 5 Digital Maps (Geography History)

Geographical Maps	
Astronomy	39
Europe	71
Middle East	14
Asia	17
Far East	9
Arab League	11
Africa	13
America	34
Australia	15
Earth	52
Total	275



Historical Maps	
Prehistory	5
Ancient History	10
Middle Ages	13
Modern History	26
The Present	26
Total	80



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### 6 Picture Gallery

Picture Gallery	
History	576
Biology	1,385
Physics	276
Geography	1,880
Visual Arts	665
Chemistry	317
Mathematics	294
Technology	13
Music	321
Total	5,293













## 7 Audio Gallery

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Audio Gallery	
History	6
Biology	63
Nature	50
Physics	5
Technology	4
Music	552
Other	96
Total	776

# **оск The Road To** World-Class Quality School

- obcock promotes innovation and technology in learning management
- Aligning with today's
   educational shift

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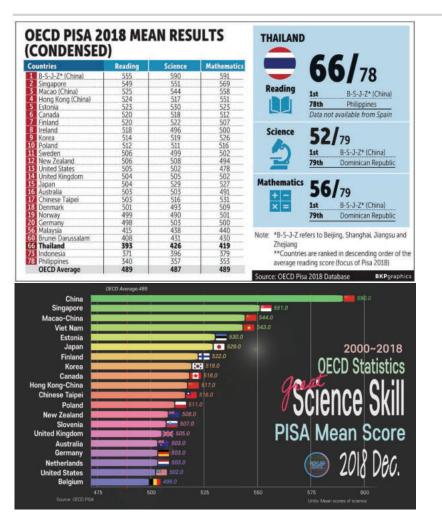
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- Improving and equipping teachers with quality resources
- Building learners with 21st-century skills to become more competitive
- Aiming to create success for learners

# Outcomes of Using COCK Platform



- Increasing overall Thai PISA scores
- Developing learners
- Equipping teachers
- Elevating school quality
- Lessening educational disparities
- Building a sustainable educational standard with digital learning

### AWARD WINNING SOFTWARES



Academics' Choice Award Smart Media - Software, 2016 Winner



**GESS Education Awards** Secondary and Higher Education Resource Equipment Supplier of the Year - Finalist



**EdTech Awards** Authoring Tool - Winner 2019 Presentation Solution - Winner 2016 E-learning, Blended learning - Finalist 2016 Content Provider Solution - Finalist 2016



**European Business Awards** National Champion for Hungary 2016/2016 - Winner



**BETT Awards** Class. Aids for Learn., Teach., and Ass. Educational Apps International Digital Edu. Resource



The EducationInvestor Awards **Education Content Provider** Finalist

**COCOK** is a world-class learning platform supported by a network of local and international digital education experts with more than 25 years of experience. The platform is designed to elevate schools and develop teachers and learners endlessly while opening for opportunities in promoting quality, lessening educational disparities and creating a sustainable standard for digital learning management.

# GENESIS ODOOK MOZAIK



GENESIS

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